Precursor Golem 5



Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249

Precursor Golem 5

Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249

Precursor Golem 5

Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249

Precursor Golem 5

Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249

Precursor Golem 5

Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249

Precursor Golem 5

Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249

Precursor Golem 5

Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249

Precursor Golem 5

Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249

Precursor Golem 5

Artifact Creature — Golem

When Precursor Golem enters the battlefield, put two 3/3 colorless Golem artifact creature tokens onto the battlefield.

Whenever a player casts an instant or sorcery spell that targets only a single Golem, that player copies that spell for each other Golem that spell could target. Each copy targets a different one of those Golems.

3/3

Chippy

™ & © 1993–2010 Wizards of the Coast LLC 194/249