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### Aether Revolt

184 cards (70 commons, 60 uncommons, 42 rares, 12 mythics)  
+ 10 basic lands + 10 Planeswalker Deck cards

#### Keywords

◇ represents colorless mana

E represents energy counters

Crew N (Tap any number of creatures you control with total power N or more: This Vehicle becomes an artifact creature until end of turn.)

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for 1.)

Scry N (Look at the top N cards of your library, then put any number of them on the bottom of your library and the rest on top in any order.)

#### White (25)

#1: Aerial Modification, 4W, Uncommon  
Enchantment - Aura  
Enchant creature or Vehicle  
As long as enchanted permanent is a Vehicle, it's a creature in addition to its other types.  
Enchanted creature gets +2/+2 and has flying.

#2: Aeronaut Admiral, 3W, Uncommon  
Creature - Human Pilot, 3/1 Flying  
Vehicles you control have flying.

#3: Aether Inspector, 3W, Common  
Creature - Dwarf Artificer, 2/3  
Vigilance  
When Aether Inspector enters the battlefield, you get EE (two energy counters).  
Whenever Aether Inspector attacks, you may pay EE. If you do, create a 1/1 colorless Servo artifact creature token.

#4: Aethergeode Miner, 1W, Rare  
Creature - Dwarf Scout, 3/1  
Whenever Aethergeode Miner attacks, you get EE (two energy counters).

Pay EE: Exile Aethergeode Miner, then return it to the battlefield under its owner's control.

#5: Airdrop Aeronauts, 3WW, Uncommon  
Creature - Dwarf Scout, 4/3 Flying  
Revolt - When Airdrop Aeronauts enters the battlefield, if a permanent you controlled left the battlefield this turn, you gain 5 life.

#6: Alley Evasion, W, Common  
Instant  
Choose one --  
• Target creature you control gets +1/+2 until end of turn.  
• Return target creature you control to its owner's hand.

#7: Audacious Infiltrator, 1W, Common  
Creature - Dwarf Rogue, 3/1  
Audacious Infiltrator can't be blocked by artifact creatures.

#8: Bastion Enforcer, 2W, Common  
Creature - Dwarf Soldier, 3/2  
#9: Call for Unity, 3WW, Rare  
Enchantment  
Revolt - At the beginning of your end step, if a permanent you controlled left the battlefield this turn, put a unity counter on Call for Unity.  
Creatures you control get +1/+1 for each unity counter on Call for Unity.

#10: Caught in the Brights, 2W, Common  
Enchantment - Aura  
Enchant creature  
Enchanted creature can't attack or block.  
When a Vehicle you control attacks, exile enchanted creature.

#11: Consulate Crackdown, 3WW, Rare  
Enchantment  
When Consulate Crackdown enters the battlefield, exile all artifacts your opponents control until Consulate Crackdown leaves the battlefield.

#12: Conviction, 1W, Common  
Enchantment - Aura  
Enchant creature  
Enchanted creature gets +1/+3.  
W: Return Conviction to its owner's hand

#13: Countless Gears Renegade, 1W, Common  
Creature - Dwarf Artificer, 2/2  
Revolt - When Countless Gears Renegade enters the battlefield, if a permanent you controlled left the battlefield this turn, create a 1/1 colorless Servo artifact creature token.

#14: Dawnfeather Eagle, 4W, Common  
Creature - Bird, 3/3 Flying  
When Dawnfeather Eagle enters the battlefield, creatures you control get +1/+1 and gain vigilance until end of turn.

#15: Deadeye Harpooner, 2W, Uncommon  
Creature - Dwarf Warrior, 2/2  
Revolt - When Deadeye Harpooner enters the battlefield, if a permanent you controlled left the battlefield this turn, destroy target tapped creature an opponent controls.

#16: Decommission, 2W, Common  
Instant  
Destroy target artifact or enchantment.  
Revolt - If a permanent you controlled left the battlefield this turn, you gain 3 life.

#17: Deft Dismissal, 3W, Uncommon  
Instant  
Deft Dismissal deals 3 damage divided as you choose among one, two, or three target attacking or blocking creatures.

#18: Exquisite Archangel, 5WW, Mythic  
Creature - Angel, 5/5 Flying  
If you would lose the game, instead exile Exquisite Archangel and your life total

becomes equal to your starting life total.

#19: Felidar Guardian, 3W, Uncommon  
Creature - Cat Beast, 1/4  
When Felidar Guardian enters the battlefield, you may exile another target permanent you control, then return that card to the battlefield under its owner's control.

#20: Ghirapur Osprey, 2W, Common  
Creature - Bird, 2/2 Flying

#21: Restoration Specialist, 1W, Uncommon  
Creature - Dwarf Artificer, 2/1  
W, Sacrifice Restoration Specialist: Return up to one target artifact card and up to one target enchantment card from your graveyard to your hand.

