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



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

# **Playtest cards - Destroier - Standard (Standard League)**

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 3/10 - 8 cards - 2.5 x 3.5 in each

3 U U

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

3 U U

Tap up to two target creatures. Those creatures don't untap during your controller's next untap step. Cycling {1} ({1}), Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

①②

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

① R

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

①R

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

2 B

Target opponent reveals their hand.  
You choose a nonland card from that  
player's graveyard or hand and exile  
it.  
Cycling {1} ({1}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Target opponent reveals their hand.  
You choose a nonland card from that  
player's graveyard or hand and exile  
it.  
Cycling {1} ({1}, Discard this card:  
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Memory Leak</div><div>2B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Memory Leak</div><div>2B</div></div> <div>Sorcery</div> <div>Target opponent reveals their hand. You choose a nonland card from that player's graveyard or hand and exile it. Cycling {1} ({1}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Needleverge Pathway</div></div> <div>Card</div> <div>----- OTHER FACE -----</div> <div><div>Needleverge Pathway</div></div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Needleverge Pathway</div></div> <div>Card</div> <div>----- OTHER FACE -----</div> <div><div>Needleverge Pathway</div></div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                              |
| <div><div>Needleverge Pathway</div></div> <div>Card</div> <div>----- OTHER FACE -----</div> <div><div>Needleverge Pathway</div></div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Needleverge Pathway</div></div> <div>Card</div> <div>----- OTHER FACE -----</div> <div><div>Needleverge Pathway</div></div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Plains</div></div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <div><div>Raugrin Triome</div></div> <div>Land -- Island Mountain Plains</div> <div>({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rielle, the Everwise 1UR</div><div>Legendary Creature -- Human Wizard</div><div>Rielle gets +1/+0 for each instant<br/>and sorcery card in your graveyard.<br/>Whenever you discard one or more<br/>cards for the first time each turn,<br/>draw that many cards.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rielle, the Everwise 1UR</div><div>Legendary Creature -- Human Wizard</div><div>Rielle gets +1/+0 for each instant<br/>and sorcery card in your graveyard.<br/>Whenever you discard one or more<br/>cards for the first time each turn,<br/>draw that many cards.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rielle, the Everwise 1UR</div><div>Legendary Creature -- Human Wizard</div><div>Rielle gets +1/+0 for each instant<br/>and sorcery card in your graveyard.<br/>Whenever you discard one or more<br/>cards for the first time each turn,<br/>draw that many cards.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>BACK FACE</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>BACK FACE</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>BACK FACE</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>BACK FACE</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                |

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| <div><div>Startling Development</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                             | <div><div>Startling Development</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                             | <div><div>Startling Development</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                             | <div><div>Startling Development</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Until end of turn, target creature becomes a blue Serpent with base power and toughness 4/4. Cycling {1} ({1}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                             |
| <div><div>Valiant Rescuer</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.)</div></div> <div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Valiant Rescuer</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.)</div></div> <div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Valiant Rescuer</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.)</div></div> <div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Valiant Rescuer</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token. Cycling {2} ({2}, Discard this card: Draw a card.)</div></div> <div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Zenith Flare<div>2RW</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Zenith Flare<div>2RW</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Zenith Flare<div>2RW</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Zenith Flare<div>2RW</div></div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             |
| <div><div>Easy Prey<div>1B</div></div><div>Instant</div><div>Destroy target creature with mana value 2 or less.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Easy Prey<div>1B</div></div><div>Instant</div><div>Destroy target creature with mana value 2 or less.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Improbable Alliance<div>UR</div></div><div>Enchantment</div><div>Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying.<br/>{4}{U}{R}: Draw a card, then discard a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Improbable Alliance<div>UR</div></div><div>Enchantment</div><div>Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying.<br/>{4}{U}{R}: Draw a card, then discard a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Improbable Alliance</div><div>⓪Ⓡ</div></div><div>Enchantment</div><div>Whenever you draw your second card each turn, create a 1/1 blue Faerie creature token with flying.<br/>{4}{U}{R}: Draw a card, then discard a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Negate</div><div>①⓪</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div><div>Negate</div><div>①⓪</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                               | <div><div><div>Negate</div><div>①⓪</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                           |
| <div><div><div>Shredded Sails</div><div>①Ⓡ</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Shredded Sails deals 4 damage to target creature with flying.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shredded Sails</div><div>①Ⓡ</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Shredded Sails deals 4 damage to target creature with flying.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shredded Sails</div><div>①Ⓡ</div></div><div>Instant</div><div>Choose one --<br/>* Destroy target artifact.<br/>* Shredded Sails deals 4 damage to target creature with flying.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Yidaro, Wandering Monster</div><div>⑤ⓇⓇ</div></div><div>Legendary Creature -- Dinosaur Turtle</div><div>Trample, haste<br/>Cycling {1}{R}<br/>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.)</div><div>[sideboard]</div><div>8/8</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

