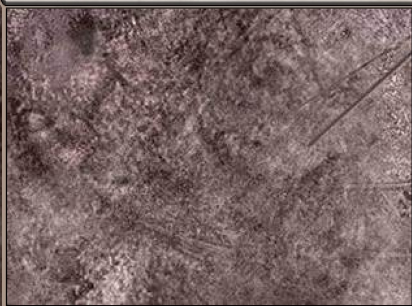


03 Pack: X Junk Tokens

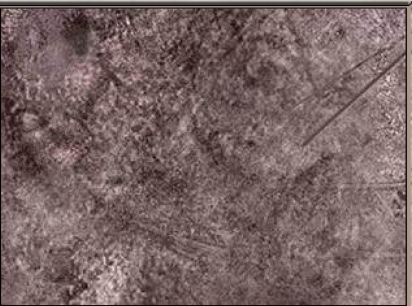


Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the number of differently named artifact tokens you control”
Increase the cost by 1 and then decrease it by the original number.

038/049 C

03 Pack: X Junk Tokens



Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the number of differently named artifact tokens you control”
Increase the cost by 1 and then decrease it by the original number.

037/049 C

03 Pack: X Charge Up



Edit — Numbers

Change any number on a creature or artifact card to X
If X is not yet defined, add “☉: Add a charge counter to this” and “Where X is the number of charge counters on this”
Increase the cost by 1 and then decrease it by the original number.

035/049 C

03 Pack: X Artifact Count



Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where X is the number of artifacts you control”
Increase the cost by 4 and then decrease it by the original number.

032/049 C

03 Pack: Treasure Crafter



Edit — Numbers

Edit a creature or artifact
It costs 2 more
If it is a creature, add Artificer to its types
It gains, “1, ☉: Create a Treasure token.”

046/049 C

03 Pack: Trapped in a Sword



Edit

Edit a creature
It is no longer a creature. It becomes an artifact and an Equipment. Its cost is reduced by 3 or 1 ☉
It gains, “Equipped creature has this card’s abilities” and “Equip 1”

031/049 C

03 Pack: Trapped in a Suit of Armor



Edit

Edit a creature
It is no longer a creature. It becomes an artifact and an Equipment. Its cost is reduced by 2 or ☉
It gains, “Equipped creature has this card’s abilities and adds this card’s power and toughness to its own” and Equip 2

030/049 C

03 Pack: Thopter Crafter



Edit — Numbers

Edit a creature or artifact
It costs 4 more
If it is a creature, add Artificer to its types
It gains, “2, ☉: Create a 1/1 colorless Thopter artifact creature token with flying.”

042/049 C

03 Pack: Sword Crafter



Edit — Numbers

Edit a creature or artifact
It costs 2 more
If it is a creature, add Artificer to its types
It gains, “1, ☉: Create a Sword token.”
(Its a colorless Equipment with “Equipped creature gets +1/+0” and “Equip 1”)

045/049 C

03 Pack: Shield Crafter



Edit — Numbers

Edit a creature or artifact
 It costs * more
 If it is a creature, add Artificer to its types
 It gains, “1, ♣: Create a Shield token”
(Its a colorless Equipment with “Equipped creature gets +0/+1” and “Equip 1”)

040/049 C

03 Pack: Servo Crafter



Edit — Numbers

Edit a creature or artifact
 It costs * more
 If it is a creature, add Artificer to its types
 It gains, “1, ♣: Create a 1/1 colorless Servo artifact creature token.”