#22: Solemn Recruit, 1WW, Rare  
Creature - Dwarf Warrior, 2/2  
Double strike  
Revolt - At the beginning of your end step, if a permanent you controlled left the battlefield this turn, put a +1/+1 counter on Solemn Recruit.

#23: Sram, Senior Edificer, 1W, Rare  
Legendary Creature - Dwarf Advisor, 2/2  
Whenever you cast an Aura, Equipment, or Vehicle spell, draw a card.

#24: Sram's Expertise, 2WW, Rare  
Sorcery  
Create three 1/1 colorless Servo artifact creature tokens.  
You may cast a card with converted mana cost 3 or less from your hand without paying its mana cost.

#25: Thopter Arrest, 2W, Uncommon  
Enchantment  
When Thopter Arrest enters the battlefield, exile target artifact or creature an opponent controls until Thopter Arrest leaves the battlefield.

## **Blue (25)**

#26: Aether Swooper, 1U, Common  
Creature - Veldalken Artificer, 1/2  
Flying  
When Aether Swooper enters the battlefield, you get EE (two energy counters).  
Whenever Aether Swooper attacks, you may pay EE. If you do, create a 1/1 colorless Servo artifact creature token.

#27: Aethertide Whale, 4UU, Rare  
Creature - Whale, 6/4  
When Aethertide Whale enters the battlefield, you get EEEEE (six energy counters).  
Pay EEEE: Return Aethertide Whale to its owner's hand.

#28: Baral, Chief of Compliance, 1U, Rare  
Legendary Creature - Human Wizard, 1/3  
Instant and sorcery spells you cast cost 1 less to cast.  
Whenever a spell or ability you control counters a spell, you may draw a card. If you do, discard a card.

#29: Baral's Expertise, 3UU, Rare  
Sorcery  
Return up to three target artifacts and/or creatures to their owner's hands.  
You may cast a card with a converted mana cost of 4 or less from your hand without paying its mana cost.

#30: Bastion Inventor, 5U, Common  
Creature - Vedalken Artificer, 4/4  
Improvise  
Hexproof

#31: Disallow, 1UU, Rare  
Instant  
Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

#32: Dispersal Technician, 4U, Common  
Creature - Vedalken Artificer, 3/2  
When Dispersal Technician enters the battlefield, you may return target artifact to its owner's hand.

#33: Efficient Construction, 3U, Uncommon  
Enchantment  
Whenever you cast an artifact spell, create a 1/1 colorless Thopter artifact creature token with flying.

#34: Hinterland Drake, 2U, Common  
Creature - Drake, 2/3  
Flying  
Hinterland Drake can't block artifact creatures.

#35: Ice Over, 1U, Common  
Enchantment - Aura  
Enchant artifact or creature  
Enchanted permanent doesn't untap during its controller's untap step.

#36: Illusionist's Stratagem, 3U, Uncommon  
Instant  
Exile up to two target creatures you control, then return those cards to the battlefield under their owner's control.  
Draw a card.

#37: Leave in the Dust, 3U, Common  
Instant  
Return target nonland permanent to its owner's hand.  
Draw a card.

#38: Mechanized Production, 2UU, Mythic  
Enchantment - Aura  
Enchant artifact you control  
At the beginning of your upkeep, create a token that's a copy of enchanted artifact.  
Then if you control eight or more artifacts with the same name as one another, you win the game.

#39: Metallic Rebuke, 2U, Common  
Common  
Instant  
Improvise  
Counter target spell unless its controller pays 3.

#40: Negate, 1U, Common  
Instant  
Counter target noncreature spell.

#41: Quicksmith Spy, 3U, Rare  
Creature - Human Artificer, 2/3

When Quicksmith Spy enters the battlefield, target artifact you control gains "{T}: Draw a card" for as long as you control Quicksmith Spy.

#42: Reverse Engineer, 3UU, Uncommon  
Sorcery  
Improvise  
Draw three cards.

#43: Salvage Scuttler, 4U, Uncommon  
Creature - Crab, 4/4  
Whenever Salvage Scuttler attacks, return an artifact you control to its owner's hand.

#44: Shielded Aether Thief, 1U, Uncommon  
Creature - Vedalken Rogue, 0/4  
Flash  
Whenever Shielded Aether Thief blocks, you get E (an energy counter).  
{T}, Pay EEE: Draw a card.

#45: Shipwreck Moray, 3U, Common  
Creature - Fish, 0/5  
When Shipwreck Moray enters the battlefield, you get EEEE (four energy counters).  
Pay E: Shipwreck Moray gets +2/-2 until end of turn.

#46: Skyship Plunderer, 1U, Uncommon  
Creature - Human Pirate, 2/1  
Flying  
Whenever Skyship Plunderer deals combat damage to a player, for each kind of counter on target permanent or player, give that permanent or player another counter of that kind.

#47: Take Into Custody, U, Common  
Instant  
Tap target creature. It doesn't untap during its controller's next untap step.

