

Boon of the Wish-Giver (4UUU) Sorcery Draw four cards. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boon of the Wish-Giver (4UUU) Sorcery Draw four cards. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boon of the Wish-Giver (4UUU) Sorcery Draw four cards. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boon of the Wish-Giver (4UUU) Sorcery Draw four cards. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brightclimb Pathway Card ----- OTHER FACE ----- Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Card ----- OTHER FACE ----- Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Card

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① R

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Whenever you cycle another card,
this creature deals 1 damage to each
opponent.
Cycling {1} ({1}, Discard this card:
Draw a card.)
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Whenever you cycle another card, this creature deals 1 damage to each opponent.

Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Whenever you cycle another card, this creature deals 1 damage to each opponent.

Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Whenever you cycle another card, this creature deals 1 damage to each opponent.

Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

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W

Whenever you cycle another card, put a +1/+1 counter on this creature.
Cycling {1} ({1}, Discard this card: Draw a card.)

1/1

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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.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

Flourishing Fox (W) Creature -- Fox Whenever you cycle another card, put a +1/+1 counter on this creature. Cycling {1} ({1}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flourishing Fox (W) Creature -- Fox Whenever you cycle another card, put a +1/+1 counter on this creature. Cycling {1} ({1}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flourishing Fox (W) Creature -- Fox Whenever you cycle another card, put a +1/+1 counter on this creature. Cycling {1} ({1}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Footfall Crater (R) Enchantment -- Aura Enchant land Enchanted land has "{T}: Target creature gains trample and haste until end of turn." Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Footfall Crater (R) Enchantment -- Aura Enchant land Enchanted land has "{T}: Target creature gains trample and haste until end of turn." Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Footfall Crater (R) Enchantment -- Aura Enchant land Enchanted land has "{T}: Target creature gains trample and haste until end of turn." Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Footfall Crater (R) Enchantment -- Aura Enchant land Enchanted land has "{T}: Target creature gains trample and haste until end of turn." Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frostveil Ambush (3)(U)(U) Instant Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frostveil Ambush 3 U U Instant Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frostveil Ambush 3 U U Instant Tap up to two target creatures. Those creatures don't untap during their controller's next untap step. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for Blood 1 R Sorcery Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for Blood 1 R Sorcery Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Needleverge Pathway Card OTHER FACE Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Needleverge Pathway Card OTHER FACE Needleverge Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raugrin Triome Land -- Island Mountain Plains ({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Raugrin Triome Land -- Island Mountain Plains {T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rielle, the Everwise 1UR Legendary Creature -- Human Wizard Rielle gets +1/+0 for each instant and sorcery card in your graveyard. Whenever you discard one or more cards for the first time each turn, draw that many cards. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rielle, the Everwise 1UR Legendary Creature -- Human Wizard Rielle gets +1/+0 for each instant and sorcery card in your graveyard. Whenever you discard one or more cards for the first time each turn, draw that many cards. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rielle, the Everwise 1UR Legendary Creature -- Human Wizard Rielle gets +1/+0 for each instant and sorcery card in your graveyard. Whenever you discard one or more cards for the first time each turn, draw that many cards. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riverglide Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Zenith Flare 2RW Instant Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zenith Flare 2RW Instant Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zenith Flare 2RW Instant Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zenith Flare 2RW Instant Zenith Flare deals X damage to any target and you gain X life, where X is the number of cards with a cycling ability in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Easy Prey 1B Instant Destroy target creature with mana value 2 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Easy Prey 1B Instant Destroy target creature with mana value 2 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Improbable Alliance UR Enchantment Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying. {4}{U}{R}: Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Improbable Alliance UR Enchantment Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying. {4}{U}{R}: Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Improbable Alliance ⓪Ⓡ Enchantment Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying. {4}{U}{R}: Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①⓪ Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①⓪ Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate ①⓪ Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shredded Sails ①Ⓡ Instant Choose one -- * Destroy target artifact. * Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shredded Sails ①Ⓡ Instant Choose one -- * Destroy target artifact. * Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shredded Sails ①Ⓡ Instant Choose one -- * Destroy target artifact. * Shredded Sails deals 4 damage to target creature with flying. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yidaro, Wandering Monster ⑤ⓇⓇ Legendary Creature -- Dinosaur Turtle Trample, haste Cycling {1}{R} When you cycle this card, shuffle it into your library from your graveyard. If you've cycled a card named Yidaro, Wandering Monster four or more times this game, put it onto the battlefield from your graveyard instead. (Do this before you draw.) [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

