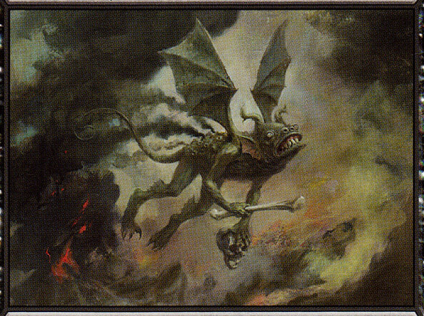
Fetid Imp 1B



Creature — Imp

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

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Fetid Imp 1B



Creature — Imp

Flying

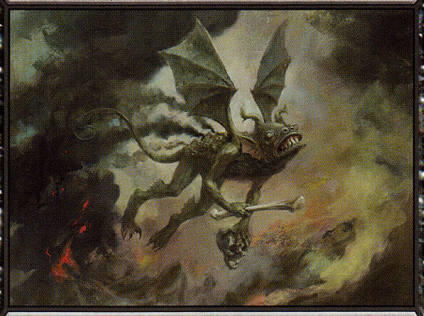
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Fetid Imp 1B



Creature — Imp

Flying

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