Charmbreaker Devils

5



Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5



Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5



Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5



Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast

Charmbreaker Devils

5

Creature — Devil

At the beginning of your upkeep, return an instant or sorcery card at random from your graveyard to your hand.

Whenever you cast an instant or sorcery spell, Charmbreaker Devils gets +4/+0 until end of turn.

4/4

162
C21 • EN
R
Dan Scott

™ & © 2021 Wizards of the Coast