## Arrogant Wurm {3}{G}{G}

Creature -- Wurm

Trample
Madness {2}{G} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Basking Rootwalla {G}

Creature -- Lizard

{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.
Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

**1/1**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Sunnyboy253 - Pauper v3 Group 57E33C (Deep Analysis, Abandon Attachments)** sheet 1/10 - 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; 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.

**Brainstorm** U

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Careful Study** U

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Circular Logic {2}{U}

Instant

Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deep Analysis {3}{U}

Sorcery

Target player draws two cards.
Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deep Analysis {3}{U}

Sorcery

Target player draws two cards.
Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Foil {2}{U}{U}

Instant

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

You may discard an Island card and another card rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Sunnyboy253 - Pauper v3 Group 57E33C (Deep Analysis, Abandon Attachments)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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**Island**

Basic Land -- Island

({T}: Add {U}.)

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({T}: Add {U}.)

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**Lórien Revealed** {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nimble Mongoose {G}

Creature -- Mongoose

Shroud (This creature can't be the target of spells or abilities.)
Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sneaky Snacker {U}{B}

Creature -- Faerie Rogue

Flying
When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

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**Sneaky Snacker** (U)(B)

Creature -- Faerie Rogue

Flying
When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

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**Sneaky Snacker** (U)(B)

Creature -- Faerie Rogue

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When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Tangled Islet**

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.

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This land enters tapped.

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**Waterfront Bouncer** (1)(U)

Creature -- Merfolk Spellshaper

{U}, {T}, Discard a card: Return target creature to its owner's hand.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{U}, {T}, Discard a card: Return target creature to its owner's hand.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Wild Mongrel (1)(G)

Creature -- Dog

Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cryoshatter (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets -5/-0.
When enchanted creature becomes tapped or is dealt damage, destroy it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cryoshatter (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets -5/-0.
When enchanted creature becomes tapped or is dealt damage, destroy it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Envelop (U)

Instant

Counter target sorcery spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Faerie Macabre (1)(B)(B)

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Sunnyboy253 - Pauper v3 Group 57E33C (Deep Analysis, Abandon Attachments)** sheet 8/10 - 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; 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.

**Faerie Macabre** (1)(B)(B)

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Hydroblast** (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Hydroblast** (U)

Instant

Choose one --
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[sideboard]

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sagu Wildling** (4)(G)

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

[sideboard]

3/3

- - - ADVENTURE - - -

**Roost Seek** (G)

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Sagu Wildling** (4)(G)

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

[sideboard]

3/3

- - - ADVENTURE - - -

**Roost Seek** (G)

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Steel Sabotage** (U)

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Sunnyboy253 - Pauper v3 Group 57E33C (Deep Analysis, Abandon Attachments)** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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## Steel Sabotage (U)

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Werebear (1)(G)

Creature -- Human Bear Druid

{T}: Add {G}.
Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

[sideboard]

1/1

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