

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 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 Ⓜ 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 Ⓜ 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 Ⓜ 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 Ⓜ 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
Frostveil Ambush ③ⓈⓈ 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ⓈⓈ 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ⓈⓈ 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Ⓡ 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hengegate Pathway Land {T}: Add {W}. ----- BACK FACE ----- Mistgate Pathway Land {T}: Add {U}. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Irencrag Pyromancer 2Ⓡ Creature -- Human Wizard Whenever you draw your second card each turn, this creature deals 3 damage to any target. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Irencrag Pyromancer 2Ⓡ Creature -- Human Wizard Whenever you draw your second card each turn, this creature deals 3 damage to any target. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Irencrag Pyromancer 2Ⓡ Creature -- Human Wizard Whenever you draw your second card each turn, this creature deals 3 damage to any target. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Irencrag Pyromancer 2Ⓡ Creature -- Human Wizard Whenever you draw your second card each turn, this creature deals 3 damage to any target. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needleleverage Pathway

Card

Needleleverage Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needleleverage Pathway

Card

Needleleverage Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needleleverage Pathway

Card

Needleleverage Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Needleleverage Pathway

Card

Needleleverage Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

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

Playtest cards - ElYallo - Standard (Standard Challenge)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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 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.) 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
Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glass Casket 1 W Artifact When this artifact enters, exile target creature an opponent controls with mana value 3 or less until this artifact leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [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	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Redcap Melee R Instant Redcap Melee deals 4 damage to target creature or planeswalker. If a nonred permanent is dealt damage this way, you sacrifice a land. [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 PLAY botbox.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 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 - ElYallo - Standard (Standard Challenge)

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