

Basal Sliver (2)(B) Creature -- Sliver All Slivers have "Sacrifice this permanent: Add {B}{B}." 2/2 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	Blade Sliver (2)(R) Creature -- Sliver All Sliver creatures get +1/+0. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blade Sliver (2)(R) Creature -- Sliver All Sliver creatures get +1/+0. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonesplitter Sliver (3)(R) Creature -- Sliver All Sliver creatures get +2/+0. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bribery (3)(U)(U) Sorcery Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brood Sliver (4)(G) Creature -- Sliver Whenever a Sliver deals combat damage to a player, its controller may create a 1/1 colorless Sliver creature token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brood Sliver 4 G Creature -- Sliver Whenever a Sliver deals combat damage to a player, its controller may create a 1/1 colorless Sliver creature token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Buried Alive 2 B Sorcery Search your library for up to three creature cards, put them into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clone 3 U Creature -- Shapeshifter You may have this creature enter as a copy of any creature on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clone 3 U Creature -- Shapeshifter You may have this creature enter as a copy of any creature on the battlefield. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crypt Sliver 1 B Creature -- Sliver All Slivers have "{T}: Regenerate target Sliver." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Reflection 3 G Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional two mana in any combination of colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawn's Reflection 3 G Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional two mana in any combination of colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Tutor 2 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diabolic Tutor 2 B B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Tutor W Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Sliver 3 W Creature -- Sliver Whenever a Sliver deals damage, its controller gains that much life. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feldon's Cane 1 Artifact {T}, Exile this artifact: Shuffle your graveyard into your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

All Slivers have "{T}: Add one mana of any color."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

All Slivers have "{T}: Add one mana of any color."

1/1

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1/1

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All Slivers have "{T}: Add one mana of any color."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exile all cards from target player's graveyard other than basic land cards. For each card exiled this way, search that player's library for all cards with the same name as that card and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Howling Mine Artifact At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Howling Mine Artifact At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Howling Mine Artifact At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter Sliver 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
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karmic Justice Enchantment Whenever a spell or ability an opponent controls destroys a noncreature permanent you control, you may destroy target permanent that opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Might Sliver Creature -- Sliver All Sliver creatures get +2/+2. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mutilate 2BB Sorcery All creatures get -1/-1 until end of turn for each Swamp you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Tutor U Instant Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's Resurgence 2GGG Sorcery Each player draws a card for each creature card in their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Piper's Melody G Sorcery Shuffle any number of target creature cards from your graveyard into your library. 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	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

Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plated Sliver

①

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plated Sliver

W

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pulmonic Sliver

③ ④ ⑤

Creature -- Sliver

All Sliver creatures have flying.
All Slivers have "If this permanent
would be put into a graveyard, you
may put it on top of its owner's
library instead."

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampant Growth

① ⑧

Sorcery

Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reap and Sow

③ ④

Sorcery

Choose one --

- * Destroy target land.
- * Search your library for a land card, put that card onto the battlefield, then shuffle.

Entwine {1}{G} (Choose both if you pay the entwine cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recollect 2 G Sorcery Return target card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recoup 1 R Sorcery Target sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (Mana cost includes color.) Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Recoup 1 R Sorcery Target sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (Mana cost includes color.) Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reminisce 2 U Sorcery Target player shuffles their graveyard into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Reminisce 2 U Sorcery Target player shuffles their graveyard into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reprocess 2 B B Sorcery Sacrifice any number of artifacts, creatures, and/or lands. Draw a card for each permanent sacrificed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revive 1 G Sorcery Return target green card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Revive 1 G Sorcery Return target green card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Search for Tomorrow WUG Sorcery Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shifting Sliver U Creature -- Sliver Slivers can't be blocked except by Slivers. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Sliver Overlord WUBRG Legendary Creature -- Sliver Mutant {3}: Search your library for a Sliver card, reveal that card, put it into your hand, then shuffle. {3}: Gain control of target Sliver. (This effect lasts indefinitely.) 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sliver Queen WUBRG Legendary Creature -- Sliver {2}: Create a 1/1 colorless Sliver creature token. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spinneret Sliver UG Creature -- Sliver All Sliver creatures have reach. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steely Resolve UG Enchantment As this enchantment enters, choose a creature type. Creatures of the chosen type have shroud. (They can't be the targets of spells or abilities.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kalium - Vintage (Vintage 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 11/15 - 8 cards - 2.5 x 3.5 in each

Steely Resolve 1 G Enchantment As this enchantment enters, choose a creature type. Creatures of the chosen type have shroud. (They can't be the targets of spells or abilities.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sterling Grove G W Enchantment Other enchantments you control have shroud. (They can't be the targets of spells or abilities.) {1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 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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Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Synapse Sliver

Creature -- Sliver

Whenever a Sliver deals combat damage to a player, its controller may draw a card.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Field

Land

```
{T}: Add {C}.
{T}: Add {W} or {B}. Activate only
if you control a Swamp.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Field

Land

```
{T}: Add {C}.
{T}: Add {W} or {B}. Activate only
if you control a Swamp.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Isle

Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Isle

Land

{T}: Add {C}.
{T}: Add {U} or {B}. Activate only if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Peak

Land

{T}: Add {C}.
{T}: Add {B} or {R}. Activate only if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Peak

Land

```
{T}: Add {C}.
{T}: Add {B} or {R}. Activate only
if you control a Swamp.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 13/15 - 8 cards - 2.5 x 3.5 in each

Land

{T}: Add {C}.
{T}: Add {B} or {G}. Activate only
if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {B} or {G}. Activate only if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}{C}. Activate only if you control five or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Creature -- Sliver

Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

3 B

Creature -- Sliver

Whenever a Sliver deals combat damage to a creature, destroy that creature. It can't be regenerated.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Sorcery

Target player mills half their library, rounded down.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

Sorcery

You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) Each player returns all creature cards from their graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

Sorcery

You may cast this spell as though it had flash if you pay {2} more to cast it. (You may cast it any time you could cast an instant.) Each player returns all creature cards from their graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Tree 1 G Creature -- Plant {T}: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Tree 1 G Creature -- Plant {T}: Add one mana of any color. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ward Sliver 4 W Creature -- Sliver As this creature enters, choose a color. All Slivers have protection from the chosen color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ward Sliver 4 W Creature -- Sliver As this creature enters, choose a color. All Slivers have protection from the chosen color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombify 3 B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zombify 3 B Sorcery Return target creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev