

① ②

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 PLAY botbox.dev

① ⑥

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 PLAY botbox.dev

① ⑥

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 PLAY botbox.dev

① ②

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.dev

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 PLAY botbox.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	Chrome Mox 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chrome Mox 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloudshredder Sliver Creature -- Sliver Sliver creatures you control have flying and haste. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloudshredder Sliver Creature -- Sliver Sliver creatures you control have flying and haste. 1/1 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	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
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	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	For the Ancestors 2 G Instant 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.) 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 ① Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver ① Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver ① Creature -- Sliver Sliver creatures you control have flying. 1/1 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
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 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 PLAY botbox.dev	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manaweft Sliver 1G Creature -- Sliver Sliver creatures you control have "{T}: Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Manaweft Sliver 1G Creature -- Sliver Sliver creatures you control have "{T}: Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Necrotic Sliver 1WB Creature -- Sliver All Slivers have "{3}, Sacrifice this permanent: Destroy target permanent." 2/2 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	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
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	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

① ②

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Realmwalker

② ⑥

Creature -- Shapeshifter

Changeling (This card is every creature type.)
As this creature enters, choose a creature type.
You may look at the top card of your library any time.
You may cast creature spells of the chosen type from the top of your library.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver Hive

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

Sliver Hive

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

Sliver Hive

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

Sliver Hive

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

Virulent Sliver

G

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 PLAY botbox.dev

Virulent Sliver

G

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 PLAY botbox.dev

G

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 PLAY botbox.dev

G

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 PLAY botbox.dev

Land

{T}, Pay 1 life: Add {G} or {U}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

```
Each land is a Forest in addition to
its other land types.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

For the Ancestors Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Harmonic Sliver 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 Creature -- Sliver All Slivers have "When this permanent enters, destroy target artifact or enchantment." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Leyline of the Void Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void Enchantment 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle Artifact 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. [sideboard] 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	Venom Sliver 1G Creature -- Sliver Sliver creatures you control have deathtouch. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Venom Sliver 1G Creature -- Sliver Sliver creatures you control have deathtouch. (Any amount of damage a creature with deathtouch deals to a creature is enough to destroy it.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
---	---	---	--