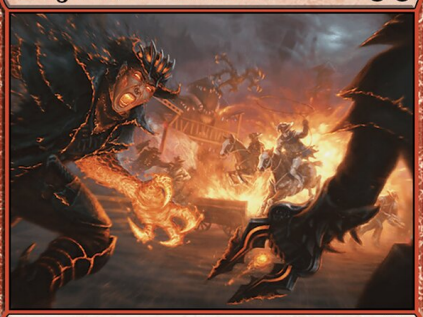
Caught in the Crossfire



Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast

Caught in the Crossfire

Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast

Caught in the Crossfire

Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast

Caught in the Crossfire

Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast

Caught in the Crossfire

Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast

Caught in the Crossfire

Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast

Caught in the Crossfire

Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast

Caught in the Crossfire

Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast

Caught in the Crossfire

Instant

Spree *(Choose one or more additional costs.)*

+ {1} — Caught in the Crossfire deals 2 damage to each outlaw creature. *(Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws.)*

+ {1} — Caught in the Crossfire deals 2 damage to each non-outlaw creature.

U 0117
OTJ • EN ✒Xabi Gaztelua
™ & © 2024 Wizards of the Coast