

Acidic Slime 3GG Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Acidic Slime 3GG Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Acidic Slime 3GG Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Acidic Slime 3GG Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - Yach, Michael - Legacy (Charlotte Legacy League Season 1 Week 2) sheet 6/9 - 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.

Playtest cards - Yach, Michael - Legacy (Charlotte Legacy League Season 1 Week 2) sheet 7/9 - 8 cards - 2.5 x 3.5 in each
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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.

Pelakka Wurm (4)(G)(G)(G) Creature -- Wurm Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) When this creature enters, you gain 7 life. When this creature dies, draw a card. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelakka Wurm (4)(G)(G)(G) Creature -- Wurm Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) When this creature enters, you gain 7 life. When this creature dies, draw a card. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Primeval Titan (2)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Primordial (5)(G)(G) Creature -- Avatar Reach When this creature enters, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle. 6/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Primordial (5)(G)(G) Creature -- Avatar Reach When this creature enters, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle. 6/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Primordial 566

Creature -- Avatar

Reach

When this creature enters, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle.

6/8

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When this creature enters, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle.

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