

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

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
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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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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

① ②

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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

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Whenever you cycle another card for the first time each turn, create a 1/1 white Human Soldier creature token.

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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 7/10 - 8 cards - 2.5 x 3.5 in each

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] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yidaro, Wandering Monster 5R4 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 PLAY botbox.dev	Yidaro, Wandering Monster 5R4 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 PLAY botbox.dev	Yidaro, Wandering Monster 5R4 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 PLAY botbox.dev	
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Playtest cards - Crawler58 - Standard (Standard League)

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