#48: Trophy Mage, 2U, Uncommon  
Creature - Human Wizard, 2/2  
When Trophy Mage enters the battlefield, you may search your library for an artifact card with converted mana cost 3, reveal it, put it into your hand, then shuffle your library.

#49: Whir of Invention, XUUU, Rare  
Instant  
Improvise  
Search your library for an artifact card with converted mana cost X or less, put it onto the battlefield, then shuffle your library.

#50: Wind-Kin Raiders, 4UU, Uncommon  
Creature - Human Artificer, 4/3  
Improvise  
Flying

## **Black (25)**

#51: Aether Poisoner, 1B, Common  
Creature - Human Artificer, 1/1  
Deathtouch  
When Aether Poisoner enters the battlefield, you get EE (two energy counters).  
Whenever Aether Poisoner attacks, you may pay EE. If you do, create a 1/1 colorless Servo artifact creature token.

#52: Alley Stranger, 2B, Common  
Creature - Aetherborn Rogue, 2/3  
Menace

#53: Battle at the Bridge, XB, Rare  
Sorcery  
Improvise  
Target creature gets -X/-X until end of turn. You gain X life.

#54: Cruel Finality, 2B, Common  
Instant  
Target creature gets -2/-2 until end of turn. Scry 1.

#55: Daring Demolition, 2BB, Common  
Sorcery  
Destroy target creature or Vehicle.

#56: Defiant Salvager, 2B, Common  
Creature - Aetherborn Artificer, 2/2  
Sacrifice an artifact or creature: Put a +1/+1 counter on Defiant Salvager. Activate this ability only any time you could cast a sorcery.

- #57: Fatal Push, B, Uncommon  
Instant  
Destroy target creature if it has converted mana cost 2 or less.  
Revolt - Destroy that creature if it has converted mana cost 4 or less instead if a permanent you controlled left the battlefield this turn.
- #58: Fen Hauler, 6B, Common  
Creature - Insect, 5/5  
Improvise  
Fen Hauler can't be blocked by artifact creatures.
- #59: Foundry Hornet, 3B, Uncommon  
Creature - Insect, 2/3  
Flying  
When Foundry Hornet enters the battlefield, if you control a creature with a +1/+1 counter on it, creatures your opponents control get -1/-1 until end of turn.
- #60: Fourth Bridge Prowler, B, Common  
Creature - Human Rogue, 1/1  
When Fourth Bridge Prowler enters the battlefield, you may have target creature get -1/-1 until end of turn.
- #61: Gifted Aetherborn, BB, Uncommon  
Creature - Aetherborn Vampire, 2/3  
Deathtouch, lifelink
- #62: Glint-Sleeve Siphoner, 1B, Rare  
Creature - Human Rogue, 2/1  
Menace  
Whenever Glint-Sleeve Siphoner enters the battlefield or attacks, you get E (an energy counter).  
At the beginning of your upkeep, you may pay EE. If you do, you draw a card and you lose 1 life.
- #63: Gonti's Machinations, B, Uncommon  
Enchantment  
Whenever you lose life for the first time each turn, you get E. (You get an energy counter. Damage causes loss of life.)  
Pay EE, Sacrifice Gonti's Machinations: Each opponent loses 3 life. You gain life equal to the life lost this way.
- #64: Herald of Anguish, 5BB, Mythic  
Creature - Demon, 5/5  
Improvise  
Flying  
At the beginning of your end step, each opponent discards a card.  
1B, Sacrifice an artifact: Target creature gets -2/-2 until end of turn.
- #65: Ironclad Revolutionary, 4BB, Uncommon  
Creature - Aetherborn Artificer, 4/4  
When Ironclad Revolutionary enters the battlefield, you may sacrifice an artifact. If you do, put two +1/+1 counters on Ironclad Revolutionary and each opponent loses 2 life.
- #66: Midnight Entourage, 2BB, Rare  
Creature - Aetherborn Rogue, 3/3  
Other Aetherborn you control get +1/+1.  
