Armadillo Cloak {1}{G}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.

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

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

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

Cabaretti Courtyard

Land

When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabaretti Courtyard

Land

When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabaretti Courtyard

Land

When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabaretti Courtyard

Land

When this land enters, sacrifice it. When you do, search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Cleaving Sliver {3}{R}

Creature -- Sliver

Sliver creatures you control get +2/+0.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cleaving Sliver {3}{R}

Creature -- Sliver

Sliver creatures you control get +2/+0.

2/2

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

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 2metalupo - Pauper v3 Group 96802C (Predatory Sliver, Gemhide Sliver) (Pa sheet 2/10 - 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.

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

Horned Sliver {2}{G}

Creature -- Sliver

All Sliver creatures have trample.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lancer Sliver {2}{W}

Creature -- Sliver

Sliver creatures you control have first strike.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lead the Stampede {2}{G}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lead the Stampede {2}{G}

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

Muscle Sliver {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muscle Sliver {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muscle Sliver {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

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

Playtest cards - 2metalupo - Pauper v3 Group 96802C (Predatory Sliver, Gemhide Sliver) (Pa sheet 4/10 - 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.

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

Plated Sliver {W}

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plated Sliver {W}

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plated Sliver {W}

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plated Sliver {W}

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

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

Predatory Sliver {1}{G}

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 2metalupo - Pauper v3 Group 96802C (Predatory Sliver, Gemhide Sliver) (Pa sheet 5/10 - 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.

Predatory Sliver (1)(G)

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

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

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

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 PLAY botbox.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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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

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Sinew Sliver {1}{W}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

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

Sinew Sliver {1}{W}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

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

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

Virulent Sliver {G}

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 PLAY botbox.dev

Virulent Sliver {G}

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 PLAY botbox.dev

Virulent Sliver {G}

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

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Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winding Way {1}{G}

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bladeback Sliver {1}{R}

Creature -- Sliver

Hellbent -- As long as you have no cards in hand, Sliver creatures you control have "{T}: This creature deals 1 damage to target player or planeswalker."

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Flare {W}{W}

Instant

Target player sacrifices an attacking or blocking creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Flare {W}{W}

Instant

Target player sacrifices an attacking or blocking creature of their choice.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destroy Evil {1}{W}

Instant

Choose one --
* Destroy target creature with toughness 4 or greater.
* Destroy target enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Revoke Existence {1}{W}

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Revoke Existence {1}{W}

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Revoke Existence {1}{W}

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstorm {G}

Instant

Sandstorm deals 1 damage to each attacking creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm {1}{G}

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Weather the Storm 1G

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm 1G

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.