Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2

Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2

Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2

Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2

Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2

Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2

Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2

Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2

Dwarven Armorer



Summon Dwarf

{R}, {T}: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.
"The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
—Sarpadian Empires, vol. IV

Illus. Bryon Wackwitz
© 1994 Wizards of the Coast, Inc. All rights reserved.
0/2