Whenever Midnight Entourage or another Aetherborn you control dies, you draw a card and you lose 1 life.
- #67: Night Market Aeronaut, 3B, Common  
Creature - Aetherborn Warrior, 2/2  
Flying  
Revolt - Night Market Aeronaut enters the battlefield with a +1/+1 counter on it if a permanent you controlled left the battlefield this turn.
- #68: Perilous Predicament, 4B, Uncommon  
Instant  
Each opponent sacrifices an artifact creature and a nonartifact creature.
- #69: Renegade's Getaway, 2B, Common  
Instant  
Target permanent gains indestructible until end of turn. Create a 1/1 colorless Servo artifact creature token. (Effects that say "destroy" don't destroy a permanent with indestructible, and if it's a creature, it can't be destroyed by damage.)
- #70: Resourceful Return, 1B, Common  
Sorcery  
Return target creature card from your graveyard to your hand. If you control an artifact, draw a card.
- #71: Secret Salvage, 3BB, Rare  
Sorcery  
Exile target nonland card from your graveyard. Search your library for any number of cards with the same name as that card, reveal them, and put them into your hand. Then shuffle your library.
- #72: Sly Requisitioner, 4B, Uncommon  
Creature - Human Artificer, 2/2  
Improvise  
Whenever a nontoken artifact you control is put into a graveyard from the battlefield, create a 1/1 colorless Servo artifact creature token.
- #73: Vengeful Rebel, 2B, Uncommon  
Creature - Aetherborn Warrior, 3/2  
Revolt - When Vengeful Rebel enters the battlefield, if a permanent you controlled left the battlefield this turn, target creature an opponent controls gets -3/-3 until end of turn.
- #74: Yahenni, Undying Partisan, 2B, Rare  
Legendary Creature - Aetherborn Vampire, 2/2  
Haste  
Whenever a creature an opponent controls dies, put a +1/+1 counter on Yahenni, Undying Partisan.  
Sacrifice another creature: Yahenni gains indestructible until end of turn.
- #75: Yahenni's Expertise, 2BB, Rare  
Sorcery  
All creatures get -3/-3 until end of turn.  
You may cast a card with converted mana cost 3 or less from your hand without paying its mana cost.
- Red (26)**  
#76: Aether Chaser, 1R, Common  
Creature - Human Artificer, 2/1  
When Aether Chaser enters the battlefield, you get EE (two energy counters).  
Whenever Aether Chaser attacks, you may pay EE. If you do, create a 1/1 colorless Servo artifact creature token.
- #77: Chandra's Revolution, 3R, Common  
Sorcery  
Chandra's Revolution deals 4 damage to target creature. Tap target land. That land doesn't untap during its controller's next untap step.
- #78: Destructive Tampering, 2R, Common  
Sorcery  
Choose one --  
• Destroy target artifact.  
• Creatures without flying can't block this turn.
- #79: Embraal Gear Smasher, 2R, Common  
Creature - Human Warrior, 2/3  
{T}, Sacrifice an artifact: Embraal Gear-Smasher deals 2 damage to each opponent.
- #80: Enraged Giant, 5R, Uncommon  
Creature - Giant, 4/4  
Improvise  
Trample, haste
- #81: Freejam Regent, 4RR, Rare  
Creature - Dragon, 4/4  
Improvise  
Flying  
1R: Freejam Regent gets +2/+0 until end of turn.
- #82: Frontline Rebel, 2R, Common  
Creature - Human Warrior, 3/3  
Frontline Rebel attacks each combat if able.
- #83: Gremlin Infestation, 3R, Uncommon  
Enchantment - Aura  
Enchant artifact  
At the beginning of your end step, Gremlin Infestation deals 2 damage to enchanted artifact's controller.  
When enchanted artifact is put into a graveyard, create a 2/2 red Gremlin creature token.

