# A Strategic Dossier on the "Feral Imp" Lineage: From Classic Fiend to Metagame King

## I. The Progenitor: Feral Imp

The history of the *Yu-Gi-Oh!* Trading Card Game is populated by thousands of monsters, but few encapsulate the spirit of the game's origins as effectively as "Feral Imp." As a Normal Monster from one of the earliest sets, its identity is rooted not in complex game-winning effects, but in its fundamental statistics, its memorable artwork, and its association with the game's most iconic characters. This section provides a definitive analysis of the original "Feral Imp," establishing its characteristics, cataloging its extensive printing history, and dissecting its market performance as a bellwether for the vintage collector's market.

### A. Card Profile and Initial Strategic Role

"Feral Imp" is a Level 4 DARK Fiend-type Normal Monster.1 Its combat statistics are an Attack (ATK) of $1300$ and a Defense (DEF) of $1400$.1 In the nascent metagame of early *Yu-Gi-Oh!*, these stats positioned "Feral Imp" as a solid, if unremarkable, option for early-game board presence. While its ATK was modest, its $1400$ DEF was a crucial benchmark, allowing it to withstand attacks from many other common Level 4 monsters of the era, such as "Mystical Elf" ($800$ ATK) or "Giant Soldier of Stone" in Attack Position ($1300$ ATK). Its role was that of a functional defensive wall or a minor offensive threat, a common characteristic of the many Normal Monsters that formed the backbone of early decks.1

The card's Japanese name, グレムリン (Gremlin), provides a direct link to mythological creatures known for their mischievous and destructive nature, a theme that would subtly influence the card's later evolutions.1 This thematic identity is further cemented by its flavor text, which has been consistently printed across its many versions: "A playful little fiend that lurks in the dark, waiting to attack an unwary enemy".3 This description not only adds character to the otherwise vanilla monster but has also served as a source of inspiration for fan-created content, demonstrating a lasting impact on the community's perception of the card.7

However, the primary driver of "Feral Imp's" enduring significance is its cultural placement as a signature card of the anime protagonist, Yami Yugi.8 Its frequent appearances in the animated series solidified its status as a nostalgic icon, ensuring it would be reprinted for decades in products designed to appeal to fans of the original show. This association elevates "Feral Imp" from a simple game piece to a tangible piece of the franchise's history.

### B. Complete Printing History and Set Analysis

The extensive reprint history of "Feral Imp" is a testament to its nostalgic appeal. Originally released in the TCG's second-ever booster set, *Metal Raiders*, it has since appeared in numerous starter decks, legendary collections, and compilation sets. This history is crucial for collectors aiming to acquire specific versions of the card, as each printing carries its own unique market value and rarity.

The card's debut in *Metal Raiders* (MRD) as a Common is its most iconic and sought-after printing.3 It was subsequently included in the very first wave of character-themed decks, appearing in both *Starter Deck: Yugi* (SDY) and *Starter Deck: Yugi Evolution* (SYE).6 These early printings established its identity as a core "Yugi card." As Konami continued to release products celebrating the game's history, "Feral Imp" became a staple inclusion. It was featured in reprint sets like *Dark Beginning 1* (DB1) and, more recently, in commemorative products such as *Yugi's Legendary Decks* (YGLD), which packaged multiple iconic decks together for a new generation of players and collectors.5 The following table provides a comprehensive list of the card's notable TCG printings.

| **Release Date** | **Card Number** | **Set Name** | **Rarity** |
| --- | --- | --- | --- |
| 2002-06-26 | MRD-001 | Metal Raiders | Common |
| 2002-03-29 | SDY-002 | Starter Deck: Yugi | Common |
| 2003-10-10 | SYE-003 | Starter Deck: Yugi Evolution | Common |
| 2004-10-12 | DB1-EN140 | Dark Beginning 1 | Common |
| 2015-10-23 | YGLD-ENA11 | Yugi's Legendary Decks | Common |
| 2023-04-21 | MRD-EN001 | Metal Raiders (25th Anniversary Edition) | Common |

