Failed Inspection 2UU



Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast

Failed Inspection 2UU

Instant

Counter target spell. Draw a card, then discard a card.

The most dangerous thing an artificer can do is believe an invention is perfect.

047/264 C
KLD • EN Matt Stewart

™ & © 2016 Wizards of the Coast