Foul Imp



Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62

Foul Imp

Creature — Imp

Flying
When Foul Imp comes into play, you lose 2 life.

The imp, unaware of its own odor, paused to catch its breath . . . and promptly died.

Kev Walker

2/2

™ & © 1993–2009 Wizards of the Coast LLC 32/62