Myr Welder 3



Artifact Creature — Myr

Imprint — {T}: Exile target artifact card from a graveyard.

Myr Welder has all activated abilities of all cards exiled with it.

Memnarch designed some myr to follow the levelers and reaffix lost parts. Mirran partisans put that instinct to good use.

1/4

Austin Hsu

™ & © 1993-2011 Wizards of the Coast LLC 118/155

Myr Welder 3

Artifact Creature — Myr

Imprint — {T}: Exile target artifact card from a graveyard.

Myr Welder has all activated abilities of all cards exiled with it.

Memnarch designed some myr to follow the levelers and reaffix lost parts. Mirran partisans put that instinct to good use.

1/4

Austin Hsu

™ & © 1993-2011 Wizards of the Coast LLC 118/155

Myr Welder 3

Artifact Creature — Myr

Imprint — {T}: Exile target artifact card from a graveyard.

Myr Welder has all activated abilities of all cards exiled with it.

Memnarch designed some myr to follow the levelers and reaffix lost parts. Mirran partisans put that instinct to good use.

1/4

Austin Hsu

™ & © 1993-2011 Wizards of the Coast LLC 118/155

Myr Welder 3

Artifact Creature — Myr

Imprint — {T}: Exile target artifact card from a graveyard.

Myr Welder has all activated abilities of all cards exiled with it.

Memnarch designed some myr to follow the levelers and reaffix lost parts. Mirran partisans put that instinct to good use.

1/4

Austin Hsu

™ & © 1993-2011 Wizards of the Coast LLC 118/155