Rakshasa Debaser 4



Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4



Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4



Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4



Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN

Rakshasa Debaser 4

Creature — Cat Demon

Whenever Rakshasa Debaser attacks, put target creature card from defending player's graveyard onto the battlefield under your control.

Encore 6 (6, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turf if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

6/6

0000 / 115
PRM • EN