

Airlift Chaplain

② ② W

Creature -- Human Cleric

Flying
When this creature enters, mill three cards. You may put a Plains card or a creature card with mana value 3 or less from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Borrowed Grace

②②

Instant

Escalate {1}{W} (Pay this cost for each mode chosen beyond the first.)
Choose one or both --
* Creatures you control get +2/+0 until end of turn.
* Creatures you control get +0/+2 until end of turn.

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Helpful Hunter

① W

Creature -- Cat

When this creature enters, draw a card.

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Helpful Hunter 1W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Helpful Hunter 1W Creature -- Cat When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Icatian Javelineers W Creature -- Human Soldier This creature enters with a javelin counter on it. {T}, Remove a javelin counter from this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Icatian Javelineers W Creature -- Human Soldier This creature enters with a javelin counter on it. {T}, Remove a javelin counter from this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Icatian Javelineers W Creature -- Human Soldier This creature enters with a javelin counter on it. {T}, Remove a javelin counter from this creature: It deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Inspiring Overseer (2)(W) Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler (2)(W) Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler (2)(W) Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Militia Bugler (2)(W) Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Militia Bugler (2)(W) Creature -- Human Soldier Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector (W) Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector (W) Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Novice Inspector (W) Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
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Priest of Ancient Lore 2W Creature -- Dwarf Cleric When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Ancient Lore 2W Creature -- Dwarf Cleric When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Ancient Lore 2W Creature -- Dwarf Cleric When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Ancient Lore 2W Creature -- Dwarf Cleric When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Return Triumphant 1 W Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Create a Young Hero Role token attached to it. (Enchanted creature has "Whenever this creature attacks, if its toughness is 3 or less, put a +1/+1 counter on it." If you put another Role on the creature later, put this one into the graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Return Triumphant 1 W Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Create a Young Hero Role token attached to it. (Enchanted creature has "Whenever this creature attacks, if its toughness is 3 or less, put a +1/+1 counter on it." If you put another Role on the creature later, put this one into the graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spirited Companion 1 W Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm (1)(W) Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whitemane Lion (1)(W) Creature -- Cat Flash When this creature enters, return a creature you control to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whitemane Lion (1)(W) Creature -- Cat Flash When this creature enters, return a creature you control to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whitemane Lion (1)(W) Creature -- Cat Flash When this creature enters, return a creature you control to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Whitemane Lion (1)(W) Creature -- Cat Flash When this creature enters, return a creature you control to its owner's hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Circle of Protection: Black (1)(W) Enchantment {1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - giuseruggiero - Pauper (Finale - Lega Antimeta Pauper)

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 8/10 - 8 cards - 2.5 x 3.5 in each

Circle of Protection: Black 1W Enchantment {1}: The next time a black source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Circle of Protection: Green 1W Enchantment {1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Circle of Protection: Green 1W Enchantment {1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Acolyte 1W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crimson Acolyte 1W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crimson Acolyte 1W Creature -- Human Cleric Protection from red {W}: Target creature gains protection from red until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Acolyte 1W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Acolyte 1W Creature -- Human Cleric Protection from black {W}: Target creature gains protection from black until end of turn. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Protection from black
{W}: Target creature gains
protection from black until end of
turn.

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① ② W

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

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