Acidic Sliver (B)(R)

Creature -- Sliver

All Slivers have "{2}, Sacrifice this permanent: This permanent deals 2 damage to any target."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Acidic Sliver (B)(R)

Creature -- Sliver

All Slivers have "{2}, Sacrifice this permanent: This permanent deals 2 damage to any target."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adarkar Wastes

Land

{T}: Add {C}.
{T}: Add {W} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise (G)

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise (G)

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise (G)

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Dynamis123 - Premodern (ArizonaPremodern.com November Monthly) sheet 1/10 - 8 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.

Birds of Paradise (G)

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Brass

Land

Whenever this land becomes tapped, it deals 1 damage to you.
{T}: Add one mana of any color.

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

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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 PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Mine

Land

This land enters with three mining counters on it.
{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Mine

Land

This land enters with three mining counters on it.
{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Mine

Land

This land enters with three mining counters on it.
{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heart Sliver {1}{R}

Creature -- Sliver

All Sliver creatures have haste.

1/1

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 PLAY botbox.dev

Heart Sliver 1R

Creature -- Sliver

All Sliver creatures have haste.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heart Sliver 1R

Creature -- Sliver

All Sliver creatures have haste.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hibernation Sliver UB

Creature -- Sliver

All Slivers have "Pay 2 life: Return this permanent to its owner's hand."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hibernation Sliver UB

Creature -- Sliver

All Slivers have "Pay 2 life: Return this permanent to its owner's hand."

2/2

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Creature -- Sliver

All Slivers have "Pay 2 life: Return this permanent to its owner's hand."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legacy's Allure {U}{U}

Enchantment

At the beginning of your upkeep, you may put a treasure counter on this enchantment.
Sacrifice this enchantment: Gain control of target creature with power less than or equal to the number of treasure counters on this enchantment. (This effect lasts indefinitely.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legacy's Allure {U}{U}

Enchantment

At the beginning of your upkeep, you may put a treasure counter on this enchantment.
Sacrifice this enchantment: Gain control of target creature with power less than or equal to the number of treasure counters on this enchantment. (This effect lasts indefinitely.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Death {3}{B}{B}

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Living Death {3}{B}{B}

Sorcery

Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muscle Sliver {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muscle Sliver {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Muscle Sliver {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overrun {2}{G}{G}{G}

Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overrun {2}{G}{G}{G}

Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver Queen {W}{U}{B}{R}{G}

Legendary Creature -- Sliver

{2}: Create a 1/1 colorless Sliver creature token.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sliver Queen {W}{U}{B}{R}{G}

Legendary Creature -- Sliver

{2}: Create a 1/1 colorless Sliver creature token.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Underground River

Land

{T}: Add {C}.
{T}: Add {U} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undiscovered Paradise

Land

{T}: Add one mana of any color. During your next untap step, as you untap your permanents, return this land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undiscovered Paradise

Land

{T}: Add one mana of any color. During your next untap step, as you untap your permanents, return this land to its owner's hand.

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Undiscovered Paradise

Land

{T}: Add one mana of any color. During your next untap step, as you untap your permanents, return this land to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Victual Sliver (G)(W)

Creature -- Sliver

All Slivers have "{2}, Sacrifice this permanent: You gain 4 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Victual Sliver (G)(W)

Creature -- Sliver

All Slivers have "{2}, Sacrifice this permanent: You gain 4 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Victual Sliver (G)(W)

Creature -- Sliver

All Slivers have "{2}, Sacrifice this permanent: You gain 4 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Victual Sliver (G)(W)

Creature -- Sliver

All Slivers have "{2}, Sacrifice this permanent: You gain 4 life."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Winged Sliver (1)(U)

Creature -- Sliver

All Sliver creatures have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winged Sliver (1)(U)

Creature -- Sliver

All Sliver creatures have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winged Sliver (1)(U)

Creature -- Sliver

All Sliver creatures have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winged Sliver (1)(U)

Creature -- Sliver

All Sliver creatures have flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant (1)(W)

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant (1)(W)

Instant

Destroy target artifact or enchantment.

[sideboard]

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Hibernation (2)(U)

Instant

Return all green permanents to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hibernation (2)(U)

Instant

Return all green permanents to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hibernation (2)(U)

Instant

Return all green permanents to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Furnace (1)

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Furnace (1)

Artifact

{T}: Exile the bottom card of target player's graveyard.
{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seedtime (1)(G)

Instant

Cast this spell only during your turn.
Take an extra turn after this one if an opponent cast a blue spell this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seedtime (1)(G)

Instant

Cast this spell only during your turn.
Take an extra turn after this one if an opponent cast a blue spell this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleight of Mind (U)

Instant

Change the text of target spell or permanent by replacing all instances of one color word with another. (For example, you may change "target black spell" to "target blue spell." This effect lasts indefinitely.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sleight of Mind {U}

Instant

Change the text of target spell or permanent by replacing all instances of one color word with another. (For example, you may change "target black spell" to "target blue spell." This effect lasts indefinitely.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worship {3}{W}

Enchantment

If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worship {3}{W}

Enchantment

If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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