- #84: Hungry Flames, 2R, Uncommon  
Instant  
Hungry Flames deals 3 damage to target creature and 2 damage to target player.
- #85: Indomitable Creativity, XRRR, Mythic  
Sorcery  
Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of his or her library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle their libraries.
- #86: Invigorated Rampage, 1R, Uncommon  
Instant  
Choose one --  
• Target creature gets +4/+0 and gains trample until end of turn.  
• Two target creatures each get +2/+0 and gain trample until end of turn.
- #87: Kari Zev, Skyship Raider, 1R, Rare  
Legendary Creature - Human Pirate, 1/3  
First strike, menace  
Whenever Kari Zev, Skyship Raider attacks, create a legendary 2/1 red Monkey creature token named Ragavan that's tapped and attacking. Exile that token at end of combat.
- #88: Kari Zev's Expertise, 1RR, Rare  
Sorcery  
Gain control of target creature or Vehicle until end of turn. Untap it. It gains haste until end of turn.  
You may cast a card with converted mana cost 2 or less from your hand without paying its mana cost.
- #89: Lathnu Sailback, 4R, Common  
Creature - Lizard, 5/4
- #90: Lightning Runner, 3RR, Mythic  
Creature - Human Warrior, 2/2  
Double strike, haste  
When Lightning Runner attacks, you get EE (two energy counters), then you may pay EEEEEEE. If you pay, untap all creatures you control, and after this phase, there is an additional combat phase.
- #91: Pia's Revolution, 2R, Rare  
Enchantment  
Whenever a nontoken artifact is put into your graveyard from the battlefield, return that card to your hand unless target opponent has Pia's Revolution deal 3 damage to him or her.
- #92: Precise Strike, R, Common  
Instant  
Target creature gets +1/+0 and gains first strike until end of turn.
- #93: Quicksmith Rebel, 3R, Rare  
Creature - Human Artificer, 3/2  
When Quicksmith Rebel enters the battlefield, target artifact you control gains "{T}: This artifact deals 2 damage to target creature or player" for as long as you control Quicksmith Rebel.
- #94: Ravenous Intruder, 1R, Uncommon  
Creature - Gremlin, 1/2  
Sacrifice an artifact:  
Ravenous intruder gets +2/+2 until end of turn.
- #95: Reckless Racer, 2R, Uncommon  
Creature - Human Pilot, 2/3  
First strike  
Whenever Reckless Racer becomes tapped, you may discard a card. If you do, draw a card.
- #96: Release the Gremlins, XXR, Rare  
Sorcery  
Destroy X target artifacts.  
Create X 2/2 red Gremlin creature tokens.
- #97: Scrapper Champion, 3R, Uncommon  
Creature - Human Artificer, 2/2  
Double strike  
When Scrapper Champion enters the battlefield, you get EE (two energy counters).  
Whenever Scrapper Champion attacks, you may pay EE. If you do, put a +1/+1 counter on it.
- #98: Shock, R, Common  
Instant  
Shock deals 2 damage to target creature or player.
- #99: Siege Modification, 1RR, Uncommon  
Enchantment - Aura  
Enchant creature or Vehicle  
As long as enchanted permanent is a Vehicle, it's a creature in addition to its other types.  
Enchanted creature gets +3/+0 and has first strike.
- #100: Sweatworks Brawler, 3R, Common  
Creature - Human Artificer, 3/3  
Improvise  
Menace
- #101: Wrangle, 1R, Common  
Sorcery  
Gain control of target creature with power 4 or less until end of turn. Untap that creature. It gains haste until end of turn.
- Green (25)**
- #102: Aether Herder, 3G, Common  
Creature - Elf Artificer Druid, 3/3  
When Aether Herder enters the battlefield, you get EE (two energy counters).  
Whenever Aether Herder attacks, you may pay EE. If you do, create a 1/1 colorless Servo artifact creature token.
- #103: Aetherstream Leopard, 2G, Common  
Creature - Cat, 2/3  
Trample  
When Aetherstream Leopard enters the battlefield, you get E (an energy counter).  
Whenever Aetherstream Leopard attacks, you may pay E. If you do, it gets +2/+0 until end of turn.
- #104: Aetherwind Basker, 4GGG, Mythic  
Creature - Lizard, 7/7  
Trample  
Whenever Aetherwind Basker enters the battlefield or attacks, you get E (an energy counter) for each creature you control.  
Pay E: Aetherwind Basker gets +1/+1 until end of turn.
- #105: Aid from the Cowl, 3GG, Rare  
Enchantment  
Revolt - At the beginning of your end step, if a permanent you controlled left the battlefield this turn, reveal the top card of your library. If it's a permanent card, you may put it onto the battlefield. Otherwise, you may put it on the bottom of your library.
- #106: Druid of the Cowl, 1G, Common  
Creature - Elf Druid, 1/3  
{T}: Add G to your mana pool.
- #107: Greenbelt Rampager, G, Rare  
Creature - Elephant, 3/4  
When Greenbelt Rampager enters the battlefield, pay EE (two energy counters). If you can't, return Greenbelt Rampager to its owner's hand and you get E.
- #108: Greenwheel Liberator, 1G, Rare  
Creature - Elf Warrior, 2/1  
Revolt - Greenwheel Liberator enters the battlefield with two +1/+1 counters on it if a permanent you controlled left the battlefield this turn.
- #109: Heroic Intervention, 1G, Rare  
Instant  
Permanents you control gain hexproof and indestructible until end of turn.
- #110: Hidden Herbalists, 1G, Uncommon  
Creature - Human Druid, 2/2  
Revolt - When Hidden Herbalists enters the battlefield, if a permanent you controlled left the battlefield this turn, add GG to your mana pool.
- #111: Highspire Infusion, 1G, Common  
Instant  
Target creature gets +3/+3 until end of turn. You get EE (two energy counters).

