Foul Imp



Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2

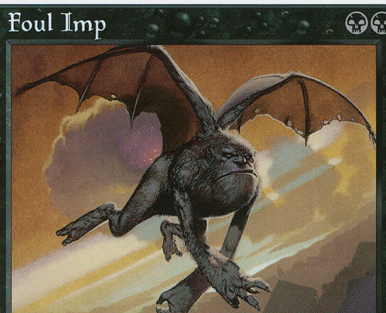
Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2

Foul Imp



Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2

Foul Imp



Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.
The villagers call it "winged stench."

Illus. Kev Walker
™ & © 1993-2001 Wizards of the Coast, Inc, 136/350
2/2