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

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WW

Whenever another nontoken creature you control enters, bolster 1. (Choose a creature with the least toughness among creatures you control and put a +1/+1 counter on it.)

2/2

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

0/1

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Ⓒ

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| <div><div><div>Birds of Paradise</div><div><div></div><div></div><div></div><div></div></div></div><div><div>Creature -- Bird</div><div>Flying</div><div>{T}: Add one mana of any color.</div></div><div><div>0/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                          | <div><div><div>Chord of Calling</div><div><div></div><div></div><div></div><div></div></div></div><div><div>Instant</div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Chord of Calling</div><div><div></div><div></div><div></div><div></div></div></div><div><div>Instant</div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Chord of Calling</div><div><div></div><div></div><div></div><div></div></div></div><div><div>Instant</div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Chord of Calling</div><div><div></div><div></div><div></div><div></div></div></div><div><div>Instant</div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Collected Company</div><div><div></div><div></div></div></div><div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                  | <div><div><div>Collected Company</div><div><div></div><div></div></div></div><div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                  | <div><div><div>Collected Company</div><div><div></div><div></div></div></div><div><div>Instant</div><div>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                  |

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| <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Eternal Witness</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>When this creature enters, you may return target card from your graveyard to your hand.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Eternal Witness</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>When this creature enters, you may return target card from your graveyard to your hand.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Eternal Witness</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Human Shaman</div> <div> <p>When this creature enters, you may return target card from your graveyard to your hand.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Forest</div> </div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div> <div>Gavony Township</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div> <div>Gavony Township</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div> <div>Gavony Township</div> </div> <div>Land</div> <div> <p>{T}: Add {C}.<br/>{2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control.</p> </div> <div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             |

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| <div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div><div>Horizon Canopy</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div><div>Kitchen Finks<div>16/6/6/6</div></div><div>Creature -- Ouphe</div><div>When this creature enters, you gain 2 life.<br/>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Kitchen Finks<div>16/6/6/6</div></div><div>Creature -- Ouphe</div><div>When this creature enters, you gain 2 life.<br/>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kitchen Finks<div>16/6/6/6</div></div><div>Creature -- Ouphe</div><div>When this creature enters, you gain 2 life.<br/>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kitchen Finks<div>16/6/6/6</div></div><div>Creature -- Ouphe</div><div>When this creature enters, you gain 2 life.<br/>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Melira, Sylvok Outcast<div>16</div></div><div>Legendary Creature -- Human Scout</div><div>You can't get poison counters.<br/>Creatures you control can't have -1/-1 counters put on them.<br/>Creatures your opponents control lose infect.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |

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| <b>Murderous Redcap</b> <span>2</span> <span>B/R</span> <span>B/R</span><br>Creature -- Goblin Assassin<br>When this creature enters, it deals damage equal to its power to any target.<br>Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                    | <b>Noble Hierarchy</b> <span>G</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Noble Hierarchy</b> <span>G</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Noble Hierarchy</b> <span>G</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Orzhov Pontiff</b> <span>1</span> <span>W</span> <span>B</span><br>Creature -- Human Cleric<br>Haunt (When this creature dies, exile it haunting target creature.)<br>When this creature enters or the creature it haunts dies, choose one --<br>* Creatures you control get +1/+1 until end of turn.<br>* Creatures you don't control get -1/-1 until end of turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                   | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                   | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                              |

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| <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Razorverge Thicket</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Scavenging Ooze</div><div>16</div><div>Creature -- Ooze</div><div>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spellskite</div><div>2</div><div>Artifact Creature -- Phyrexian Horror</div><div>{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)</div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>({T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       |

## 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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(B)

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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**B**

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Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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**G W**

Creature -- Elemental

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

2/2

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**G W**

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elemental

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

2/2

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| <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                            | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                  | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                  | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            |
| <div>Aven Mindcensor</div> <div> <div>2</div> <div>W</div> </div> <div>Creature -- Bird Wizard</div> <div>Flash<br/>Flying<br/>If an opponent would search a library, that player searches the top four cards of that library instead.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Burrenton Forge-Tender</div> <div> <div>W</div> </div> <div>Creature -- Kithkin Wizard</div> <div>Protection from red<br/>Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Burrenton Forge-Tender</div> <div> <div>W</div> </div> <div>Creature -- Kithkin Wizard</div> <div>Protection from red<br/>Sacrifice this creature: Prevent all damage a red source of your choice would deal this turn.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fulminator Mage</div> <div> <div>1</div> <div>B/R</div> <div>B/R</div> </div> <div>Creature -- Elemental Shaman</div> <div>Sacrifice this creature: Destroy target nonbasic land.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                        | <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                        | <b>Kataki, War's Wage</b> (1)(W)<br>Legendary Creature -- Spirit<br>All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {1}."<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                     | <b>Linvala, Keeper of Silence</b> (2)(W)(W)<br>Legendary Creature -- Angel<br>Flying<br>Activated abilities of creatures your opponents control can't be activated.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                |
| <b>Path to Exile</b> (W)<br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Path to Exile</b> (W)<br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Qasali Pridemage</b> (G)(W)<br>Creature -- Cat Wizard<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Sin Collector</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, target opponent reveals their hand. You choose an instant or sorcery card from it and exile that card.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |  |
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