#112: Lifecraft Awakening, XG, Uncommon  
Instant  
Put X +1/+1 counters on target artifact you control. If it isn't a creature or Vehicle, it becomes a 0/0 Construct artifact creature.

#113: Lifecraft Cavalry, 4G, Common  
Creature - Elf Warrior, 4/4  
Trample  
Revolt - Lifecraft Cavalry enters the battlefield with two +1/+1 counters on it if a permanent you controlled left the battlefield this turn.

#114: Lifecrafter's Gift, 3G, Uncommon  
Instant  
Put a +1/+1 counter on target creature, then put a +1/+1 counter on each creature you control with a +1/+1 counter on it.

#115: Maulfist Revolutionary, 1GG, Uncommon  
Creature - Human Warrior, 3/3  
Trample  
When Maulfist Revolutionary enters the battlefield or dies, for each kind of counter on target permanent or player, give that permanent or player another counter of that kind.

#116: Monstrous Onslaught, 3GG, Uncommon  
Sorcery  
Monstrous Onslaught deals X damage divided as you choose among any number of target creatures, where X is the greatest power among creatures you control as you cast Monstrous Onslaught.

#117: Narnam Renegade, G, Uncommon  
Creature - Elf Warrior, 1/2  
Deathtouch  
Revolt - Narnam Renegade enters the battlefield with a +1/+1 counter on it if a permanent you controlled left the battlefield this turn.

#118: Natural Obsolescence, 1G, Common  
Instant  
Put target artifact on the bottom of its owner's library.

#119: Peema Aether-Seer, 3G, Uncommon  
Creature - Elf Druid, 3/2  
When Peema Aether-Seer enters the battlefield, you get an amount of E (energy counters) equal to the greatest power among creatures you control.  
Pay EEE: Target creature blocks this turn if able.

#120: Prey Upon, G, Common  
Sorcery  
Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

#121: Ridgescale Tusker, 3GG, Uncommon  
Creature - Beast, 5/5  
When Ridgescale Tusker enters the battlefield, put a +1/+1 counter on each other creature you control.

#122: Rishkar, Peema Renegade, 2G, Rare  
Legendary Creature - Elf Druid, 2/2  
When Rishkar, Peema Renegade enters the battlefield, put a +1/+1 counter on each of up to two target creatures.  
Each creature you control with a counter on it has "{T}": Add G to your mana pool."

#123: Rishkar's Expertise, 4GG, Rare  
Sorcery  
Draw cards equal to the greatest power among creatures you control.  
You may cast a card with converted mana cost 5 or less from your hand without paying its mana cost.

#124: Scrounging Bandar, 1G, Common  
Creature - Cat Monkey, 0/0  
Scrounging Bandar enters the battlefield with two +1/+1 counters on it.  
At the beginning of your upkeep, you may move any number of +1/+1 counters from Scrounging Bandar onto another target creature.

#125: Silkweaver Elite, 2G, Common  
Creature - Elf Archer, 2/2  
Reach

Revolt - When Silkweaver Elite enters the battlefield, if a permanent you controlled left the battlefield this turn, draw a card.

#126: Unbridled Growth, G, Common  
Enchantment - Aura  
Enchant land  
Enchanted land has "{T}": Add one mana of any color to your mana pool."  
Sacrifice Unbridled Growth: Draw a card.

#### Multicolored (14)

#127: Ajani Unyielding, 4GW, Mythic  
Planeswalker - Ajani, 4  
+2: Reveal the top three cards of your library. Put all nonland permanent cards revealed this way into your hand and the rest on the bottom of your library in any order.  
-2: Exile target creature. Its controller gains life equal to its power.  
-9: Put five +1/+1 counters on each creature you control and five loyalty counters on each other planeswalker you control.

#128: Dark Intimations, 2UBR, Rare  
Sorcery  
Each opponent sacrifices a creature or planeswalker, then discards a card. You return a creature or planeswalker card from your graveyard to your hand, then draw a card.  
When you cast a Bolas planeswalker spell, exile Dark Intimations from your graveyard. That planeswalker enters the battlefield with an additional loyalty counter on it.

#129: Hidden Stockpile, WB, Uncommon  
Enchantment  
Revolt - At the beginning of your end step, if a permanent you controlled left the battlefield this turn, create a 1/1 colorless Servo artifact creature token.  
1, Sacrifice a creature: Scry 1.

#130: Maverick Thopterist, 3UR, Uncommon  
Creature - Human Artificer, 2/2  
Improvise  
When Maverick Thopterist enters the battlefield, create two 1/1 colorless Thopter artifact creature tokens with flying.

#131: Oath of Ajani, GW, Rare  
Legendary Enchantment  
When Oath of Ajani enters the battlefield, put a +1/+1 counter on each creature you control.  
Planeswalker spells you cast cost 1 less to cast.

#132: Outland Boar, 2RG, Uncommon  
Creature - Boar, 4/4  
Outland Boar can't be blocked by creatures with power 2 or less.

#133: Renegade Rallier, 1GW, Uncommon  
Creature - Human Warrior, 3/2  
Revolt - When Renegade Rallier enters the battlefield, if a permanent you controlled left the battlefield this turn, return target permanent card with converted mana cost 2 or less from your graveyard to the battlefield.

#134: Renegade Wheelsmith, 1RW, Uncommon  
Creature - Dwarf Pilot, 3/2  
Whenever Renegade Wheelsmith becomes tapped, target creature can't block this turn.

#135: Rogue Refiner, 1GU, Uncommon  
Creature - Human Rogue, 3/2  
When Rogue Refiner enters the battlefield, draw a card and you get EE (two energy counters).

#136: Spire Patrol, 2WU, Uncommon  
Creature - Human Soldier, 3/2  
Flying  
When Spire Patrol enters the battlefield, tap target creature an opponent controls. That creature doesn't untap during its controller's next untap step.

