

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

Clearwater Pathway

Card

-- OTHER FACE --

Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Clearwater Pathway

Card

-- OTHER FACE --

Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Clearwater Pathway

Card

-- OTHER FACE --

Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Drannith Stinger

(1)(R)

Creature -- Human Wizard

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 PLAYbotbox.dev

Drannith Stinger

(1)(R)

Creature -- Human Wizard

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 PLAYbotbox.dev

Drannith Stinger

(1)(R)

Creature -- Human Wizard

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 PLAYbotbox.dev

Drannith Stinger

(1)(R)

Creature -- Human Wizard

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 PLAYbotbox.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 PLAYbotbox.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	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
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	Memory Leak 2 B Sorcery 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	Memory Leak 2 B Sorcery 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

Memory Leak 2B Sorcery 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 PLAYbotbox.dev	Memory Leak 2B Sorcery 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 PLAYbotbox.dev	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
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.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Riverglide Pathway Land {T}: Add {U}. BACK FACE Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. BACK FACE Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. BACK FACE Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverglide Pathway Land {T}: Add {U}. BACK FACE Lavaglide Pathway Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Startling Development (1)(U) Instant 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.)	Startling Development (1)(U) Instant 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.)	Startling Development (1)(U) Instant 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.)	Startling Development (1)(U) Instant 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.)
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Valiant Rescuer (1)(W) Creature -- Human Soldier 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.)	Valiant Rescuer (1)(W) Creature -- Human Soldier 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.)	Valiant Rescuer (1)(W) Creature -- Human Soldier 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.)	Valiant Rescuer (1)(W) Creature -- Human Soldier 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.)
3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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 U R 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 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shredded Sails 1 R 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 R 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 R 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 R R 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yidaro, Wandering Monster 5R 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	Yidaro, Wandering Monster 5R 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	Yidaro, Wandering Monster 5R 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	
---	---	---	--