Cadaver Imp 1BM



Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248

Cadaver Imp 1BM

Creature — Imp

Flying
When Cadaver Imp enters the battlefield, you may return target creature card from your graveyard to your hand.

The mouth must be pried open before rigor mortis sets in. Otherwise the returning soul can find no ingress.

Dave Kendall 1/1

™ & © 1993–2010 Wizards of the Coast LLC 99/248