Phantasmal Fiend 3



Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5

Phantasmal Fiend 3

Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5

Phantasmal Fiend 3

Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5

Phantasmal Fiend 3

Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5

Phantasmal Fiend 3

Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5

Phantasmal Fiend 3

Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5

Phantasmal Fiend 3

Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5

Phantasmal Fiend 3

Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5

Phantasmal Fiend 3

Creature — Phantasm

: Phantasmal Fiend gets +1/-1 until end of turn.

1 : Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Illus. Scott Kirschner
™ & © 1993–2001 Wizards of the Coast, Inc. 8a/50
1/5