Cobalt Golem 4



Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306

Cobalt Golem 4

Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306

Cobalt Golem 4

Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306

Cobalt Golem 4

Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306

Cobalt Golem 4

Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306

Cobalt Golem 4

Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306

Cobalt Golem 4

Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306

Cobalt Golem 4

Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306

Cobalt Golem 4

Artifact Creature — Golem

1 : Cobalt Golem gains flying until end of turn.

Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Paolo Parente

2/3

™ & © 1993–2003 Wizards of the Coast, Inc. 157/306