#137: Tezzeret the Schemer, 2UB, Mythic  
Planeswalker - Tezzeret, 5  
+1: Create a colorless artifact token named Etherium Cell with "{T}", Sacrifice this artifact: Add one mana of any color to your mana pool."  
-2: Target creature gets +X/-X until end of turn, where X is the number of artifacts you control.  
-7: You get an emblem with "At the beginning of combat on your turn, target artifact you control becomes an artifact creature with base power and toughness 5/5."

#138: Tezzeret's Touch, 1UB, Uncommon  
Enchantment - Aura  
Enchant artifact  
Enchanted artifact is a creature with base power and toughness 5/5 in addition to its other types.  
When enchanted artifact is put into a graveyard, return that card to its owner's hand.

#139: Weldfast Engineer, 1BR, Uncommon  
Creature - Human Artificer, 3/3  
At the beginning of combat on your turn, target artifact creature you control gets +2/+0 until end of turn.

#140: Winding Constrictor, BG, Uncommon  
Creature - Snake, 2/3  
If one or more counters would be placed on an artifact or creature you control, that many of those counters plus one are placed on that permanent instead.  
If you would get one or more counters, you get that many of those counters plus one instead.

#### **Artifact (43)**

#141: Aegis Automaton, 2, Common  
Artifact Creature - Construct, 0/3  
4W: Return another target creature you control to its owner's hand.

#142: Aethersphere Harvester, 3, Rare  
Artifact - Vehicle, 3/5  
Flying  
When Aethersphere Harvester enters the

battlefield, you get EE (two energy counters).  
Pay E: Aethersphere Harvester gains lifelink until end of turn.  
Crew 1

#143: Augmenting Automaton, 1, Common  
Artifact Creature - Construct, 1/1  
1B: Augmenting Automaton gets +1/+1 until end of turn.

#144: Barricade Breaker, 7, Uncommon  
Artifact Creature - Juggernaut, 7/5  
Improvise  
Barricade Breaker attacks each combat if able.

#145: Cogwork Assembler, 3, Uncommon  
Artifact Creature - Assembly-Worker, 2/3  
7: Create a token that's a copy of target artifact. That token gains haste. Exile it at the beginning of the next end step.

#146: Consulate Dreadnought, 1, Uncommon  
Artifact - Vehicle, 7/11  
Crew 6

#147: Consulate Turret, 3, Common  
Artifact  
{T}: You get E (an energy counter).  
{T}: Pay EEE: Consulate Turret deals 2 damage to target player.

#148: Crackdown Construct, 4, Uncommon  
Artifact Creature - Construct, 2/2  
Whenever you activate an ability of an artifact or creature that isn't a mana ability, Crackdown Construct gets +1/+1 until end of turn.

#149: Daredevil Dragster, 3, Uncommon  
Artifact - Vehicle, 4/4  
At end of combat, if Daredevil Dragster attacked or blocked this combat, put a velocity counter on it. Then if it has two or more velocity counters on it, sacrifice it and draw two cards.  
Crew 2

#150: Filigree Crawler, 4, Common  
Artifact Creature - Insect, 2/2  
When Filigree Crawler dies, create a 1/1 colorless Thopter artifact creature token with flying.

#151: Foundry Assembler, 5, Common  
Artifact Creature - Assembly-Worker, 3/3  
Improvise

#152: Gonti's Aether Heart, 6, Mythic  
Legendary Artifact  
Whenever Gonti's Aether Heart or another artifact enters the battlefield under your control, you get EE (two energy counters).  
Pay EEEEEEEEE, Exile Gonti's Aether Heart: Take an extra turn after this one.

#153: Heart of Kiran, 2, Mythic  
Legendary Artifact - Vehicle, 4/4  
Flying, vigilance  
Crew 3  
You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.

#154: Hope of Ghirapur, 1, Rare  
Rare  
Legendary Artifact Creature - Thopter, 1/1  
Flying  
Sacrifice Hope of Ghirapur: Until your next turn, target player who was dealt combat damage by Hope of Ghirapur this turn can't cast noncreature spells.

#155: Implement of Combustion, 1, Common  
Artifact  
R, Sacrifice Implement of Combustion: It deals 1 damage to target player.  
When Implement of Combustion is put into a graveyard from the battlefield, draw a card.

#156: Implement of Examination, 3, Common  
Artifact  
U, Sacrifice Implement of Examination: Draw a card.  
When Implement of Examination is put into a graveyard from the battlefield, draw a card.

#157: Implement of Ferocity, 1, Common  
Artifact  
G, Sacrifice Implement of Ferocity: Put a +1/+1 counter on target creature. Activate this ability only any time you could cast a sorcery.  
When Implement of Ferocity is put into a graveyard from the battlefield, draw a card.

#158: Implement of Improvement, 1, Common  
Artifact  
W, Sacrifice Implement of Improvement: You gain 2 life.  
When Implement of Improvement is put into a graveyard from the battlefield, draw a card.

