

Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) 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	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gemhide Sliver 16 Creature -- Sliver All Slivers have "{T}: Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemhide Sliver 16 Creature -- Sliver All Slivers have "{T}: Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemhide Sliver 16 Creature -- Sliver All Slivers have "{T}: Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemhide Sliver 16 Creature -- Sliver All Slivers have "{T}: Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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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1/1

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2G

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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② ⑥

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

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① ⑥

All Sliver creatures get +1/+1.

1/1

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Muscle Sliver 1 6 Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Muscle Sliver 1 6 Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Muscle Sliver 1 6 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
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$$(\{T\} : \text{Add } \{W\}.)$$

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All Sliver creatures get +0/+1.

1/1

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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver creatures you control get +1/+1.

1/1

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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Sliver creatures you control get +1/+1.

1/1

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Land

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

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W

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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①②

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1/1

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① W

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1/1

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Sinew Sliver 1W Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinew Sliver 1W Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Two-Headed Sliver 1R 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 PLAYbotbox.dev	Two-Headed Sliver 1R 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 PLAYbotbox.dev
Virulent Sliver 6 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	Virulent Sliver 6 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	Virulent Sliver 6 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	Virulent Sliver 6 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

① ②

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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① ⑥

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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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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®

`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

1/1

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®

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{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.
```

1/1

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RP

{R/P} can be paid with either {R}
or 2 life.)
Gut Shot deals 1 damage to any
target.

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({R/P} can be paid with either {R}
 or 2 life.)
 Gut Shot deals 1 damage to any
 target.

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①

```
{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
```

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①

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Exile target artifact or
enchantment.

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① ② W

Exile target artifact or enchantment.

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G

{T}: This creature deals 1 damage to each creature with flying.

1/2

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① ② W

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

1/1

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①②

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

1/1

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① ② W

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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.
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Weather the Storm16 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 PLAYbotbox.dev	Weather the Storm16 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 PLAYbotbox.dev	Weather the Storm16 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 PLAYbotbox.dev	