Weldfast Wingsmith 3



Creature — Human Artificer

Whenever an artifact enters the battlefield under your control, Weldfast Wingsmith gains flying until end of turn.

"Airships are too confining. If I'm in the sky, I want to feel the wind in my hair and taste the aether."

3/3

069/264 C
KLD • EN Dan Scott
™ & © 2016 Wizards of the Coast

Weldfast Wingsmith 3

Creature — Human Artificer

Whenever an artifact enters the battlefield under your control, Weldfast Wingsmith gains flying until end of turn.

"Airships are too confining. If I'm in the sky, I want to feel the wind in my hair and taste the aether."

3/3

069/264 C
KLD • EN Dan Scott
™ & © 2016 Wizards of the Coast

Weldfast Wingsmith 3

Creature — Human Artificer

Whenever an artifact enters the battlefield under your control, Weldfast Wingsmith gains flying until end of turn.

"Airships are too confining. If I'm in the sky, I want to feel the wind in my hair and taste the aether."

3/3

069/264 C
KLD • EN Dan Scott
™ & © 2016 Wizards of the Coast

Weldfast Wingsmith 3

Creature — Human Artificer

Whenever an artifact enters the battlefield under your control, Weldfast Wingsmith gains flying until end of turn.

"Airships are too confining. If I'm in the sky, I want to feel the wind in my hair and taste the aether."

3/3

069/264 C
KLD • EN Dan Scott
™ & © 2016 Wizards of the Coast