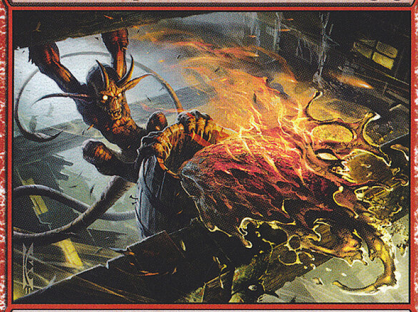
Devil's Play {X}{B}



Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

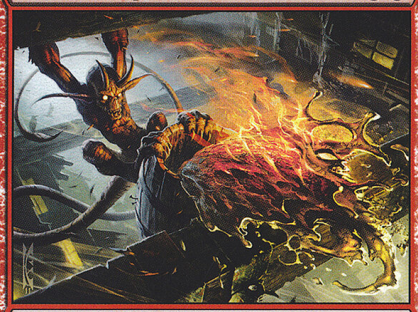
Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}



Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

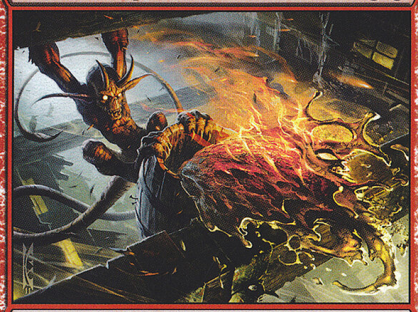
Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}



Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

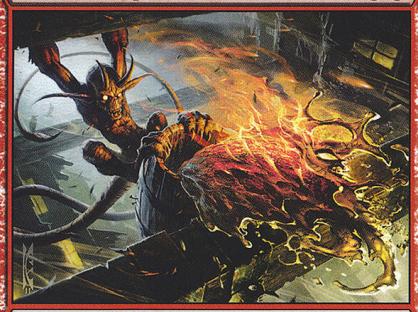
Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}



Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-

Devil's Play {X}{B}

Sorcery

Devil's Play deals X damage to target creature or player.

Flashback {X}{B}{B}{B} *(You may cast this card from your graveyard for its flashback cost. Then exile it.)*

A devil's hands are never idle.

Raymond Swanland

™ & © 2013 Wizards of the Coast LLC 15-240/264 Rev. Pre-