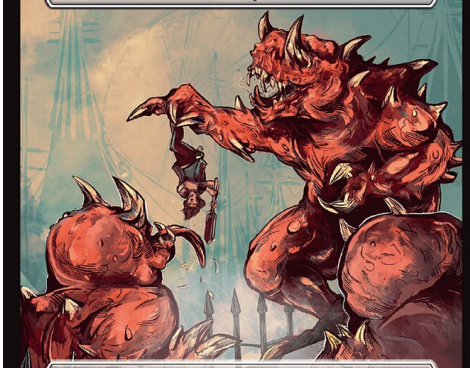
You Exist Only to Amuse



Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast

You Exist Only to Amuse

Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast

You Exist Only to Amuse

Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast

You Exist Only to Amuse

Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast

You Exist Only to Amuse

Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast

You Exist Only to Amuse

Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast

You Exist Only to Amuse

Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast

You Exist Only to Amuse

Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast

You Exist Only to Amuse

Scheme

When you set this scheme in motion, choose one. If you control six or more lands, choose both instead.

- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target."
- Until your next turn, creatures your opponents control have base power and toughness 1/1 and lose all abilities.

0361 DSC • EN ▬ WolfSkullJack ™ & © 2024 Wizards of the Coast