

Boon of the Wish-Giver 4 U U Sorcery Draw four cards. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boon of the Wish-Giver 4 U U Sorcery Draw four cards. Cycling {1} ({1}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Healer 1 W Creature -- Human Cleric Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Healer 1 W Creature -- Human Cleric Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.) 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.) 3/1 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.) 3/1 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.) 3/1 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.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zenith Flare 2 R W 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 PLAY botbox.dev	Zenith Flare 2 R W 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 PLAY botbox.dev	Zenith Flare 2 R W 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 PLAY botbox.dev	Zenith Flare 2 R W 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 PLAY botbox.dev
Blazing Volley R Sorcery Blazing Volley deals 1 damage to each creature your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazing Volley R Sorcery Blazing Volley deals 1 damage to each creature your opponents control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devout Decree 1 W Sorcery Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devout Decree 1 W Sorcery Exile target creature or planeswalker that's black or red. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fight as One (W) Instant Choose one or both -- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn. * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fight as One (W) Instant Choose one or both -- * Target Human creature you control gets +1/+1 and gains indestructible until end of turn. * Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fry (1)(R) Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fry (1)(R) Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fry (1)(R) Instant This spell can't be countered. Fry deals 5 damage to target creature or planeswalker that's white or blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Light of Hope (W) Instant Choose one -- * You gain 4 life. * Destroy target enchantment. * Put a +1/+1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lurrus of the Dream-Den (1)(W/B)(W/B) Legendary Creature -- Cat Nightmare Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Dragonfire (1)(R) Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scorching Dragonfire 1 R Instant Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern 1 Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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