Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1

Maddening Imp 2B



Summon Imp

Flying
T: All non-Wall creatures target opponent controls attack this turn if able. At end of turn, destroy each of those creatures that did not attack. Use this ability only during target opponent's turn and only before combat.

Illus. Zina Saunders
©1997 Wizards of the Coast, Inc.
1/1