## Abandon Attachments (1)(U/R)

Instant -- Lesson

You may discard a card. If you do, draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Brainstorm (U)

Instant

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

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## Counterspell (U)(U)

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Counter target spell.

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**Counterspell** {U}{U}

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**Cryptic Serpent** {5}{U}{U}

Creature -- Serpent

This spell costs {1} less to cast for each instant and sorcery card in your graveyard.

**6/5**

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**Deem Inferior** {3}{U}

Sorcery

This spell costs {1} less to cast for each card you've drawn this turn.
The owner of target nonland permanent puts it into their library second from the top or on the bottom.

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## 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

## Delver of Secrets (U)

Creature -- Human Wizard

At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.

1/1

- - - BACK FACE - - -

## Insectile Aberration

Creature -- Human Insect

Flying

3/2

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## Dispel (U)

Instant

Counter target instant spell.

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Counter target instant spell.

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## Island

Basic Land -- Island

({T}: Add {U}.)

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**Playtest cards - Slum97 - Pauper v3 Group 1D6E63 (Abandon Attachments, Deem Inferior) (Leg** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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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.)

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## Murmuring Mystic {3}{U}

Creature -- Human Wizard

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ponder {U}

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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## Sleep of the Dead (U)

Sorcery

Tap target creature. It doesn't untap during its controller's next untap step.
Escape--{2}{U}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

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## Thought Scour (U)

Instant

Target player mills two cards.
Draw a card.

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## Tolarian Terror {6}{U}

Creature -- Serpent

This spell costs {1} less to cast for each instant and sorcery card in your graveyard.
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

**5/5**

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**5/5**

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## Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

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## Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

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## 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.)

[sideboard]

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## Envelop {U}

Instant

Counter target sorcery spell.

[sideboard]

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]

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Instant

Choose one --
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## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

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## Steel Sabotage (U)

Instant

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

[sideboard]

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Instant

Choose one --
* Counter target artifact spell.
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