Skirge Familiar {4}{B}



Summon Imp

Flying

Choose and discard a card: Add {B} 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 {4}{B}



Summon Imp

Flying

Choose and discard a card: Add {B} to your mana pool. Play this ability as a mana source.

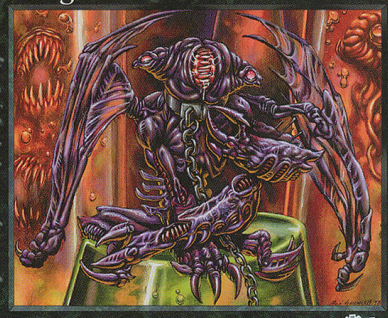
*The first Yawgmoth priest to harness their power was rewarded with several unique mutilations.*

Illus. Ron Spencer

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

3/2

Skirge Familiar {4}{B}



Summon Imp

Flying

Choose and discard a card: Add {B} 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 {4}{B}



Summon Imp

Flying

Choose and discard a card: Add {B} 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