

## Abundant Growth

**G**

Enchantment -- Aura

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

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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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| <div><div>Crypt Sliver</div><div>1B</div><div>Creature -- Sliver</div><div>All Slivers have "{T}: Regenerate target Sliver."</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>11/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Gemhide Sliver1G</div><div>Creature -- Sliver</div><div>All Slivers have "{T}: Add one mana of any color."</div><div>11/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gemhide Sliver1G</div><div>Creature -- Sliver</div><div>All Slivers have "{T}: Add one mana of any color."</div><div>11/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Gemhide Sliver1G</div><div>Creature -- Sliver</div><div>All Slivers have "{T}: Add one mana of any color."</div><div>11/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |
| <div><div>Gemhide Sliver1G</div><div>Creature -- Sliver</div><div>All Slivers have "{T}: Add one mana of any color."</div><div>11/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Heart Sliver1R</div><div>Creature -- Sliver</div><div>All Sliver creatures have haste.</div><div>11/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div>Holdout Settlement</div><div>Land</div><div>{T}: Add {C}. ({C} represents colorless mana.)<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>11/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Holdout Settlement</div><div>Land</div><div>{T}: Add {C}. ({C} represents colorless mana.)<br/>{T}, Tap an untapped creature you control: Add one mana of any color.</div><div>11/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

2 G

All Sliver creatures have trample.

**2/2**

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① R

All Sliver creatures have provoke. (Whenever a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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②⑥

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.

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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.

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① ②

All Sliver creatures get +1/+1.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑥

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1/1

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

Playtest cards - Farenzena, Alisa - Pauper (Lega Pauper Genova, Autumn Season Lunedì 7 Set 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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1/1

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① ② W

All Sliver creatures get +1/+1.

1/1

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1/1

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1/1

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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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| <div><div><div>Virulent Sliver</div><div>⑥</div></div><div>Creature -- Sliver</div><div>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.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Virulent Sliver</div><div>⑥</div></div><div>Creature -- Sliver</div><div>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.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Virulent Sliver</div><div>⑥</div></div><div>Creature -- Sliver</div><div>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.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Winged Sliver</div><div>①①</div></div><div>Creature -- Sliver</div><div>All Sliver creatures have flying.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |
| <div><div><div>Crimson Acolyte</div><div>①①</div></div><div>Creature -- Human Cleric</div><div>Protection from red {W}: Target creature gains protection from red until end of turn.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div><div>Crimson Acolyte</div><div>①①</div></div><div>Creature -- Human Cleric</div><div>Protection from red {W}: Target creature gains protection from red until end of turn.</div><div>[sideboard]</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div><div>Gut Shot</div><div>RP</div></div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.)<br/>Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div><div>Gut Shot</div><div>RP</div></div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.)<br/>Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Hallow</div><div>Instant</div><div>Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                   | <div><div><div>Hallow</div><div>Instant</div><div>Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                   | <div><div><div>Hallow</div><div>Instant</div><div>Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                            | <div><div><div>Hallow</div><div>Instant</div><div>Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                        |
| <div><div><div>Hunter Sliver</div><div>Creature -- Sliver</div><div>All Sliver creatures have provoke. (Whenever a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Hunter Sliver</div><div>Creature -- Sliver</div><div>All Sliver creatures have provoke. (Whenever a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Lead the Stampede</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Obsidian Acolyte</div><div>Creature -- Human Cleric</div><div>Protection from black {W}: Target creature gains protection from black until end of turn.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Prismatic Strands</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Prevent all damage that sources of the color of your choice would deal this turn.</p> <p>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Screeching Sliver</div> <div> <div>U</div> </div> </div> <div> <div>Creature -- Sliver</div> <div> <p>All Slivers have "{T}: Target player mills a card."</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Winged Sliver</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Sliver</div> <div> <p>All Sliver creatures have flying.</p> <p>[sideboard]</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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