

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Basal Sliver 2B Creature -- Sliver All Slivers have "Sacrifice this permanent: Add {B}{B}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basal Sliver 2B Creature -- Sliver All Slivers have "Sacrifice this permanent: Add {B}{B}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Basal Sliver 2B Creature -- Sliver All Slivers have "Sacrifice this permanent: Add {B}{B}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boggart Trawler 2B Creature -- Goblin When this creature enters, exile target player's graveyard. 3/1 --- BACK FACE --- Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Geth - Legacy v3 Group 0217CA (Basal Sliver, Lazotep Sliver) (?188???????) 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.

City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damnation2BB Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damnation2BB Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark RitualB Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dark RitualB Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark RitualB Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark RitualB Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fell the Profane2BB Instant Destroy target creature or planeswalker. ----- BACK FACE ----- Fell Mire Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 B B

Destroy target creature or planeswalker.

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

④

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

④

Activated abilities of artifacts your opponents control can't be activated.

[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.

[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

3 B

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 bothox.dev

3 B

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 hotbox.dev

②

As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Each other creature you control of the chosen type enters with an additional +1/+1 counter on it.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②

As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Each other creature you control of the chosen type enters with an additional +1/+1 counter on it.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②

As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Each other creature you control of the chosen type enters with an additional +1/+1 counter on it.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②

As this creature enters, choose a creature type. This creature is the chosen type in addition to its other types. Each other creature you control of the chosen type enters with an additional +1/+1 counter on it.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

All Slivers have "{1}, Sacrifice this permanent: Each player discards a card."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

All Slivers have "{1}, Sacrifice this permanent: Each player discards a card."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

All Slivers have "{1}, Sacrifice this permanent: Each player discards a card."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

All Slivers have "{1}, Sacrifice this permanent: Each player discards a card."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. 2B 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. 2B 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Syphon Sliver Creature -- Sliver Sliver creatures you control have lifelink. (Damage dealt by a Sliver creature you control also causes you to gain that much life.) 2B 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Syphon Sliver Creature -- Sliver Sliver creatures you control have lifelink. (Damage dealt by a Sliver creature you control also causes you to gain that much life.) 2B 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Syphon Sliver Creature -- Sliver Sliver creatures you control have lifelink. (Damage dealt by a Sliver creature you control also causes you to gain that much life.) 2B 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Syphon Sliver Creature -- Sliver Sliver creatures you control have lifelink. (Damage dealt by a Sliver creature you control also causes you to gain that much life.) 2B 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Abyss World Enchantment At the beginning of each player's upkeep, destroy target nonartifact creature that player controls of their choice. It can't be regenerated. 3B 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The One Ring Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. 4 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The One Ring 4 Legendary Artifact Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Soul Stone 1B Legendary Artifact -- Infinity Stone Indestructible {T}: Add {B}. {6}{B}, {T}, Exile a creature you control: Harness The Soul Stone. (Once harnessed, its inf ability is active.) inf -- At the beginning of your upkeep, return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Thrumming Hivepool⑥ 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 PLAYbotbox.dev	Thrumming Hivepool⑥ 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 PLAYbotbox.dev	Thrumming Hivepool⑥ 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 PLAYbotbox.dev	Urborg, Tomb of Yawgmoth Legendary Land Each land is a Swamp in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Contamination②B Enchantment At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Contamination②B Enchantment At the beginning of your upkeep, sacrifice this enchantment unless you sacrifice a creature. If a land is tapped for mana, it produces {B} instead of any other type and amount. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruptor Flute② Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruptor Flute② Artifact Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

②

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

All permanents are artifacts in addition to their other types. All cards that aren't on the battlefield, spells, and permanents are colorless. Players may spend mana as though it were mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

```
Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
```

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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 8 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trinisphere 3 Artifact As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	---	---	--