Battlefield Raptor (W)

Creature -- Bird

Flying, first strike

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, first strike

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beloved Princess (W)

Creature -- Human Noble

Lifelink
This creature can't be blocked by creatures with power 3 or greater.

1/1

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Benevolent Blessing {1}{W}

Enchantment -- Aura

Flash
Enchant creature
As this Aura enters, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove Auras and Equipment you control that are already attached to it.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Codespell Cleric {W}

Creature -- Human Cleric

Vigilance
When this creature enters, if it was the second spell you cast this turn, put a +1/+1 counter on target creature.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Guidemother {W}

Creature -- Faerie

Flying

1/1

- - - ADVENTURE - - -

Gift of the Fae {1}{W}

Sorcery -- Adventure

Target creature gets +2/+1 and gains flying until end of turn. (Then exile this card. You may cast the creature later from exile.)

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Feat of Resistance {1}{W}

Instant

Put a +1/+1 counter on target creature you control. It gains protection from the color of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that color.)

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Gingerbrute {1}

Artifact Creature -- Food Golem

Haste (This creature can attack and {T} as soon as it comes under your control.)
{1}: This creature can't be blocked this turn except by creatures with haste.
{2}, {T}, Sacrifice this creature: You gain 3 life.

1/1

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Goldvein Pick (2)

Artifact -- Equipment

Equipped creature gets +1/+1.
Whenever equipped creature deals combat damage to a player, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idyllic Grange

Land -- Plains

({T}: Add {W}.)
This land enters tapped unless you control three or more other Plains.
When this land enters untapped, put a +1/+1 counter on target creature you control.

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Karametra's Blessing (W)

Instant

Target creature gets +2/+2 until end of turn. If it's an enchanted creature or enchantment creature, it also gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sentinel's Eyes (W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has vigilance.
Escape--{W}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solid Footing {W}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +1/+1.
As long as enchanted creature has vigilance, it assigns combat damage equal to its toughness rather than its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valor of the Worthy {W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1.
When enchanted creature leaves the battlefield, create a 1/1 white Spirit creature token with flying.

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When enchanted creature leaves the battlefield, create a 1/1 white Spirit creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wings of the Cosmos {W}

Instant

Target creature gets +1/+3 and gains flying until end of turn. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Target creature gets +1/+3 and gains flying until end of turn. Untap it.

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Target creature gets +1/+3 and gains flying until end of turn. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Benevolent Blessing {1}{W}

Enchantment -- Aura

Flash
Enchant creature
As this Aura enters, choose a color.
Enchanted creature has protection from the chosen color. This effect doesn't remove Auras and Equipment you control that are already attached to it.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

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Disenchant 1W

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disenchant 1W

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Light of Hope W

Instant

Choose one --
* You gain 4 life.
* Destroy target enchantment.
* Put a +1/+1 counter on target creature.

[sideboard]

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Light of Hope W

Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Strands 2W

Instant

Prevent all damage that sources of the color of your choice would deal this turn.
Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Instant

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Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Swift Response 1W

Instant

Destroy target tapped creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swift Response 1W

Instant

Destroy target tapped creature.

[sideboard]

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[sideboard]

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