Dusk Imp 2



Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2



Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2



Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2



Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350

Dusk Imp 2

Creature — Imp

Flying *(This creature can't be blocked except by creatures with flying.)*

It despises humans and squirrels and beasts and dwarves and cephalids . . . well, it despises just about everything.

Edward P. Beard, Jr.

2/1

™ & © 1993-2003 Wizards of the Coast, Inc. 130/350