Atomic Microsizer



Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast

Atomic Microsizer

Artifact — Equipment

Equipped creature gets +1/+0.

Whenever equipped creature attacks, choose up to one target creature. That creature can't be blocked this turn and has base power and toughness 1/1 until end of turn.

Equip 2

When packing for a stealth mission, it's important to fold your dimensions tightly.

U 0047
EOE • EN ✒ Gabor Szikszai

™ & © 2025 Wizards of the Coast