Jumbo Imp 2



Summon Imp

Flying

When you play Jumbo Imp, roll a six-sided die. Jumbo Imp comes into play with a number of +1/+1 counters on it equal to the die roll.

During your upkeep, roll a six-sided die and put on Jumbo Imp a number of +1/+1 counters equal to the die roll.

At the end of your turn, roll a six-sided die and remove from Jumbo Imp a number of +1/+1 counters equal to the die roll.

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