Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss



Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast

Hellspur Posse Boss

Creature — Lizard Rogue

Other outlaws you control have haste. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

When Hellspur Posse Boss enters the battlefield, 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

R 0128
OTJ • EN Artur Nakhodkin

™ & © 2024 Wizards of the Coast