Quicksmith Genius 2R

Creature — Human Artificer

Whenever an artifact enters the battlefield under your control, you may discard a card. If you do, draw a card.

Quicksmiths are eager to jump from one project to the next, relying on flashes of inspiration rather than careful research.

3/2

125/264 U
KLD • EN ▶ David Gaillet

™ & © 2016 Wizards of the Coast

Quicksmith Genius 2R

Creature — Human Artificer

Whenever an artifact enters the battlefield under your control, you may discard a card. If you do, draw a card.

Quicksmiths are eager to jump from one project to the next, relying on flashes of inspiration rather than careful research.

3/2

125/264 U
KLD • EN ▶ David Gaillet

™ & © 2016 Wizards of the Coast

Quicksmith Genius 2R

Creature — Human Artificer

Whenever an artifact enters the battlefield under your control, you may discard a card. If you do, draw a card.

Quicksmiths are eager to jump from one project to the next, relying on flashes of inspiration rather than careful research.

3/2

125/264 U
KLD • EN ▶ David Gaillet

™ & © 2016 Wizards of the Coast

Quicksmith Genius 2R

Creature — Human Artificer

Whenever an artifact enters the battlefield under your control, you may discard a card. If you do, draw a card.

Quicksmiths are eager to jump from one project to the next, relying on flashes of inspiration rather than careful research.

3/2

125/264 U
KLD • EN ▶ David Gaillet

™ & © 2016 Wizards of the Coast