039/049 C

03 Pack: Reconfigure

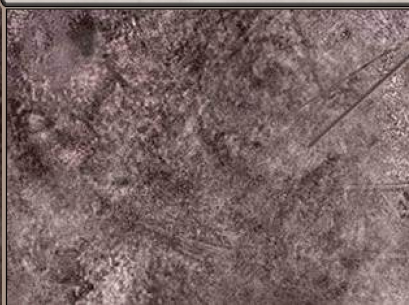


Edit

Edit a creature
 It becomes an artifact and an Equipment in addition to its other types.
 It gains, “Equipped creature has this card’s abilities and adds this card’s power and toughness to its own” and Reconfigure 2

027/049 C

03 Pack: Overclock

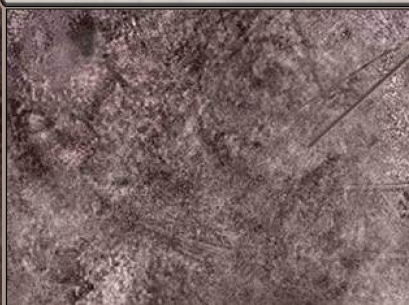


Edit — Ability

Edit a creature or artifact
 It costs 1 more
 It gains “Tap three untapped artifacts or creatures: Untap another target nonland permanent”

025/049 U

03 Pack: Overclock



Edit — Ability

Edit a creature or artifact
 It costs 1 more
 It gains “Pay 2 life, ♣: Untap another target nonland permanent”

026/049 U

03 Pack: Mount Up

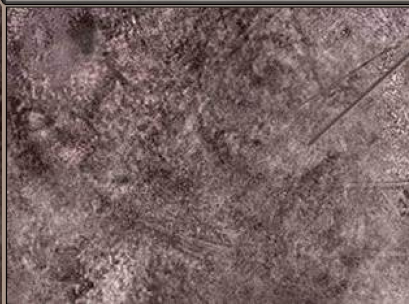


Edit

Edit a creature
 It is no longer a creature. It becomes an artifact and a Vehicle. Its cost is reduced by 2 or ♣
 It gains, “Crew 2”

024/049 C

03 Pack: Living Weapon



Edit

Edit a creature or an equipment
 If it is a creature, it is no longer a creature. It becomes an artifact and an Equipment. It gains, “Equipped creature has this card’s abilities and adds this card’s power and toughness to its own” and “Equip 3”
 It gains “Living Weapon” and increases its cost by 1

022/049 C

03 Pack: Golem Crafter



Edit — Numbers

Edit a creature or artifact
 It costs ♣ more
 If it is a creature, add Artificer to its types
 It gains, “3, ♣: Create a 3/3 colorless Golem artifact creature token.”

048/049 C

03 Pack: Food Crafter



Edit — Numbers

Edit a creature or artifact
 It costs ♣ more
 If it is a creature, add Chef to its types
 It gains, “1, ♣: Create a 1/1 colorless Servo artifact creature token.”

047/049 C

03 Pack: Etherium Infusion

Draft Action

At the end of the draft, choose up to three non-artifact permanents in your draft pool. They become artifacts. *(This does not count against the limit of 3 edits per card)*

015/049 C

03 Pack: Etherium Infusion

Draft Action

At the end of the draft, choose up to three non-artifact permanents in your draft pool. They become artifacts. *(This does not count against the limit of 3 edits per card)*

014/049 C

03 Pack: Equipment Master

Edit – Modification

Edit a creature. Choose one —

- Give it, “When this attacks, if it is equipped give it double strike”
- Modify one ability to “When this attacks, if it is equipped”. Give it Ward 1

013/049 U

03 Pack: Debt Crafter

Edit – Numbers

Edit a creature or artifact

It costs ♠ more

If it is a creature, add Artificer to its types

It gains, “1, ♣ : Create a Debt token”

(Its a colorless artifact with “1, ♣ , Sacrifice this: It deals 1 damage to any target and you gain 1 life”)

044/049 C

03 Pack: Clue Crafter

Edit – Numbers

Edit a creature or artifact

It costs ♠ more

If it is a creature, add Artificer to its types

It gains, “1, ♣ : Create a Clue token.”

