The Beamtown Bullies



Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN
Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies



Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies



Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies



Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast

The Beamtown Bullies

Legendary Creature — Ogre Devil Warrior

Vigilance, haste

: Target opponent whose turn it is puts target nonlegendary creature card from your graveyard onto the battlefield under their control. It gains haste. Goad it. At the beginning of the next end step, exile it. *(Until your next turn, that creature attacks each combat if able and attacks a player other than you if able.)*

4/4

006/093 M
NCC • EN Tyler Iacobson

™ & © 2022 Wizards of the Coast