Skirge Familiar



Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar



Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar



Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar



Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2

Skirge Familiar

Summon Imp

Flying
Choose and discard a card: Add 💀 to your mana pool. Play this ability as a mana source.

*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer
©1993–1998 Wizards of the Coast, Inc. 157/360

3/2