

Akul the Unrepentant (B)(B)(R)(R) Legendary Creature -- Scorpion Dragon Rogue Flying, trample Sacrifice three other creatures: You may put a creature card from your hand onto the battlefield. Activate only as a sorcery and only once each turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blackcleave Cliffs Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consuming Ashes (2)(B)(B) Instant Exile target creature. If it had mana value 3 or less, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consuming Ashes (2)(B)(B) Instant Exile target creature. If it had mana value 3 or less, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Discerning Peddler (1)(R) Creature -- Human Rogue When this creature enters, you may discard a card. If you do, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Derailment (R) Instant Spree (Choose one or more additional costs.) + {2} -- Explosive Derailment deals 4 damage to target creature. + {2} -- Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Derailment (R) Instant Spree (Choose one or more additional costs.) + {2} -- Explosive Derailment deals 4 damage to target creature. + {2} -- Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forsaken Miner (B) Creature -- Skeleton Rogue This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Plunderer 1RR Creature -- Human Rogue Menace At the beginning of your upkeep, you may create a Treasure token. When you do, target opponent creates a tapped Treasure token. Whenever this creature attacks, it deals damage to defending player equal to the number of artifacts they control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hellspur Brute 4RR Creature -- Minotaur Mercenary Affinity for outlaws (This spell costs {1} less to cast for each Assassin, Mercenary, Pirate, Rogue, and/or Warlock you control.) Trample 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hellspur Brute 4RR Creature -- Minotaur Mercenary Affinity for outlaws (This spell costs {1} less to cast for each Assassin, Mercenary, Pirate, Rogue, and/or Warlock you control.) Trample 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hellspur Posse Boss 2RRR Creature -- Lizard Rogue Other outlaws you control have haste. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) When this creature enters, create two 1/1 red Mercenary creature tokens with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hellspur Posse Boss 2RRR Creature -- Lizard Rogue Other outlaws you control have haste. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) When this creature enters, create two 1/1 red Mercenary creature tokens with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hellspur Posse Boss 2RRR Creature -- Lizard Rogue Other outlaws you control have haste. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) When this creature enters, create two 1/1 red Mercenary creature tokens with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jagged Barrens Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jagged Barrens Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jagged Barrens Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}.	Jagged Barrens Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {B} or {R}.	Laughing Jasper Flint ①②③ Legendary Creature -- Lizard Rogue Creatures you control but don't own are Mercenaries in addition to their other types. At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.	Laughing Jasper Flint ①②③ Legendary Creature -- Lizard Rogue Creatures you control but don't own are Mercenaries in addition to their other types. At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.
4/3	4/3	4/3	4/3
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Laughing Jasper Flint ①②③ Legendary Creature -- Lizard Rogue Creatures you control but don't own are Mercenaries in addition to their other types. At the beginning of your upkeep, exile the top X cards of target opponent's library, where X is the number of outlaws you control. Until end of turn, you may cast spells from among those cards, and mana of any type can be spent to cast those spells.	Longhorn Sharpshooter ②③ Creature -- Minotaur Rogue Reach When this card becomes plotted, it deals 2 damage to any target. Plot {3}{R} (You may pay {3}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)	Longhorn Sharpshooter ②③ Creature -- Minotaur Rogue Reach When this card becomes plotted, it deals 2 damage to any target. Plot {3}{R} (You may pay {3}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)	Mountain Basic Land -- Mountain ({T} : Add {R} .)
4/3	3/3	3/3	
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Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck1

sheet 3/10 - 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.

