

Abundant Growth

G

Enchantment -- Aura

Enchant land
When this Aura enters, draw a card.
Enchanted land has "{T}: Add one
mana of any color."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Blossoming Sands

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

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Crypt Sliver 1 B Creature -- Sliver All Slivers have "{T}: Regenerate target Sliver." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemhide Sliver Creature -- Sliver All Slivers have "{T}: Add one mana of any color." 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemhide Sliver Creature -- Sliver All Slivers have "{T}: Add one mana of any color." 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemhide Sliver Creature -- Sliver All Slivers have "{T}: Add one mana of any color." 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gemhide Sliver Creature -- Sliver All Slivers have "{T}: Add one mana of any color." 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heart Sliver Creature -- Sliver All Sliver creatures have haste. 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Holdout Settlement Land {T}: Add {C}. ({C} represents colorless mana.) {T}, Tap an untapped creature you control: Add one mana of any color. 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Holdout Settlement Land {T}: Add {C}. ({C} represents colorless mana.) {T}, Tap an untapped creature you control: Add one mana of any color. 11 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Muscle Sliver 16 Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver W Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver W Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver W Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plated Sliver 1 W Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 1 G Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 1 G Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 1 G Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Predatory Sliver 1 G Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel Sliver 1 W Creature -- Sliver Sliver creatures you control have vigilance. (Attacking doesn't cause them to tap.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sidewinder Sliver W Creature -- Sliver All Sliver creatures have flanking. (Whenever a creature without flanking blocks a Sliver, the blocking creature gets -1/-1 until end of turn.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sidewinder Sliver W Creature -- Sliver All Sliver creatures have flanking. (Whenever a creature without flanking blocks a Sliver, the blocking creature gets -1/-1 until end of turn.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Farenzena, Alisa - Pauper (Lega Pauper Genova, Winter Season Lunedì 3 Feb

sheet 6/10 - 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.

W

All Sliver creatures have flanking. (Whenever a creature without flanking blocks a Sliver, the blocking creature gets -1/-1 until end of turn.)

1/1

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① W

All Sliver creatures get +1/+1.

1/1

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Sliver creatures you control have first strike. (They deal combat damage before creatures without first strike.)

1/1

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G

All Sliver creatures have poisonous 1. (Whenever a Sliver deals combat damage to a player, that player gets a poison counter. A player with ten or more poison counters loses the game.)

1/1

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Virulent Sliver ⑥ Creature -- Sliver All Sliver creatures have poisonous 1. (Whenever a Sliver deals combat damage to a player, that player gets a poison counter. A player with ten or more poison counters loses the game.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Sliver ⑥ Creature -- Sliver All Sliver creatures have poisonous 1. (Whenever a Sliver deals combat damage to a player, that player gets a poison counter. A player with ten or more poison counters loses the game.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Sliver ⑥ Creature -- Sliver All Sliver creatures have poisonous 1. (Whenever a Sliver deals combat damage to a player, that player gets a poison counter. A player with ten or more poison counters loses the game.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Winged Sliver ①① Creature -- Sliver All Sliver creatures have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crimson Acolyte ①①W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crimson Acolyte ①①W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallow ①W Instant Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallow ①W Instant Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hallow W Instant Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallow W Instant Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunter Sliver 1R Creature -- Sliver All Sliver creatures have provoke. (Whenever a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunter Sliver 1R Creature -- Sliver All Sliver creatures have provoke. (Whenever a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lead the Stampede 2G Sorcery Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Acolyte 1W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Acolyte 1W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Acolyte 1W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obsidian Acolyte 1 W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screeching Sliver U Creature -- Sliver All Slivers have "{T}: Target player mills a card." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winged Sliver 1 U Creature -- Sliver All Sliver creatures have flying. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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