#159: Implement of Malice, 2, Common  
Artifact  
B, Sacrifice Implement of Malice: Target player discards a card. Activate this ability only any time you could cast a sorcery.  
When Implement of Malice is put into a graveyard from the battlefield, draw a card.

#160: Inspiring Statuary, 3, Rare  
Artifact  
Nonartifact spells you cast have improvise. (Your artifacts can help cast those spells. Each artifact you tap after you're done activating mana abilities pays for 1.)

#161: Irontread Crusher, 4, Common  
Artifact - Vehicle, 6/6  
Crew 3

#162: Lifecrafter's Bestiary, 3, Rare  
Artifact  
At the beginning of your upkeep, scry 1.  
Whenever you cast a creature spell, you may pay G. If you do, draw a card

#163: Merchant's Dockhand, 1, Rare  
Artifact Creature - Construct, 1/2  
3U, {T}, Tap X untapped artifacts you control: Look at the top X cards of your library. Put one of them into your hand and the rest on the

bottom of your library in any order.

#164: Metallic Mimic, 2, Rare  
Artifact Creature - Shapeshifter, 2/1  
As Metallic Mimic enters the battlefield, choose a creature type.  
Metallic Mimic is the chosen type in addition to its other types.  
Each other creature you control of the chosen type enters the battlefield with an additional +1/+1 counter on it.

#165: Mobile Garrison, 3, Common  
Artifact - Vehicle, 3/4  
Whenever Mobile Garrison attacks, untap another target artifact or creature you control.  
Crew 2

#166: Night Market Guard, 3, Common  
Artifact Creature - Construct, 3/1  
Night Market Guard can block an additional creature each combat.

#167: Ornithopter, 0, Uncommon  
Artifact Creature - Thopter, 0/2  
Flying

#168: Pacification Array, 1, Uncommon  
Artifact  
2, {T}: Tap target artifact or creature.

#169: Paradox Engine, 5, Mythic  
Legendary Artifact  
Whenever you cast a spell, untap all nonland permanents you control.

#170: Peacewalker Colossus, 3, Rare  
Artifact - Vehicle, 6/6  
1W: Another target Vehicle you control becomes an artifact creature until end of turn.  
Crew 4

#171: Planar Bridge, 6, Mythic  
Legendary Artifact  
8, {T}: Search your library for a permanent card, put it

onto the battlefield, then shuffle your library.

#172: Prizefighter Construct, 5, Common  
Artifact Creature - Construct, 6/2

#173: Renegade Map, 1, Common  
Artifact  
Renegade Map enters the battlefield tapped.  
{T}, Sacrifice Renegade Map: Search your library for a basic land card, reveal it, put it into your hand, then shuffle your library.

#174: Reservoir Walker, 5, Common  
Artifact Creature - Construct, 3/3  
When Reservoir Walker enters the battlefield, you gain 3 life and get EEE (three energy counters).

#175: Scrap Trawler, 3, Rare  
Artifact Creature - Construct, 3/2  
Whenever Scrap Trawler or another artifact you control is put into a graveyard from the battlefield, return to your hand target artifact card in your graveyard with lesser converted mana cost.

#176: Servo Schematic, 2, Uncommon  
Artifact  
When Servo Schematic enters the battlefield or is put into a graveyard from the battlefield, create a 1/1 colorless Servo artifact creature token.

#177: Treasure Keeper, 4, Uncommon  
Artifact Creature - Construct, 3/3  
When Treasure Keeper dies, reveal cards from the top of your library until you reveal a nonland card with converted mana cost 3 or less. You may cast that card without paying its mana cost. Put all revealed cards not cast this way on the bottom of your library in a random order.

#178: Universal Solvent, 1, Common  
Artifact

7, {T}, Sacrifice Universal Solvent: Destroy target permanent.

#179: Untethered Express, 4, Uncommon  
Artifact - Vehicle, 4/4  
Trample  
Whenever Untethered Express attacks, put a +1/+1 counter on it.  
Crew 1

#180: Verdant Automaton, 2, Common  
Artifact Creature - Construct, 1/2  
3G: Put a +1/+1 counter on Verdant Automaton.

#181: Walking Ballista, XX, Rare  
Artifact Creature - Construct, 0/0  
Walking Ballista enters the battlefield with X +1/+1 counters.  
4: Put a +1/+1 counter on Walking Ballista.  
Remove a +1/+1 counter from Walking Ballista: It deals 1 damage to target creature or player.

#182: Watchful Automaton, 3, Common  
Artifact Creature - Construct, 2/2  
2U: Scry 1.

#183: Welder Automaton, 2, Common  
Artifact Creature - Construct, 2/1  
3R: Welder Automaton deals 1 damage to each opponent.

#### **Land (1)**

#184: Spire of Industry, Rare  
{T}: Add  $\diamond$  to your mana pool.  
{T}, Pay 1 life: Add one mana of any color to your mana pool. Activate this ability only if you control an artifact.