### C. Market Valuation and Collector's Analysis

The market for "Feral Imp" serves as a perfect case study in the principles of TCG valuation, where a card's worth is often divorced from its utility in gameplay. The most significant factor in its valuation is the vast price disparity between its 1st Edition printing from *Metal Raiders* and all subsequent Unlimited versions. Market data from TCGplayer shows the 1st Edition version commanding a price of around $4.52, while the Unlimited version from the same set is valued at a mere $0.27.3 This trend is magnified in the secondary market for professionally graded cards. Sales data reveals that PSA 9 (Mint) graded copies of the 1st Edition MRD "Feral Imp" have sold for as much as $56.00, with ungraded Near Mint copies frequently selling in the $7 to $31 range.13

This premium illustrates a core tenet of the vintage TCG market: the value is concentrated in the original, scarcest printing. The 1st Edition stamp signifies that a card is from the very first print run of a set, making it inherently rarer than the Unlimited print runs that followed. For a set as old and iconic as *Metal Raiders* (2002), the supply of well-preserved 1st Edition cards is exceptionally low, driving its value for serious collectors.

Furthermore, card condition acts as a critical value multiplier. Seller descriptions on platforms like eBay provide a detailed lexicon of condition flaws, from "Near Mint or Better" to "Moderately Played" or "Heavily Played".6 Flaws such as "moderate surface scuffing," "fuzzy corners," "edge chipping," and "creasing" can drastically reduce a card's value.6 A card with visible wear might be worth only a few cents, while a pristine, perfectly centered copy of the same card could be a significant investment. This emphasis on condition is why professional grading services are so integral to the high-end collector's market, as they provide an objective assessment of a card's physical quality, thereby standardizing its value.

### D. Elaboration on Asset Value Bifurcation

The economic profile of "Feral Imp" is a clear demonstration of how a TCG asset's value can bifurcate into two distinct categories: "playability value" and "collectibility value." In the context of the modern game, where monsters routinely possess ATK values well over $2000$ and feature powerful, complex effects, a Normal Monster with $1300$ ATK has a playability value that is functionally zero. It offers no strategic advantage and is completely outclassed by virtually any modern alternative.

Despite this, its collectibility value remains stable and, for specific printings, quite significant. This value is derived from a confluence of factors entirely external to the game's mechanics. First is nostalgia, stemming from its prominent role in the original anime and its status as one of the game's earliest cards. Second is scarcity; the 1st Edition *Metal Raiders* print run from 2002 is finite and shrinks over time as cards are lost or damaged. The number of high-grade, mint-condition copies is a small fraction of the original supply. Third is the physical condition of the card itself. The analysis of market data makes it clear that the value is not in the game text, but in the cardboard artifact. For vintage cards like "Feral Imp," the object itself becomes the asset. This dynamic is fundamental to understanding the TCG collector's market, where history, rarity, and preservation are the primary drivers of financial worth, often completely independent of the card's original purpose within the game.

## II. The Evolution: Des Feral Imp

Nearly a year and a half after the debut of the original, the lineage expanded with the release of "Des Feral Imp." This new iteration represented a significant step in the game's design philosophy, moving away from simple Normal Monsters and introducing effects that added layers of strategic depth. "Des Feral Imp" marks a crucial transitional point for the "Feral Imp" name, not only by introducing a new mechanic but also by subtly altering its core identity in a way that would become profoundly significant years later.

### A. Card Profile and Strategic Application

"Des Feral Imp" is a Level 4 DARK Reptile-type Flip Effect Monster, with an ATK of $1600$ and a DEF of $1800$.17 These stats are a direct upgrade over the original, making it a more formidable presence on the field in its own right. However, the most important changes are its card type and its effect.

