

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

Abundant Growth

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Abundant Growth

Ⓒ

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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 1B 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

2 G

All Sliver creatures have trample.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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①R

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑥

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 Ⓜ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver Ⓜ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver Ⓜ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Farenzena, Alisa - Pauper (Lega Pauper Genova, Spring Season Lunedì 30 Gi 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.

Sidewinder Sliver Ⓢ 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 Ⓢ 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	Sinew Sliver 1Ⓢ Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinew Sliver 1Ⓢ Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sinew Sliver 1Ⓢ Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinew Sliver 1Ⓢ Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Striking Sliver Ⓡ Creature -- Sliver Sliver creatures you control have first strike. (They deal combat damage before creatures without first strike.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Virulent Sliver Ⓞ 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

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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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

All Sliver creatures have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

[sidebar]

1/1

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① W

Protection from red
{W}: Target creature gains
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turn.

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[sidebar]
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sidebar]

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 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 PLAYbotbox.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] 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Obsidian Acolyte 1W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obsidian Acolyte 1W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obsidian Acolyte 1W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

Protection from black
{W}: Target creature gains
protection from black until end of
turn.

1/1

U

All Slivers have "{T}: Target player mills a card."

1/1

① ②

1/1

sheet 10/10 - 3 cards - 2.5 x 3.5 in each