Burn Down the House



Sorcery

Choose one —
- Burn Down the House deals 5 damage to each creature and each planeswalker.
- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target." They gain haste until end of turn.

131 R
DBL • EN Campbell White

™ & © 2022 Wizards of the Coast

Burn Down the House

Sorcery

Choose one —
- Burn Down the House deals 5 damage to each creature and each planeswalker.
- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target." They gain haste until end of turn.

131 R
DBL • EN Campbell White

™ & © 2022 Wizards of the Coast

Burn Down the House

Sorcery

Choose one —
- Burn Down the House deals 5 damage to each creature and each planeswalker.
- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target." They gain haste until end of turn.

131 R
DBL • EN Campbell White

™ & © 2022 Wizards of the Coast

Burn Down the House

Sorcery

Choose one —
- Burn Down the House deals 5 damage to each creature and each planeswalker.
- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target." They gain haste until end of turn.

131 R
DBL • EN Campbell White

™ & © 2022 Wizards of the Coast

Burn Down the House

Sorcery

Choose one —
- Burn Down the House deals 5 damage to each creature and each planeswalker.
- Create three 1/1 red Devil creature tokens with "When this creature dies, it deals 1 damage to any target." They gain haste until end of turn.

131 R
DBL • EN Campbell White

™ & © 2022 Wizards of the Coast