Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B

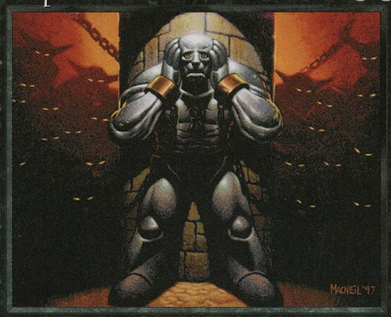


Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B

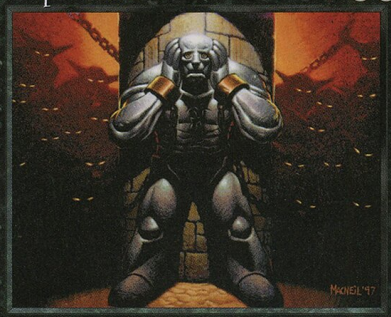


Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B

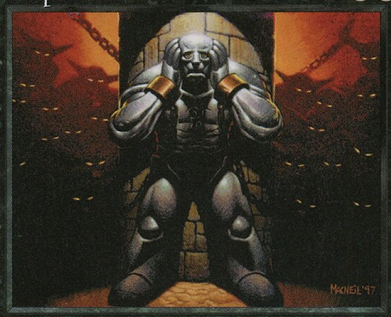


Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B

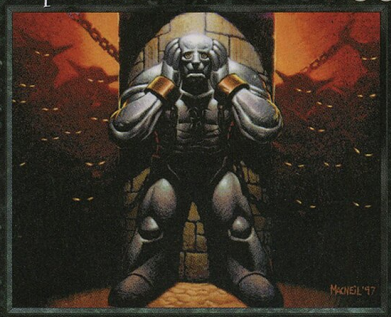


Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B

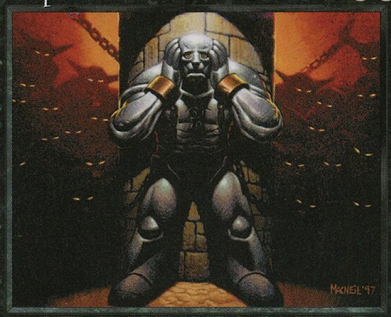


Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B

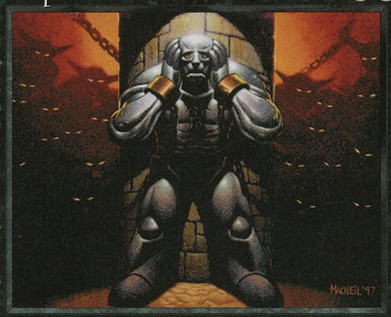


Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B

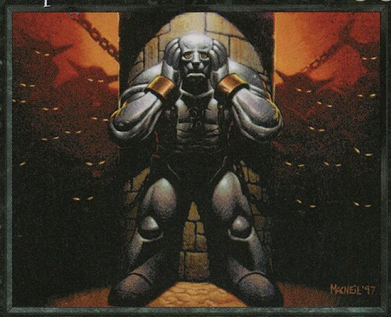


Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B

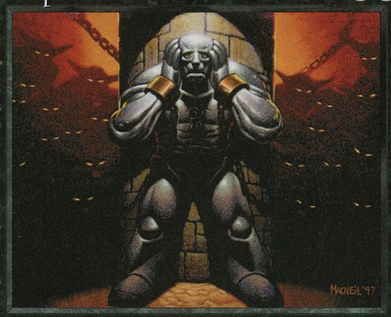


Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.

Imps' Taunt 1B



Instant

Buyback 3 *(You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)*
Target creature attacks this turn if able.

Illus. Colin MacNeil
© 1997 Wizards of the Coast, Inc.