Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}

Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

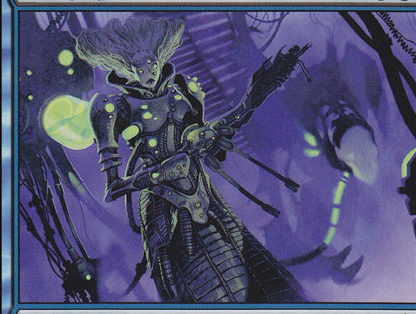
Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

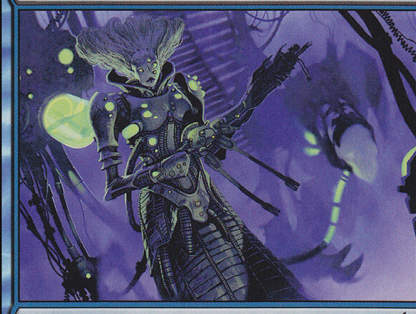
Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

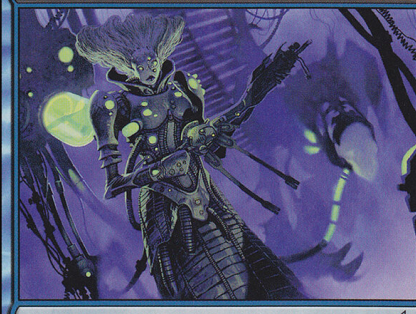
Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}

Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}



Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175

Wing Splicer 3 {U}

Creature — Human Artificer

When Wing Splicer enters the battlefield, put a 3/3 colorless Golem artifact creature token onto the battlefield.

Golem creatures you control have flying.

1/1

Kev Walker

™ & © 1993–2011 Wizards of the Coast LLC 50/175