Flesh-Eater Imp 3



Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3



Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3



Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3



Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2

Flesh-Eater Imp 3

Creature — Imp

Flying
Infect *(This creature deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)*
Sacrifice a creature: Flesh-Eater Imp gets +1/+1 until end of turn.

Johann Bodin
™ & ©1993–2011 Wizards of the Coast LLC 42/155
2/2