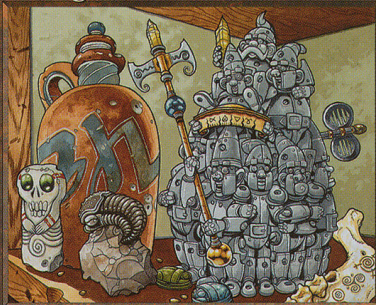


Metrognome

4



Artifact

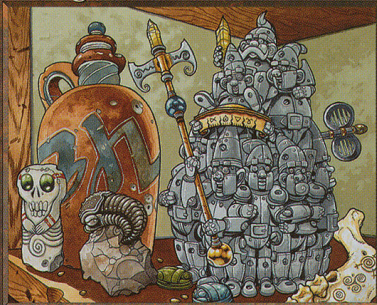
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350

Metrognome

4



Artifact

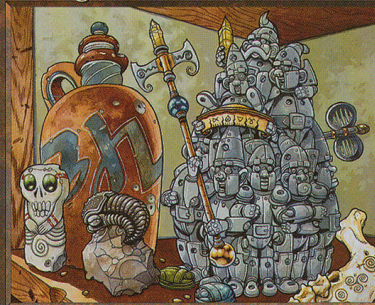
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350

Metrognome

4



Artifact

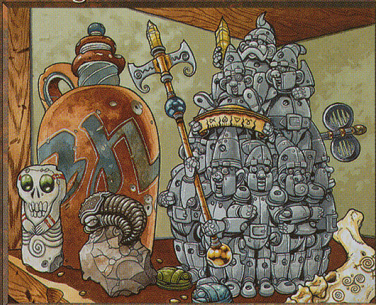
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350

Metrognome

4



Artifact

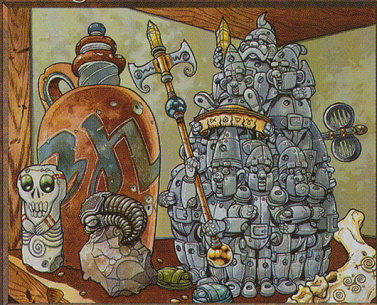
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350

Metrognome

4



Artifact

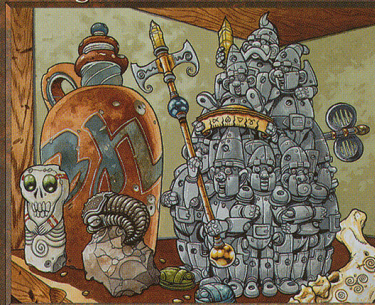
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350

Metrognome

4



Artifact

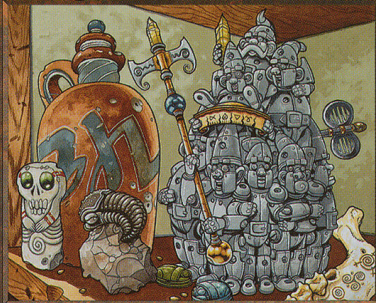
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350

Metrognome

4



Artifact

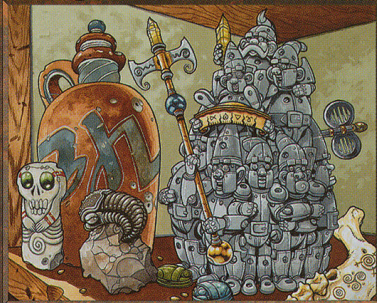
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350

Metrognome

4



Artifact

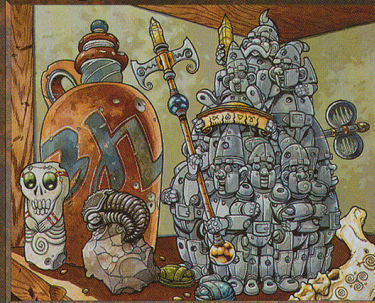
When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350

Metrognome

4



Artifact

When a spell or ability one of your opponents controls causes you to discard Metrognome, put four Gnome tokens into play. Treat these tokens as 1/1 artifact creatures.

4, ⚙: Put a Gnome token into play. Treat this token as a 1/1 artifact creature.

Illus. Jeff Laubenstein
© 1993-1998 Wizards of the Coast, Inc. 301/350