Fire Imp 2



Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2



Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2



Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2



Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1

Fire Imp 2

Summon Creature

When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. *(If you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)*

Illus. DiTerlizzi

©1997 Wizards of the Coast, Inc. All rights reserved.

2/1