

Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aether Vial Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cavern of Souls 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, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls 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, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls 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, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls 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, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Cloudshredder Sliver (R)(W) Creature -- Sliver Sliver creatures you control have flying and haste. 1/1 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	Cloudshredder Sliver (R)(W) Creature -- Sliver Sliver creatures you control have flying and haste. 1/1 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	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	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	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

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 PLAYbotbox.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 PLAYbotbox.dev	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Frenetic Sliver 1 U R Creature -- Sliver All Slivers have "{0}: If this permanent is on the battlefield, flip a coin. If you win the flip, exile this permanent and return it to the battlefield under its owner's control at the beginning of the next end step. If you lose the flip, sacrifice it." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frenetic Sliver 1 U R Creature -- Sliver All Slivers have "{0}: If this permanent is on the battlefield, flip a coin. If you win the flip, exile this permanent and return it to the battlefield under its owner's control at the beginning of the next end step. If you lose the flip, sacrifice it." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frenetic Sliver 1 U R Creature -- Sliver All Slivers have "{0}: If this permanent is on the battlefield, flip a coin. If you win the flip, exile this permanent and return it to the battlefield under its owner's control at the beginning of the next end step. If you lose the flip, sacrifice it." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frenetic Sliver 1 U R Creature -- Sliver All Slivers have "{0}: If this permanent is on the battlefield, flip a coin. If you win the flip, exile this permanent and return it to the battlefield under its owner's control at the beginning of the next end step. If you lose the flip, sacrifice it." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Galerider Sliver U Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver U Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver U Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver U Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Homing Sliver 2R 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 PLAYbotbox.dev	Homing Sliver 2R 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 PLAYbotbox.dev	Leeching Sliver 1B Creature -- Sliver Whenever a Sliver you control attacks, defending player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leeching Sliver 1B Creature -- Sliver Whenever a Sliver you control attacks, defending player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Predatory Sliver ①⑥ Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Predatory Sliver ①⑥ Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 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. 1/1 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. 1/1 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. 1/1 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinew Sliver ①W Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinew Sliver ①W Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

®

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

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 PLAYbotbox.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 PLAYbotbox.dev	Waterlogged Grove Land {T}, Pay 1 life: Add {G} or {U}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Waterlogged Grove Land {T}, Pay 1 life: Add {G} or {U}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harmonic Sliver 1 G W Creature -- Sliver All Slivers have "When this permanent enters, destroy target artifact or enchantment." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Harmonic Sliver 1GW Creature -- Sliver All Slivers have "When this permanent enters, destroy target artifact or enchantment." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrotic Sliver 1WB Creature -- Sliver All Slivers have "{3}, Sacrifice this permanent: Destroy target permanent." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrotic Sliver 1WB Creature -- Sliver All Slivers have "{3}, Sacrifice this permanent: Destroy target permanent." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opaline Sliver 1WU Creature -- Sliver All Slivers have "Whenever this permanent becomes the target of a spell an opponent controls, you may draw a card." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Opaline Sliver 1WU Creature -- Sliver All Slivers have "Whenever this permanent becomes the target of a spell an opponent controls, you may draw a card." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opaline Sliver 1WU Creature -- Sliver All Slivers have "Whenever this permanent becomes the target of a spell an opponent controls, you may draw a card." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opaline Sliver 1WU Creature -- Sliver All Slivers have "Whenever this permanent becomes the target of a spell an opponent controls, you may draw a card." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sedge Sliver 2R Creature -- Sliver All Sliver creatures have "This creature gets +1/+1 as long as you control a Swamp." All Slivers have "{B}: Regenerate this permanent." (The next time it would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sedge Sliver 2R Creature -- Sliver All Sliver creatures have "This creature gets +1/+1 as long as you control a Swamp." All Slivers have "{B}: Regenerate this permanent." (The next time it would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Telekinetic Sliver 2UU Creature -- Sliver All Slivers have "{T}: Tap target permanent." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Telekinetic Sliver 2UU Creature -- Sliver All Slivers have "{T}: Tap target permanent." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	