

Abrupt Decay B G Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Abrupt Decay B G Instant This spell can't be countered. Destroy target nonland permanent with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial 1 Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Vial 1 Artifact At the beginning of your upkeep, you may put a charge counter on this artifact. {T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Blur Sliver 2 R Creature -- Sliver Sliver creatures you control have haste. (They can attack and {T} as soon as they come under your control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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 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 PLAY botbox.dev
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Galerider Sliver Ⓢ Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt Ⓡ Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt Ⓡ Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Manaweft Sliver Ⓢ Ⓞ 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 Ⓢ Ⓞ 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 Ⓢ Ⓞ 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 Ⓢ Ⓞ Creature -- Sliver Sliver creatures you control have "{T}: Add one mana of any color." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

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Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Creature -- Sliver

All Sliver creatures have "This creature gets +1/+1 as long as you control a Swamp."
All Slivers have "{B}: Regenerate this permanent." (The next time it would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Creature -- Sliver

All Sliver creatures have "This creature gets +1/+1 as long as you control a Swamp."
All Slivers have "{B}: Regenerate this permanent." (The next time it would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Creature -- Sliver

All Sliver creatures have "This creature gets +1/+1 as long as you control a Swamp."
All Slivers have "{B}: Regenerate this permanent." (The next time it would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	Sinew Sliver 1 W Creature -- Sliver All Sliver creatures get +1/+1. 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
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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

Land

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{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.
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Land -- Mountain Forest

($\{T\}$: Add $\{R\}$ or $\{G\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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®

Creature -- Sliver

Sliver creatures you control have first strike. (They deal combat damage before creatures without first strike.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Creature -- Sliver

Sliver creatures you control have lifelink. (Damage dealt by a Sliver creature you control also causes you to gain that much life.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

Instant

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

Creature -- Sliver

All Slivers have "Sacrifice this permanent: You gain 3 life."

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

Creature -- Sliver

All Slivers have "Sacrifice this permanent: You gain 3 life."

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② U

Creature -- Sliver

Whenever a Sliver creature you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {2}.

[sideboard]

1/1

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Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harmonic Sliver 1 G W Creature -- Sliver All Slivers have "When this permanent enters, destroy target artifact or enchantment." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harmonic Sliver 1 G W Creature -- Sliver All Slivers have "When this permanent enters, destroy target artifact or enchantment." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Harmonic Sliver 1 G W Creature -- Sliver All Slivers have "When this permanent enters, destroy target artifact or enchantment." [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - JoyousCloth - Modern (Modern Daily Swiss)

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

Shadow Sliver 2U Creature -- Sliver All Sliver creatures have shadow. (They can block or be blocked by only creatures with shadow.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syphon Sliver 2B Creature -- Sliver Sliver creatures you control have lifelink. (Damage dealt by a Sliver creature you control also causes you to gain that much life.) [sideboard] 2/2 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	
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