Acidic Sliver {B}{R}

Creature -- Sliver

All Slivers have "{2}, Sacrifice this permanent: This permanent deals 2 damage to any target."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashnod's Altar {3}

Artifact

Sacrifice a creature: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Sands

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blur Sliver {2}{R}

Creature -- Sliver

Sliver creatures you control have haste. (They can attack and {T} as soon as they come under your control.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bonescythe Sliver {3}{W}

Creature -- Sliver

Sliver creatures you control have double strike. (They deal both first-strike and regular combat damage.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cascading Cataracts

Land

Indestructible
{T}: Add {C}.
{5}, {T}: Add five mana in any combination of colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudshredder Sliver {R}{W}

Creature -- Sliver

Sliver creatures you control have flying and haste.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commander's Sphere {3}

Artifact

{T}: Add one mana of any color in your commander's color identity.
Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Constricting Sliver {5}{W}

Creature -- Sliver

Sliver creatures you control have "When this creature enters, you may exile target creature an opponent controls until this creature leaves the battlefield."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contaminated Aquifer

Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creeping Tar Pit

Land

This land enters tapped.
{T}: Add {U} or {B}.
{1}{U}{B}: Until end of turn, this land becomes a 3/2 blue and black Elemental creature. It's still a land. It can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystalline Sliver {W}{U}

Creature -- Sliver

All Slivers have shroud. (They can't be the targets of spells or abilities.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Crystal Quarry

Land

{T}: Add {C}.
{5}, {T}: Add {W}{U}{B}{R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deceptive Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.
Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor (1)(B)

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diffusion Sliver (1)(U)

Creature -- Sliver

Whenever a Sliver creature you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {2}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant (1)(W)

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dregscape Sliver (1)(B)

Creature -- Sliver

Each Sliver creature card in your graveyard has unearth {2}.
Unearth {2} ({2}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fell (1)(B)

Sorcery

Destroy target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fellwar Stone (2)

Artifact

{T}: Add one mana of any color that a land an opponent controls could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Gwendo - Duel Commander (CDF 2026 : CHILL 3) sheet 3/13 - 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.

First Sliver's Chosen {4}{W}

Creature -- Sliver

Sliver creatures you control have exalted. (Whenever a creature you control attacks alone, it gets +1/+1 until end of turn for each instance of exalted among permanents you control.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galerider Sliver {U}

Creature -- Sliver

Sliver creatures you control have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemhide Sliver {1}{G}

Creature -- Sliver

All Slivers have "{T}: Add one mana of any color."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gloomlake Verge

Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hedge Maze

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald's Horn {3}

Artifact

As this artifact enters, choose a creature type.
Creature spells you cast of the chosen type cost {1} less to cast.
At the beginning of your upkeep, look at the top card of your library. If it's a creature card of the chosen type, you may reveal it and put it into your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hibernation Sliver {U}{B}

Creature -- Sliver

All Slivers have "Pay 2 life: Return this permanent to its owner's hand."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Homing Sliver {2}{R}

Creature -- Sliver

Each Sliver card in each player's hand has slivercycling {3}.
Slivercycling {3} ({3}, Discard this card: Search your library for a Sliver card, reveal it, put it into your hand, then shuffle.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horned Sliver {2}{G}

Creature -- Sliver

All Sliver creatures have trample.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunter Sliver {1}{R}

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idyllic Beachfront

Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lavabelly Sliver {1}{R}{W}

Creature -- Sliver

Sliver creatures you control have "When this creature enters, it deals 1 damage to target player or planeswalker and you gain 1 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazotep Sliver {3}{B}

Creature -- Zombie Sliver

Sliver creatures you control have afflict 2. (Whenever a creature with afflict 2 becomes blocked, defending player loses 2 life.)
Whenever a nontoken Sliver you control dies, amass Slivers 2. (Put two +1/+1 counters on an Army you control. It's also a Sliver. If you don't control an Army, create a 0/0 black Sliver Army creature token first.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leeching Sliver {1}{B}

Creature -- Sliver

Whenever a Sliver you control attacks, defending player loses 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of the Guildpact {G/W}{G/U}{B/G}{R/G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Each nonland permanent you control is all colors.
Lands you control are every basic land type in addition to their other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manaweft Sliver {1}{G}

Creature -- Sliver

Sliver creatures you control have "{T}: Add one mana of any color."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morophon, the Boundless {7}

Legendary Creature -- Shapeshifter

Changeling (This card is every creature type.)
As Morophon enters, choose a creature type.
Spells of the chosen type you cast cost {W}{U}{B}{R}{G} less to cast. This effect reduces only the amount of colored mana you pay.
Other creatures you control of the chosen type get +1/+1.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Necrotic Sliver {1}{W}{B}

