

Accident-Prone Apprentice 1R Creature -- Otter Wizard Whenever you cast a noncreature spell, Accident-Prone Apprentice perpetually gets +1/+1. This ability also triggers if Accident-Prone Apprentice is in exile. 1/1 ----- ADVENTURE ----- Amphibian Accident 1U Instant -- Adventure Until end of turn, target creature loses all abilities and becomes a blue Frog with base power and toughness 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accident-Prone Apprentice 1R Creature -- Otter Wizard Whenever you cast a noncreature spell, Accident-Prone Apprentice perpetually gets +1/+1. This ability also triggers if Accident-Prone Apprentice is in exile. 1/1 ----- ADVENTURE ----- Amphibian Accident 1U Instant -- Adventure Until end of turn, target creature loses all abilities and becomes a blue Frog with base power and toughness 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Accident-Prone Apprentice 1R Creature -- Otter Wizard Whenever you cast a noncreature spell, Accident-Prone Apprentice perpetually gets +1/+1. This ability also triggers if Accident-Prone Apprentice is in exile. 1/1 ----- ADVENTURE ----- Amphibian Accident 1U Instant -- Adventure Until end of turn, target creature loses all abilities and becomes a blue Frog with base power and toughness 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	A-Mentor's Guidance 1U Sorcery When you cast this spell, copy it if you control a planeswalker, Cleric, Druid, Shaman, Warlock, or Wizard. Scry 1, then draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
A-Mentor's Guidance 1U Sorcery When you cast this spell, copy it if you control a planeswalker, Cleric, Druid, Shaman, Warlock, or Wizard. Scry 1, then draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	A-Mentor's Guidance 1U Sorcery When you cast this spell, copy it if you control a planeswalker, Cleric, Druid, Shaman, Warlock, or Wizard. Scry 1, then draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	A-Symmetry Sage U Creature -- Human Wizard Flying Magecraft -- Whenever you cast or copy an instant or sorcery spell, target creature you control has base power 3 until end of turn. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	A-Symmetry Sage U Creature -- Human Wizard Flying Magecraft -- Whenever you cast or copy an instant or sorcery spell, target creature you control has base power 3 until end of turn. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

A-Symmetry Sage U Creature -- Human Wizard Flying Magecraft -- Whenever you cast or copy an instant or sorcery spell, target creature you control has base power 3 until end of turn. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	A-Symmetry Sage U Creature -- Human Wizard Flying Magecraft -- Whenever you cast or copy an instant or sorcery spell, target creature you control has base power 3 until end of turn. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balmor, Battlemage Captain U R Legendary Creature -- Bird Wizard Flying Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 and gain trample until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balmor, Battlemage Captain U R Legendary Creature -- Bird Wizard Flying Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 and gain trample until end of turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - HansCroissant - Historic (Metachallenge I)

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 2/10 - 8 cards - 2.5 x 3.5 in each

U

Draw a card. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eroded Canyon

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {U} or {R}.

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This land enters tapped.
When this land enters, it deals 1
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Eroded Canyon

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Desert

This land enters tapped.
When this land enters, it deals 1
damage to target opponent.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U R

Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HansCroissant - Historic (Metachallenge I) sheet 4/10 - 8 cards - 2.5 x 3.5 in each
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;
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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peculiar Lighthouse Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peculiar Lighthouse Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peculiar Lighthouse Land This land enters tapped unless a player has 13 or less life. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ramunap Ruins Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {R}. {2}{R}{R}, {T}, Sacrifice a Desert: This land deals 2 damage to each opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger's Firebrand Sorcery Ranger's Firebrand deals 2 damage to any target. The Ring tempts you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger's Firebrand Sorcery Ranger's Firebrand deals 2 damage to any target. The Ring tempts you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ranger's Firebrand Sorcery Ranger's Firebrand deals 2 damage to any target. The Ring tempts you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger's Firebrand Sorcery Ranger's Firebrand deals 2 damage to any target. The Ring tempts you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sink into Stupor Instant Return target spell or nonland permanent an opponent controls to its owner's hand. ----- BACK FACE ----- Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spikefield Hazard Instant Spikefield Hazard deals 1 damage to any target. If a permanent dealt damage this way would die this turn, exile it instead. ----- BACK FACE ----- Spikefield Cave Land This land enters tapped. {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Static Discharge 1 R Sorcery Starting intensity 3 This sorcery deals damage equal to its intensity to any target. Then cards you own named Static Discharge intensify by 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Discharge 1 R Sorcery Starting intensity 3 This sorcery deals damage equal to its intensity to any target. Then cards you own named Static Discharge intensify by 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Discharge 1 R Sorcery Starting intensity 3 This sorcery deals damage equal to its intensity to any target. Then cards you own named Static Discharge intensify by 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Static Discharge 1 R Sorcery Starting intensity 3 This sorcery deals damage equal to its intensity to any target. Then cards you own named Static Discharge intensify by 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Stormcatch Mentor U R Creature -- Otter Wizard Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Instant and sorcery spells you cast cost {1} less to cast. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormcatch Mentor U R Creature -- Otter Wizard Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Instant and sorcery spells you cast cost {1} less to cast. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormcatch Mentor U R Creature -- Otter Wizard Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Instant and sorcery spells you cast cost {1} less to cast. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormcatch Mentor U R Creature -- Otter Wizard Haste Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Instant and sorcery spells you cast cost {1} less to cast. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wizard's Lightning 2R Instant This spell costs {2} less to cast if you control a Wizard. Wizard's Lightning deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Accident-Prone Apprentice 1R Creature -- Otter Wizard Whenever you cast a noncreature spell, Accident-Prone Apprentice perpetually gets +1/+1. This ability also triggers if Accident-Prone Apprentice is in exile. [sideboard] 1/1 ----- ADVENTURE ----- Amphibian Accident 1U Instant -- Adventure Until end of turn, target creature loses all abilities and becomes a blue Frog with base power and toughness 1/1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake UUURR Creature -- Drake Flying Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard. When this creature enters, draw a card. [sideboard] */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake UUURR Creature -- Drake Flying Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard. When this creature enters, draw a card. [sideboard] */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crackling Drake UUURR Creature -- Drake Flying Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard. When this creature enters, draw a card. [sideboard] */4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flame Sweep (2)(R) Instant Flame Sweep deals 2 damage to each creature except for creatures you control with flying. [sideboard]	Flame Sweep (2)(R) Instant Flame Sweep deals 2 damage to each creature except for creatures you control with flying. [sideboard]	Into the Flood Maw (U) Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard]	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]
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]	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]	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]	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]
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Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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