Loyal Apprentice {1}{R}



Creature — Human Artificer

Haste

Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.

Those with knowledge are wise to listen to those with imagination.

2/1

102 U
ONC • EN Joe Slucher

™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}



Creature — Human Artificer

Haste

Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.

Those with knowledge are wise to listen to those with imagination.

2/1

102 U
ONC • EN Joe Slucher

™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}



Creature — Human Artificer

Haste

Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.

Those with knowledge are wise to listen to those with imagination.

2/1

102 U
ONC • EN Joe Slucher

™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}



Creature — Human Artificer

Haste

Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.

Those with knowledge are wise to listen to those with imagination.

2/1

102 U
ONC • EN Joe Slucher

™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast

Loyal Apprentice {1}{R}
Creature — Human Artificer
Haste
Lieutenant — At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.
Those with knowledge are wise to listen to those with imagination.
2/1
102 U
ONC • EN Joe Slucher
™ & © 2023 Wizards of the Coast