Phantasmal Fiend 3



Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3



Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3



Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3



Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144

Phantasmal Fiend 3

Creature — Illusion

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

1 : Switch Phantasmal Fiend's power and toughness until end of turn.

Scott Kirschner

1/5

™ & © 1993–2006 Wizards of the Coast, Inc. 57a/144