Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon



Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast

Artificer's Dragon

Artifact Creature — Dragon

Flying

{R}: Artifact creatures you control get +1/+0 until end of turn.

Unearth {3}{R}{R} ({3}{R}{R}: *Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)*

4/4

291 R
BRO • EN Leon Tukker

™ & © 2022 Wizards of the Coast