Foul Imp



Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350

Foul Imp

Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350

Foul Imp

Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350

Foul Imp



Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350

Foul Imp

Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350

Foul Imp

Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350

Foul Imp



Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350

Foul Imp

Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350

Foul Imp

Creature — Imp

Flying *(This creature can't be blocked except by creatures with 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

™ & © 1993–2005 Wizards of the Coast, Inc. 132/350