Curse-Marred Demon 2RR



Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR



Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR



Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR



Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast

Curse-Marred Demon 2RR

Creature — Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

He had gambled and accepted the pact, ignorant of what he stood to lose.

4/4

R 0079
FRA • EN Key Walker

™ & © 2026 Wizards of the Coast