Creature -- Sliver

All Slivers have "{3}, Sacrifice this permanent: Destroy target permanent."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patchwork Banner {3}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Predatory Sliver {1}{G}

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quick Sliver {1}{G}

Creature -- Sliver

Flash
Any player may cast Sliver spells as though they had flash.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Racers' Ring

Land

This land enters tapped.
{T}: Add {R} or {G}.
{2}{R}{G}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Radiant Grove

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Regrowth {1}{G}

Sorcery

Return target card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Cottage

Land

This land enters tapped.
{T}: Add {B} or {G}.
{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.
Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roaming Throne {4}

Artifact Creature -- Golem

Ward {2}
As this creature enters, choose a creature type.
This creature is the chosen type in addition to its other types.
If a triggered ability of another creature you control of the chosen type triggers, it triggers an additional time.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Root Sliver {3}{G}

Creature -- Sliver

This spell can't be countered.
Sliver spells can't be countered.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrubland

Land -- Plains Swamp

({T}: Add {W} or {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secluded Courtyard

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Shambling Vent

Land

This land enters tapped.
{T}: Add {W} or {B}.
{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shifting Sliver {3}{U}

Creature -- Sliver

Slivers can't be blocked except by Slivers.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinew Sliver {1}{W}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skybridge Towers

Land

This land enters tapped.
{T}: Add {W} or {U}.
{2}{W}{U}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver Gravemother {W}{U}{B}{R}{G}

Legendary Creature -- Sliver

The "legend rule" doesn't apply to Slivers you control.
Each Sliver creature card in your graveyard has encore {X}, where X is its mana value.
Encore {5} ({5}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver Hive

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a Sliver spell.
{5}, {T}: Create a 1/1 colorless Sliver creature token. Activate only if you control a Sliver.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver Hivelord {W}{U}{B}{R}{G}

Legendary Creature -- Sliver

Sliver creatures you control have indestructible. (Damage and effects that say "destroy" don't destroy them.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sliver Legion {W}{U}{B}{R}{G}

Legendary Creature -- Sliver

All Sliver creatures get +1/+1 for each other Sliver on the battlefield.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver Overlord {W}{U}{B}{R}{G}

Legendary Creature -- Sliver Mutant

{3}: Search your library for a Sliver card, reveal that card, put it into your hand, then shuffle.
{3}: Gain control of target Sliver. (This effect lasts indefinitely.)

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver Queen {W}{U}{B}{R}{G}

Legendary Creature -- Sliver

{2}: Create a 1/1 colorless Sliver creature token.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spiteful Sliver {2}{R}

Creature -- Sliver

Sliver creatures you control have "Whenever this creature is dealt damage, it deals that much damage to target player or planeswalker."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Striking Sliver {R}

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 PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Syphon Sliver {2}{B}

Creature -- Sliver

Sliver creatures you control have lifelink. (Damage dealt by a Sliver creature you control also causes you to gain that much life.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Conviction {2}

Artifact

{T}: Add {C}.
{T}: Add {R} or {W}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Creativity {2}

Artifact

{T}: Add {C}.
{T}: Add {U} or {R}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Curiosity {2}

Artifact

{T}: Add {C}.
{T}: Add {G} or {U}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Hierarchy {2}

Artifact

{T}: Add {C}.
{T}: Add {W} or {B}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Talisman of Resilience {2}

Artifact

{T}: Add {C}.
{T}: Add {B} or {G}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The First Sliver {W}{U}{B}{R}{G}

Legendary Creature -- Sliver

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Sliver spells you cast have cascade.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrumming Hivepool {6}

Artifact

Affinity for Slivers (This spell costs {1} less to cast for each Sliver you control.)
Slivers you control have double strike and haste.
At the beginning of your upkeep, create two 1/1 colorless Sliver creature tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxic Deluge {2}{B}

Sorcery

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Training Grounds {U}

Enchantment

Activated abilities of creatures you control cost {2} less to activate. This effect can't reduce the mana in that cost to less than one mana.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Two-Headed Sliver {1}{R}

Creature -- Sliver

All Sliver creatures have menace. (They can't be blocked except by two or more creatures.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} or {G}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River

Land

{T}: Add {C}.
{T}: Add {U} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vanquisher's Banner {5}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
Whenever you cast a creature spell of the chosen type, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venom Sliver {1}{G}

Creature -- Sliver

Sliver creatures you control have deathtouch. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winged Sliver {1}{U}

Creature -- Sliver

All Sliver creatures have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Withering Torment {2}{B}

Instant

Destroy target creature or enchantment. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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