

Birthing Ritual ①⑥ Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Birthing Ritual ①⑥ Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Birthing Ritual ①⑥ Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. 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.	Chrome Mox ⑥ Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.	Chrome Mox ⑥ Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.	Chrome Mox ⑥ Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.
Chrome Mox ⑥ Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.	Cloudshredder Sliver (R)(W) Creature -- Sliver Sliver creatures you control have flying and haste.	Cloudshredder Sliver (R)(W) Creature -- Sliver Sliver creatures you control have flying and haste.	Crystalline Sliver (W)(U) Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.)
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Crystalline Sliver W U Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystalline Sliver W U Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystalline Sliver W U Creature -- Sliver All Slivers have shroud. (They can't be the targets of spells or abilities.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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2 G

Choose a creature type. Look at the top six cards of your library. You may reveal any number of cards of the chosen type from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in a random order. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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2G

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U

Sliver creatures you control have flying.

1/1

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1/1

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① ⑥

Replicate {1}{G} (When you cast this spell, copy it for each time you paid its replicate cost.) Each Sliver spell you cast has replicate. The replicate cost is equal to its mana cost. (A copy of a permanent spell becomes a token.)

2/2

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①⑥

Replicate {1}{6} (When you cast this spell, copy it for each time you paid its replicate cost.) Each Sliver spell you cast has replicate. The replicate cost is equal to its mana cost. (A copy of a permanent spell becomes a token.)

2/2

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Hatchery Sliver ①⑥ Creature -- Sliver Replicate {1}{G} (When you cast this spell, copy it for each time you paid its replicate cost.) Each Sliver spell you cast has replicate. The replicate cost is equal to its mana cost. (A copy of a permanent spell becomes a token.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hatchery Sliver ①⑥ Creature -- Sliver Replicate {1}{G} (When you cast this spell, copy it for each time you paid its replicate cost.) Each Sliver spell you cast has replicate. The replicate cost is equal to its mana cost. (A copy of a permanent spell becomes a token.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hibernation Sliver ①③ Creature -- Sliver All Slivers have "Pay 2 life: Return this permanent to its owner's hand." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hibernation Sliver ①③ Creature -- Sliver All Slivers have "Pay 2 life: Return this permanent to its owner's hand." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Homing Sliver ②④ 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	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leeching Sliver ①③ Creature -- Sliver Whenever a Sliver you control attacks, defending player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leeching Sliver ①③ Creature -- Sliver Whenever a Sliver you control attacks, defending player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Manaweft Sliver ①⑥ Creature -- Sliver Sliver creatures you control have "{T}": Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manaweft Sliver ①⑥ Creature -- Sliver Sliver creatures you control have "{T}": Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manaweft Sliver ①⑥ Creature -- Sliver Sliver creatures you control have "{T}": Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Once Upon a Time ①⑥ Instant If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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
Disruptor Flute ② 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 Flute ② 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 Flute ② 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 Flute ② 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

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

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1 G W

All Slivers have "When this permanent enters, destroy target artifact or enchantment."

1/1

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① ② G

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.

1/3

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① ②

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.

1/3

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①

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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Telekinetic Sliver 2 U U Creature -- Sliver All Slivers have "{T}: Tap target permanent." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Telekinetic Sliver 2 U U Creature -- Sliver All Slivers have "{T}: Tap target permanent." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td></td>	Telekinetic Sliver 2 U U Creature -- Sliver All Slivers have "{T}: Tap target permanent." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </td>	The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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