Volcano Imp 3B



Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2

Volcano Imp 3B

Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2

Volcano Imp 3B

Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2

Volcano Imp 3B



Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2

Volcano Imp 3B

Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2

Volcano Imp 3B

Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2

Volcano Imp 3B



Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2

Volcano Imp 3B

Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2

Volcano Imp 3B

Creature — Imp

Flying
1 R: Volcano Imp gains first strike until end of turn.

Its claws cut faster than a flame flickers.

Illus. Thomas M. Baxa
©1993–2001 Wizards of the Coast, Inc. 56/143
2/2