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Mourner's Surprise (1)(B) Sorcery Return up to one target creature card from your graveyard to your hand. Create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nezumi Linkbreaker (B) Creature -- Rat Warlock When this creature dies, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prickly Pair (2)(R) Creature -- Plant Mercenary When this creature enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prickly Pair (2)(R) Creature -- Plant Mercenary When this creature enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rakdos Joins Up (3)(B)(R) Legendary Enchantment When Rakdos Joins Up enters, return target creature card from your graveyard to the battlefield with two additional +1/+1 counters on it. Whenever a legendary creature you control dies, Rakdos Joins Up deals damage equal to that creature's power to target opponent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rakish Crew (2)(B) Enchantment When this enchantment enters, create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." Whenever an outlaw you control dies, each opponent loses 1 life and you gain 1 life. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Riveteers Overlook Land When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rooftop Assassin (3)(B) Creature -- Vampire Assassin Flash Flying, lifelink When this creature enters, destroy target creature an opponent controls that was dealt damage this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shoot the Sheriff Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shoot the Sheriff Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Tinybones, the Pickpocket B Legendary Creature -- Skeleton Rogue Deathtouch Whenever Tinybones deals combat damage to a player, you may cast target nonland permanent card from that player's graveyard, and mana of any type can be spent to cast that spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unfortunate Accident B Instant Spree (Choose one or more additional costs.) + {2}{B} -- Destroy target creature. + {1} -- Create a 1/1 red Mercenary creature token with "{T}: Target creature you control gets +1/+0 until end of turn. Activate only as a sorcery." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unscrupulous Contractor 2B Creature -- Human Assassin When this creature enters, you may sacrifice a creature. When you do, target player draws two cards and loses 2 life. Plot {2}{B} (You may pay {2}{B} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unscrupulous Contractor 2B Creature -- Human Assassin When this creature enters, you may sacrifice a creature. When you do, target player draws two cards and loses 2 life. Plot {2}{B} (You may pay {2}{B} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vial Smasher, Gleeeful Grenadier (B)(R) Legendary Creature -- Goblin Mercenary Whenever another outlaw you control enters, Vial Smasher deals 1 damage to target opponent. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vial Smasher, Gleeeful Grenadier (B)(R) Legendary Creature -- Goblin Mercenary Whenever another outlaw you control enters, Vial Smasher deals 1 damage to target opponent. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vial Smasher, Gleeeful Grenadier (B)(R) Legendary Creature -- Goblin Mercenary Whenever another outlaw you control enters, Vial Smasher deals 1 damage to target opponent. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Xander's Lounge Land -- Island Swamp Mountain ([T]): Add [U], [B], or [R].) This land enters tapped. Cycling [3] ([3], Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Binding Negotiation (1)(B) Sorcery Target opponent reveals their hand. You may choose a nonland card from it. If you do, they discard it. Otherwise, you may put a face-up exiled card they own into their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Binding Negotiation (1)(B) Sorcery Target opponent reveals their hand. You may choose a nonland card from it. If you do, they discard it. Otherwise, you may put a face-up exiled card they own into their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consuming Ashes (2)(B)(B) Instant Exile target creature. If it had mana value 3 or less, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cut Down (B) Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert's Due 1B Instant Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert's Due 1B Instant Target creature gets -2/-2 until end of turn. It gets an additional -1/-1 until end of turn for each Desert you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Derailment R Instant Spree (Choose one or more additional costs.) + {2} -- Explosive Derailment deals 4 damage to target creature. + {2} -- Destroy target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hellspur Brute 4R Creature -- Minotaur Mercenary Affinity for outlaws (This spell costs {1} less to cast for each Assassin, Mercenary, Pirate, Rogue, and/or Warlock you control.) Trample [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 5/4	Highway Robbery 1R Sorcery You may discard a card or sacrifice a land. If you do, draw two cards. Plot {1}{R} (You may pay {1}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Longhorn Sharpshooter 2 R Creature -- Minotaur Rogue Reach When this card becomes plotted, it deals 2 damage to any target. Plot {3}{R} (You may pay {3}{R} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rooftop Assassin 3 B Creature -- Vampire Assassin Flash Flying, lifelink When this creature enters, destroy target creature an opponent controls that was dealt damage this turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scorching Shot R R Sorcery Scorching Shot deals 5 damage to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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