Archon of Valor's Reach {4}{G}{W}

Creature -- Archon

Flying, vigilance, trample
As this creature enters, choose artifact, enchantment, instant, sorcery, or planeswalker.
Players can't cast spells of the chosen type.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benefaction of Rhonas {2}{G}

Sorcery

Reveal the top five cards of your library. You may put a creature card and/or an enchantment card from among them into your hand. Put the rest into your graveyard.

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Playtest cards - HailMaryFullofMuscles - Vintage ($1K - Value Vintage - SCG CON Cincinnati sheet 1/9 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Blazing Archon {6}{W}{W}{W}

Creature -- Archon

Flying
Creatures can't attack you.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creatures can't attack you.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commune with the Gods {1}{G}

Sorcery

Reveal the top five cards of your library. You may put a creature or enchantment card from among them into your hand. Put the rest into your graveyard.

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Commune with the Gods {1}{G}

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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Playtest cards - HailMaryFullofMuscles - Vintage ($1K - Value Vintage - SCG CON Cincinnati sheet 3/9 - 8 cards - 2.5 x 3.5 in each

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Gather the Pack (1)(G)

Sorcery

Reveal the top five cards of your library. You may put a creature card from among them into your hand. Put the rest into your graveyard.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, put up to two creature cards from among the revealed cards into your hand instead of one.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald of Eternal Dawn (4)(W)(W)(W)

Creature -- Angel

Flash (You may cast this spell any time you could cast an instant.)
Flying
You can't lose the game and your opponents can't win the game.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HailMaryFullofMuscles - Vintage ($1K - Value Vintage - SCG CON Cincinnati sheet 4/9 - 8 cards - 2.5 x 3.5 in each

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Hunting Grounds {G}{W}

Enchantment

Threshold -- As long as there are seven or more cards in your graveyard, this enchantment has "Whenever an opponent casts a spell, you may put a creature card from your hand onto the battlefield."

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Malevolent Rumble {1}{G}

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Druids {1}{G}

Enchantment

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oblivion Ring {2}{W}

Enchantment

When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oust {W}

Sorcery

Put target creature into its owner's library second from the top. Its controller gains 3 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HailMaryFullofMuscles - Vintage ($1K - Value Vintage - SCG CON Cincinnati sheet 6/9 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terastodon {6}{G}{G}

Creature -- Elephant

When this creature enters, you may destroy up to three target noncreature permanents. For each permanent put into a graveyard this way, its controller creates a 3/3 green Elephant creature token.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wasteful Harvest {2}{G}

Instant

Mill five cards. You may put a permanent card from among the cards milled this way into your hand. (To mill a card, put the top card of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circle of Protection: Red {1}{W}

Enchantment

{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HailMaryFullofMuscles - Vintage ($1K - Value Vintage - SCG CON Cincinnati sheet 8/9 - 8 cards - 2.5 x 3.5 in each

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Kunoros, Hound of Athreos {1}{W}{B}

Legendary Creature -- Dog

Vigilance, menace, lifelink
Creature cards in graveyards can't enter the battlefield.
Players can't cast spells from graveyards.

[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vengeful Archon {4}{W}{W}{W}

Creature -- Archon

Flying
{X}: Prevent the next X damage that would be dealt to you this turn. If damage is prevented this way, this creature deals that much damage to target player or planeswalker.

[sideboard]

7/7

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7/7

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