

At Knifepoint 1BR Enchantment During your turn, outlaws you control have first strike. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) Whenever you commit a crime, 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." This ability triggers only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	At Knifepoint 1BR Enchantment During your turn, outlaws you control have first strike. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.) Whenever you commit a crime, 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." This ability triggers only once each turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bandit's Talent 1B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, each opponent discards two cards unless they discard a nonland card. {B}: Level 2 At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life. {3}{B}: Level 3 At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bandit's Talent 1B Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, each opponent discards two cards unless they discard a nonland card. {B}: Level 2 At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life. {3}{B}: Level 3 At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Faerie Dreamthief (B) Creature -- Faerie Warlock Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Dreamthief (B) Creature -- Faerie Warlock Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Hellspur Posse Boss (2)(R)(R) 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 (2)(R)(R) 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	Hopeless Nightmare (B) Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hopeless Nightmare (B) Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaervek, the Punisher (1)(B)(B) Legendary Creature -- Human Warlock Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Copies of permanent spells become tokens.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaervek, the Punisher ①③③ Legendary Creature -- Human Warlock Whenever you commit a crime, exile up to one target black card from your graveyard and copy it. You may cast the copy. If you do, you lose 2 life. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime. Copies of permanent spells become tokens.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laughing Jasper Flint ①③③ 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laughing Jasper Flint ①③③ 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laughing Jasper Flint ①③③ 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Not Dead After All Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not Dead After All Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) 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

Shoot the Sheriff 1 B Instant Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Swamp

Basic Land -- Swamp

$$(\{T\} : \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Thought-Stalker Warlock (2)(B)

Creature -- Lizard Warlock

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, choose target opponent. If they lost life this turn, they reveal their hand, you choose a nonland card from it, and they discard that card. Otherwise, they discard a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Tinybones, Bauble Burglar ①ⓑ

Legendary Creature -- Skeleton Rogue

Whenever an opponent discards a card, exile it from their graveyard with a stash counter on it. During your turn, you may play cards you don't own with stash counters on them from exile, and mana of any type can be spent to cast those spells.

{3}{B}, {T}: Each opponent discards a card. Activate only as a sorcery.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Tinybones, Bauble Burglar ①B

Legendary Creature -- Skeleton Rogue

Whenever an opponent discards a card, exile it from their graveyard with a stash counter on it. During your turn, you may play cards you don't own with stash counters on them from exile, and mana of any type can be spent to cast those spells.

{3}{B}, {T}: Each opponent discards a card. Activate only as a sorcery.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Vadmir, New Blood (1)(B)

Legendary Creature -- Vampire Rogue

Whenever you commit a crime, put a +1/+1 counter on Vadmir. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) As long as Vadmir has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

1 B

Whenever you commit a crime, put a +1/+1 counter on Vadmír. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) As long as Vadmír has four or more +1/+1 counters on it, it has menace and lifelink.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BR

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 PLAY botbox.dev

BR

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 PLAY botbox.dev

BR

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 PLAY botbox.dev

1 B

(Gain the next level as a sorcery to add its ability.)

When this Class enters, each opponent discards two cards unless they discard a nonland card.

{B}: Level 2

At the beginning of each opponent's upkeep, if that player has one or fewer cards in hand, they lose 2 life.

{3}{B}: Level 3

At the beginning of your draw step, draw an additional card for each opponent who has one or fewer cards in hand.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sidebar]

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 PLAYbotbox.dev	Eaten Alive B Sorcery As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eaten Alive B Sorcery As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eaten Alive B Sorcery As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eaten Alive B Sorcery As an additional cost to cast this spell, sacrifice a creature or pay {3}{B}. Exile target creature or planeswalker. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hopeless Nightmare B Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hopeless Nightmare B Enchantment When this enchantment enters, each opponent discards a card and loses 2 life. When this enchantment is put into a graveyard from the battlefield, scry 2. {2}{B}: Sacrifice this enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Not Dead After All B Instant Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Painful Quandary 3 B B Enchantment Whenever an opponent casts a spell, that player loses 5 life unless they discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rush of Dread 1 B B Sorcery Spree (Choose one or more additional costs.) + {1} -- Target opponent sacrifices half the creatures they control of their choice, rounded up. + {2} -- Target opponent discards half the cards in their hand, rounded up. + {2} -- Target opponent loses half their life, rounded up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rush of Dread 1 B B Sorcery Spree (Choose one or more additional costs.) + {1} -- Target opponent sacrifices half the creatures they control of their choice, rounded up. + {2} -- Target opponent discards half the cards in their hand, rounded up. + {2} -- Target opponent loses half their life, rounded up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	