Its effect reads: "FLIP: Target 1 card in your Graveyard; shuffle that target into the Deck".17 As a Flip Effect, this ability activates when the face-down monster is flipped face-up, typically after being attacked by an opponent or flipped manually by its controller. In the slower, more resource-intensive formats of its time, this was a surprisingly versatile tool. It could be used to recycle a powerful "Limited" Spell Card like "Heavy Storm" or "Monster Reborn," disrupt an opponent's Graveyard-reliant strategy, or return a key monster to the deck to be searched and summoned again. While not a game-defining effect, it provided a level of utility and resource management that the original "Feral Imp" lacked entirely.

The second, and more subtle, change is its monster Type. While the original was a Fiend, "Des Feral Imp" is a Reptile.17 At the time of its release, this change may have seemed arbitrary or purely for flavor. However, in retrospect, this was the first step in establishing a new mechanical identity for the "Feral Imp" lineage. This shift from Fiend to Reptile laid the groundwork for the eventual release of the series' most powerful member, which would be designed as the ultimate support for the Reptile type.

### B. Complete Printing History and Set Analysis

Compared to its predecessor, "Des Feral Imp" has a much more limited printing history, reflecting its lower nostalgic profile and more niche strategic role. Its TCG debut was in the *Dark Crisis* booster set in late 2003, a set known for introducing powerful new archetypes and mechanics.17

Interestingly, its reprints are often associated with Seto Kaiba, the rival of Yugi Muto. It was included in products such as *Starter Deck: Kaiba Reloaded* and *Structure Deck: Seto Kaiba*.17 This creates a curious narrative dichotomy, with the original "Feral Imp" being a Yugi card and its evolution belonging to Kaiba. The card also saw a reprint in the 25th Anniversary Edition of *Dark Crisis*, bringing it back into circulation for modern collectors.

| **Release Date** | **Card Number** | **Set Name** | **Rarity** |
| --- | --- | --- | --- |
| 2003-12-01 | DCR-068 | Dark Crisis | Common |
| 2005-03-19 | DR1-EN123 | Dark Revelation Volume 1 | Common |
| 2013-12-06 | SDBE-EN012 | Saga of Blue-Eyes White Dragon Structure Deck | Common |
| 2016-10-21 | SDKS-EN013 | Structure Deck: Seto Kaiba | Common |
| 2023-04-20 | DCR-EN068 | Dark Crisis (25th Anniversary Edition) | Common |

### C. Market Valuation and Collector's Analysis

"Des Feral Imp" occupies a modest position in the TCG collector's market. Its value is significantly lower than that of the 1st Edition *Metal Raiders* "Feral Imp" and pales in comparison to the high-rarity printings of "King of the Feral Imps." The market for this card is primarily driven by players seeking to complete their collections of older sets like *Dark Crisis* or by those with a specific interest in the "Feral Imp" lineage. While a 1st Edition version from *Dark Crisis* does carry a small premium over its Unlimited counterpart, the difference is not nearly as dramatic as that seen with the original "Feral Imp." This indicates a smaller, less speculative market, where demand is steady but not subject to the intense collector focus that drives up the prices of more iconic vintage cards.

### D. Elaboration on Transitional Design and Foreshadowing

"Des Feral Imp" is a perfect example of a transitional design in the evolution of *Yu-Gi-Oh!*. It represents the period when Konami was actively experimenting with adding simple but meaningful effects to monsters, moving the game away from being purely a contest of statistics. The introduction of a Flip Effect provided a new layer of interaction and decision-making for players.

However, its most enduring legacy is the subtle but deliberate change of its monster Type to Reptile. This was not a random decision. It was the first mechanical link in a chain that would eventually connect the "Feral Imp" name to a completely different monster type. This act of retroactive continuity gives "Des Feral Imp" a design significance that transcends its humble effect. It demonstrates a long-term design vision, where a seemingly minor detail in a 2003 card becomes a critical component for a powerful boss monster released nearly a decade later. This shift retroactively imbues "Des Feral Imp" with a purpose, marking it as the card that pivoted the entire lineage towards its ultimate destiny as royalty of the Reptiles.

