Fetid Imp 1B



Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B



Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B



Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B



Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast

Fetid Imp 1B

Creature — Imp M21

Flying

B: Fetid Imp gains deathtouch until end of turn. *(Any amount of damage it deals to a creature is enough to destroy it.)*

1/2

098/274 C
M21 • EN Nils Hamm

™ & © 2020 Wizards of the Coast