Devils' Playground



Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast

Devils' Playground

Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast

Devils' Playground

Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast

Devils' Playground

Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast

Devils' Playground

Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast

Devils' Playground

Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast

Devils' Playground

Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast

Devils' Playground

Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast

Devils' Playground

Sorcery

Put four 1/1 red Devil creature tokens onto the battlefield. They have "When this creature dies, it deals 1 damage to target creature or player."

"The city is overrun. I would say burn it to the ground, but that won't be necessary."
—Inquisitor Delmund

151/297 R
SOI • EN Wayne England

™ & © 2016 Wizards of the Coast