## III. The Apex: King of the Feral Imps

The culmination of the "Feral Imp" lineage arrived in 2013 with the release of "King of the Feral Imps." This card represents the apex of the series, both in terms of power and competitive relevance. As an Xyz Monster, it embodies a more modern era of *Yu-Gi-Oh!*, characterized by powerful Extra Deck monsters and effects that generate immense card advantage. Its impact on the game was so profound that it eventually required intervention on the official Forbidden & Limited List, cementing its legacy as one of the most powerful generic Rank 4 monsters ever printed.

### A. Card Profile and Competitive Impact

"King of the Feral Imps" is a Rank 4 DARK Reptile-type Xyz/Effect Monster with a formidable $2300$ ATK and $2000$ DEF.18 Summoned by overlaying any two Level 4 monsters, its summoning condition is incredibly generic, making it accessible to a wide variety of decks.

Its power is derived from its simple yet devastatingly effective ability: "Once per turn: You can detach 1 material from this card; add 1 Reptile monster from your Deck to your hand".18 This type of effect, known as a "tutor" or "searcher," is one of the most powerful mechanics in the game. It provides unparalleled consistency by allowing a player to search their entire deck for the exact card needed to advance their strategy. For any deck centered around Reptile monsters, "King of the Feral Imps" became an indispensable engine. It could search for combo starters, key playmakers, or defensive options, ensuring that a player's strategy could be executed reliably turn after turn.

Upon its release, players immediately recognized its potential, with forum discussions highlighting its ability to enable powerful Reptile-based strategies.19 It became the cornerstone of any competitive Reptile deck, and its generic nature meant it could even be splashed into other decks to search for a single, powerful Reptile "hand trap" or utility monster. This level of consistency and power eventually proved to be too much for the competitive environment, and "King of the Feral Imps" was placed on the Forbidden & Limited List, where its use in official tournaments is restricted.18 This status is the ultimate testament to its competitive dominance.

### B. Complete Printing History and Set Analysis

The printing history of "King of the Feral Imps" reflects its journey from an accessible competitive tool to a high-value collector's item. It was first released as a Common in *Lord of the Tachyon Galaxy* in 2013, a decision that made this powerful card widely available to all players.18

As its competitive reputation grew, it received several reprints. The most significant of these came in the 2025 set *Battles of Legend: Monster Mayhem*. In this set, it was reprinted as both an Ultra Rare and, more importantly, as a highly coveted Starlight Rare.18 This reprint strategy is a common practice for Konami: introduce a powerful card at a low rarity to impact the metagame, and then later release premium, high-rarity versions for the collector market. The Starlight Rare, with its unique foiling pattern and extremely low pull rate, instantly became the definitive chase version of the card.

| **Release Date** | **Card Number** | **Set Name** | **Rarity** |
| --- | --- | --- | --- |
| 2013-05-17 | LTGY-EN056 | Lord of the Tachyon Galaxy | Common |
| 2014-08-28 | MP14-EN033 | 2014 Mega-Tins Mega Pack | Common |
| 2021-05-06 | ANGU-EN049 | Ancient Guardians | Rare |
| 2025-06-13 | BLMM-EN154 | Battles of Legend: Monster Mayhem | Ultra Rare |
| 2025-06-13 | BLMM-EN154 | Battles of Legend: Monster Mayhem | Starlight Rare |

### C. Market Valuation and Collector's Analysis

The market for "King of the Feral Imps" is stratified, driven by both its competitive history and the extreme rarity of its premium printings. The low-rarity versions, such as the Common from *Lord of the Tachyon Galaxy*, remain affordable and are sought by players for formats where the card is legal or by budget-conscious collectors.

