Squidnapper {3}{U}{U}



Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}



Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}



Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}



Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast

Squidnapper {3}{U}{U}

Creature — Squid Pirate

When CARDNAME enters the battlefield, gain control of target creature an opponent controls until CARDNAME leaves the battlefield or that player pays the ransom.

Ransom — {6} and 2 life

TEST CARD - Not for constructed play | 3/4

™ & © 2019 Wizards of the Coast