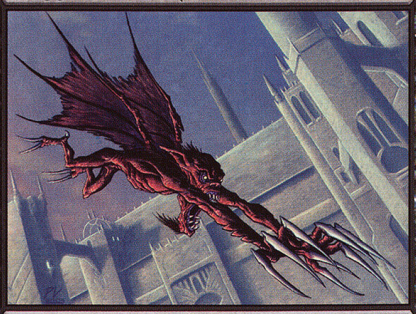
Daggerclaw Imp 2B



Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

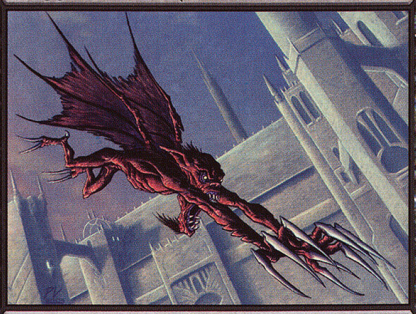
The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B



Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

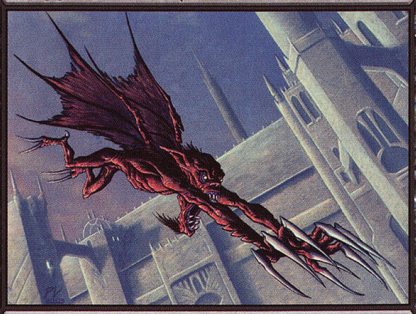
The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B



Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

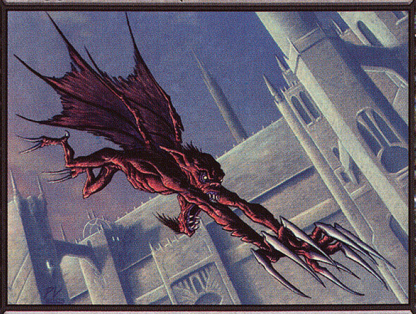
The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B



Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast

Daggerclaw Imp 2B

Creature — Imp

Flying

Daggerclaw Imp can't block.

The Simic use the claws as scalpels, while the Rakdos use them for tattooing and torture. The Gruul use them to pick their teeth after lunching on the rest of the carcass.

3/1

033/062 U
DVD • EN
Pete Venters

™ & © 2014 Wizards of the Coast