However, the high-end market for the card is focused almost exclusively on the Starlight Rare printing from *Battles of Legend: Monster Mayhem*. Starlight Rares are among the rarest and most valuable cards in the modern game, and their prices can reach hundreds or even thousands of dollars. The value of the Starlight Rare "King of the Feral Imps" is a function of its extreme scarcity combined with the card's powerful legacy. This makes it a prime asset for modern collectors and investors, representing the pinnacle of the lineage's value. This price stratification is a clear example of how rarity, more so than age or nostalgia, dictates the value of cards in the contemporary TCG market.

### D. Elaboration on Power Creep and Thematic Reinvention

The journey of the "Feral Imp" name, from its humble beginnings to its culmination in "King of the Feral Imps," serves as a perfect microcosm of the "power creep" that has defined the evolution of the *Yu-Gi-Oh!* TCG. The game has steadily progressed from a simple, battle-focused system where higher ATK and DEF values were paramount, to a complex, effect-driven game where card advantage, consistency, and combo potential determine victory.

The lineage's transformation is a complete mechanical and thematic reinvention. It begins with a weak Fiend-type Normal Monster with no effect. It transitions through a Reptile-type Flip Effect monster with a minor utility ability. It culminates in a generic Xyz boss monster for the entire Reptile type, equipped with a competitively dominant search effect that was powerful enough to be forbidden. This progression mirrors the game's own design trajectory. The decision to bestow the "Feral Imp" name upon such a powerful and unrelated card was likely a deliberate nod to the game's long history. It creates a legacy connection that rewards the knowledge of long-time players while introducing a potent new tool for the modern game, demonstrating a sophisticated and self-referential approach to legacy card design.

## IV. The Unofficial Archetype: Lore, Community, and Thematic Resonance

While the official *Yu-Gi-Oh!* TCG defines an archetype by shared naming conventions and synergistic effects, some groups of cards achieve a similar status in the minds of the community through shared lore, thematic connections, and nostalgic resonance. The "Feral Imp" lineage, despite being composed of only three mechanically disconnected cards, functions as a powerful "conceptual archetype" for the player base, inspiring discussion, fan theories, and creative projects that expand upon its identity far beyond what is printed on the cards themselves.

### A. Thematic Connections and the "Gremlins" Theory

A prominent fan theory posits that the "Feral Imp" line is thematically based on the 1984 cult classic film *Gremlins*.20 The evidence for this connection is compelling. The original card's Japanese name, グレムリン, is a direct transliteration of "Gremlin".1 The artwork of all three monsters shares a similar mischievous, reptilian-like appearance that evokes the design of the creatures from the film. This theory adds a layer of intertextual depth to the cards, connecting them to a well-known piece of 1980s pop culture and suggesting a specific creative inspiration behind their design. This connection enriches the lore of the cards and provides a common cultural touchstone for fans to rally around.

### B. Community Creativity and Custom Card Archetypes

The strong thematic identity of the "Feral Imp" cards has inspired a high level of engagement within the fan community, most notably in the creation of custom, fan-made archetypes. In online forums, players have designed entire rosters of new "Feral Imp" monsters, spells, and traps in an attempt to build a cohesive and playable deck around the theme.7

These fan projects often draw deep inspiration from the established lore. For example, one custom archetype was designed around the original's flavor text—"A playful little fiend that lurks in the dark, waiting to attack an unwary enemy"—by creating a unique mechanic where the monsters banish themselves from the hand ("lurking in the dark") and then special summon themselves from the banishment zone during the opponent's Battle Phase to ambush their monsters.7 These creative endeavors showcase a profound desire within the community for a more officially supported "Feral Imp" theme and demonstrate how a few cards with a strong identity can spark a wealth of grassroots content creation.

### C. Elaboration on the Conceptual Archetype

The "Feral Imp" lineage stands as a prime example of a conceptual archetype. Officially, the three cards share almost no playable synergy. Their monster types are different (Fiend and Reptile), and their mechanics (Normal, Flip, Xyz) are from entirely different eras of game design with no direct interaction. A player cannot build a functional deck using just these three cards.

