

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." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Crypt Sliver 1 B Creature -- Sliver All Slivers have "{T}": Regenerate target Sliver." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <tr><td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td></td></tr></td></td></td>	Crypt Sliver 1 B Creature -- Sliver All Slivers have "{T}": Regenerate target Sliver." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <tr><td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td></td></tr></td></td>	Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <tr><td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td></td></tr></td>	Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <tr><td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td></td></tr>	Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td></td>	Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td></td>	Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev <td> Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </td>	Forest Basic Land -- Forest ("{T}": Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Heart Sliver 1R Creature -- Sliver All Sliver creatures have haste. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter Sliver 1R 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 PLAYbotbox.dev	Hunter Sliver 1R 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 PLAYbotbox.dev	Lead the Stampede 2G 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 PLAYbotbox.dev
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Muscle Sliver ①⑥ Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Muscle Sliver ①⑥ 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	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plated Sliver Ⓢ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver Ⓢ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plated Sliver Ⓢ Creature -- Sliver All Sliver creatures get +0/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 16 Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Predatory Sliver 16 Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 16 Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 16 Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quick Sliver 16 Creature -- Sliver Flash Any player may cast Sliver spells as though they had flash. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Quick Sliver 1 6 Creature -- Sliver Flash Any player may cast Sliver spells as though they had flash. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Sinew Sliver 1 W Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sinew Sliver



Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinew Sliver



Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinew Sliver



Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Grove

Land

This land enters tapped. As it enters, choose a color other than green.

{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Grove

Land

This land enters tapped. As it enters, choose a color other than green.

{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Heath

Land

This land enters tapped. As it enters, choose a color other than white.

{T}: Add {W} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Heath

Land

This land enters tapped. As it enters, choose a color other than white.

{T}: Add {W} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winding Way



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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

All Sliver creatures have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Fiery Cannonade deals 2 damage to each non-Pirate creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Cannonade (2)(R) Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Cannonade (2)(R) Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal (1)(G) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal (1)(G) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Masked Vandal (1)(G) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal (1)(G) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinen of Life's Roar (1)(G) Creature -- Spirit All creatures able to block this creature do so. Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinen of Life's Roar (1)(G) Creature -- Spirit All creatures able to block this creature do so. Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shinen of Life's Roar

16

Creature -- Spirit

All creatures able to block this creature do so.
Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Tormod's Crypt

8

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

Tormod's Crypt

8

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

Playtest cards - Franzone, Alessandro - Pauper (Sanremo Pauper League - 7a Tappa)

sheet 10/10 - 3 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.