

Aether Vial 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 PLAYbotbox.dev	Aether Vial 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 PLAYbotbox.dev	Aether Vial 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 PLAYbotbox.dev	Aether Vial 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 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cloudshredder Sliver R W Creature -- Sliver Sliver creatures you control have flying and haste. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloudshredder Sliver R W Creature -- Sliver Sliver creatures you control have flying and haste. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloudshredder Sliver R W Creature -- Sliver Sliver creatures you control have flying and haste. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloudshredder Sliver R W Creature -- Sliver Sliver creatures you control have flying and haste. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Diffusion Sliver 1 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}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diffusion Sliver 1 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}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diffusion Sliver 1 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}. 1/1 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

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	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	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Force of Negation 1 U U Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Negation 1 U U Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frenetic Sliver 1 U R Creature -- Sliver All Slivers have "{0}: If this permanent is on the battlefield, flip a coin. If you win the flip, exile this permanent and return it to the battlefield under its owner's control at the beginning of the next end step. If you lose the flip, sacrifice it." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frenetic Sliver 1 U R Creature -- Sliver All Slivers have "{0}: If this permanent is on the battlefield, flip a coin. If you win the flip, exile this permanent and return it to the battlefield under its owner's control at the beginning of the next end step. If you lose the flip, sacrifice it." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Frenetic Sliver ①④⑤ Creature -- Sliver All Slivers have "{0}": If this permanent is on the battlefield, flip a coin. If you win the flip, exile this permanent and return it to the battlefield under its owner's control at the beginning of the next end step. If you lose the flip, sacrifice it." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver ④ Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver ④ Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galerider Sliver ④ Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Galerider Sliver ④ Creature -- Sliver Sliver creatures you control have flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leeching Sliver ①② Creature -- Sliver Whenever a Sliver you control attacks, defending player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leeching Sliver ①② Creature -- Sliver Whenever a Sliver you control attacks, defending player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Leeching Sliver 1 B Creature -- Sliver Whenever a Sliver you control attacks, defending player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leeching Sliver 1 B Creature -- Sliver Whenever a Sliver you control attacks, defending player loses 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains {T}: Add {W}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 1 G Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 1 G Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Predatory Sliver 1 G Creature -- Sliver Sliver creatures you control get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {U}.

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{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 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.

Sinew Sliver 1W Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinew Sliver 1W Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sinew Sliver 1W Creature -- Sliver All Sliver creatures get +1/+1. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsettled Mariner WU Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsettled Mariner WU Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unsettled Mariner WU Creature -- Shapeshifter Changeling (This card is every creature type.) Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chalice of the Void XX Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chalice of the Void XX Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chalice of the Void XX Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chalice of the Void XX Artifact This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation 1 U U Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1 U U Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Moonlight 1 W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Moonlight 1 W Instant Until end of turn, if a creature would enter and it wasn't cast, exile it instead. Draw a card. [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	Spiteful Sliver 2 R Creature -- Sliver Sliver creatures you control have "Whenever this creature is dealt damage, it deals that much damage to target player or planeswalker." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spiteful Sliver 2 R Creature -- Sliver Sliver creatures you control have "Whenever this creature is dealt damage, it deals that much damage to target player or planeswalker." [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	