Myrsmith {1}{W}



Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}



Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}



Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}



Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1

Myrsmith {1}{W}

Creature — Human Artificer

Whenever you cast an artifact spell, you may pay {1}. If you do, put a 1/1 colorless Myr artifact creature token onto the battlefield.

The Auriok see the artificer as a conduit, beckoning new creations into the world.

Eric Deschamps

™ & © 1993–2010 Wizards of the Coast LLC 16/249

2/1