Despite this lack of mechanical cohesion, the community perceives and discusses them as a unified group. This unification is not based on gameplay but on their shared narrative and thematic elements: the "Gremlin" theory, the progressive evolution of their names ("Imp" to "Des Imp" to "King"), and the nostalgic connection to the game's earliest days. This phenomenon reveals that the "story" of a card series can be just as important to players as its in-game function. It fosters a form of collective "headcanon" that drives engagement, fan art, and discussion, proving that the appeal of a card series can extend far beyond its viability in a tournament-winning decklist. The strength of this conceptual identity is a testament to the power of theme and nostalgia in building an enduring legacy within the TCG landscape.

## V. Conclusion: Collector and Investor Synopsis

The "Feral Imp" lineage offers a compelling narrative of evolution that mirrors the history of the *Yu-Gi-Oh!* TCG itself. From a simple Normal Monster valued for its nostalgia to a competitively dominant Xyz Monster prized for its power and rarity, the series provides distinct opportunities for different types of market participants. This final section synthesizes the analysis of the three cards and provides a series of tiered recommendations for collectors and investors.

### A. Summary of the Lineage's Trajectory

The trajectory of the "Feral Imp" series is a three-act story of growth and transformation.

1. **Feral Imp:** The progenitor. A nostalgic icon from the game's first wave, its value is almost entirely derived from its status as a collectible artifact of a bygone era. It represents the simple, battle-oriented gameplay of early *Yu-Gi-Oh!*.
2. **Des Feral Imp:** The transitional phase. It represents the introduction of strategic depth through monster effects and, critically, pivots the lineage's mechanical identity from Fiend to Reptile, setting the stage for its ultimate evolution.
3. **King of the Feral Imps:** The apex predator. A product of the modern, combo-heavy era, its power lies in a game-defining effect that provides unparalleled consistency. It represents the pinnacle of the lineage's power and its complete thematic and mechanical reinvention.

This arc encapsulates the game's journey from a simple contest of strength to a complex strategic puzzle, making the "Feral Imp" lineage a microcosm of the TCG's own history.

### B. Tiered Collector and Investor Recommendations

Based on the comprehensive analysis of each card's history, rarity, and market performance, the following recommendations are provided for different market participants:

* **For the Nostalgia Collector:** The primary acquisition target should be a high-quality, Near Mint copy of the 1st Edition **"Feral Imp"** from the *Metal Raiders* set (MRD-001). This is the quintessential version of the original card, representing its first-ever appearance in the TCG. It is a cornerstone piece for any collection focused on the game's vintage era and the iconic cards of the original anime.
* **For the Master Set Collector:** The goal for this collector is completeness. Utilizing the comprehensive printing history tables provided in this report is essential. The objective is to acquire every unique version of all three cards—"Feral Imp," "Des Feral Imp," and "King of the Feral Imps"—paying close attention to set variations, 1st Edition and Unlimited printings, and regional differences to build a truly exhaustive collection of the lineage.
* **For the High-End Investor:** The investment strategy should focus on the rarest and most sought-after printings, which hold the greatest potential for value appreciation. There are two primary targets:
  + The **Starlight Rare "King of the Feral Imps"** from *Battles of Legend: Monster Mayhem* (BLMM-EN154). This is the definitive "chase" card of the lineage in the modern market, combining a powerful competitive legacy with extreme scarcity. A professionally graded copy in PSA 9 (Mint) or PSA 10 (Gem Mint) condition represents the pinnacle of the series' modern value.
  + A professionally graded **PSA 10 (Gem Mint) 1st Edition "Feral Imp"** from *Metal Raiders* (MRD-001). As a vintage asset, the value of this card is tied to the exceptionally low population of perfect-condition copies from over two decades ago. It is a stable, long-term holding that appeals to the most discerning vintage TCG investors.

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