
Soot Imp
1
Creature — Imp
Flying
Whenever a player casts a nonblack spell, that player loses 1 life.
"If one gets in your chimney, you're going to need a long wick and a barrel of bangstuff to get it out."
—Hob Heddil
1/2
037/062 U
DVD • EN
Jesper Eising
™ & © 2014 Wizards of the Coast