041/049 C

03 Pack: Charge Up Laser

Edit – Modification

Edit a creature or artifact

Add “ ♣ : Add a charge counter to this” and Choose 1 —

- Give it, “Remove 3 charge counters from this, ♣ : This deals 4 damage to any target”
- Modify one ability to “Remove 3 charge counters from this, ♣ :” and reduce its cost by 2

012/049 C

03 Pack: Charge Up Knowledge

Edit – Modification

Edit a creature or artifact

Add “ ♣ : Add a charge counter to this” and Choose 1 —

- Give it, “Remove 3 charge counters from this, ♣ : Draw a card”
- Modify one ability to “Remove 3 charge counters from this, ♣ :” and reduce its cost by 2

011/049 C

03 Pack: Charge Up Armaments

Edit – Modification

Edit a creature or artifact

Add “ ♣ : Add a charge counter to this” and Choose 1 —

- Give it, “Remove 3 charge counters from this, ♣ : Put three +1/+1 counters on target creature”
- Modify one ability to “Remove 3 charge counters from this, ♣ :” and reduce its cost by 2

010/049 C

03 Pack: Blood Crafter

Edit – Numbers

Edit a creature or artifact

It costs ♠ more

If it is a creature, add Vampire to its types

It gains, “1, ♣ : Create a Blood token.”

043/049 C

03 Pack: Affinity

Edit

Edit a spell

It gains affinity for artifacts (*This spell costs 1 less to cast for each artifact you control.*)

003/049 C

03 Pack: Affinity

Edit

Edit a spell

It gains affinity for artifacts (*This spell costs 1 less to cast for each artifact you control.*)

002/049 C

03 INSERT: ESPER

Insert

- You may use the Esper pack instead of the normal set of edit cards.


Esper is a shard of sweeping vistas and master artisans. This pack adds artifact synergies

049/049 S

03 Pack: Mount Up

Edit

Edit a creature

It is no longer a creature. It becomes an artifact and a Vehicle. Its cost is reduced by 2 or 


It gains, "Crew 2"

023/049 C

03 Pack: X Charge Up

Edit — Numbers

Change any number on a creature or artifact card to X

If X is not yet defined, add ": Add a charge counter to this" and "Where X is the number of charge counters on this"

Increase the cost by 1 and then decrease it by the original number.

036/049 C

03 Pack: Affinity

Edit

Edit a spell

It gains affinity for artifacts (*This spell costs 1 less to cast for each artifact you control.*)

001/049 C

03 Pack: Artificer Ability Lord

Edit — Ability

Edit a nonland permanent

Draw a random keyword or ability edit from the main set that can go on a creature.

The permanent gains, "Artificers and artifact creatures you control have the chosen edit". Apply any cost adjustments to the permanent. It costs 1 more.

005/049 U

03 Pack: Artificer Lord

Edit — Ability

Edit a nonland permanent

The permanent gains, "Artificers and artifact creatures you control get +1/+1". Increase its cost by 1.

009/049 C

03 Pack: Artificer Ability Lord

Edit — Ability

Edit a nonland permanent

Draw a random keyword or ability edit from the main set that can go on a creature.

The permanent gains, "Artificers and artifact creatures you control have the chosen edit". Apply any cost adjustments to the permanent. It costs 1 more.

006/049 U

03 Pack: Artificer Haste Lord

Edit — Ability

Edit a nonland permanent

The permanent gains, "Artificers and artifact creatures can activate abilities as if they had haste". Increase its cost by 1.

007/049 U

03 Pack: Artificer Lord

Edit — Ability

Edit a nonland permanent

The permanent gains, "Artificers and artifact creatures you control get +1/+1". Increase its cost by 1.

008/049 C

03 Pack: Animate

Edit — Ability

Edit a spell

It costs 1 more

It gains "(When this enters the battlefield,) target nonland artifact becomes a 4/4 Construct artifact creature until end of turn"

004/049 C

03 Pack: Etherium Overhaul

Edit — Cost

Edit a permanent

It becomes an artifact in addition to its other types

Convert all colored mana in its cost to generic mana. You can remove colors from a card this way. Increase its cost by 2

018/049 U

03 Pack: Etherium Overhaul

Edit — Cost

Edit a permanent

It becomes an artifact in addition to its other types

Convert all colored mana in its cost to generic mana. You can remove colors from a card this way. Increase its cost by 2

017/049 U

03 Pack: Etherium Overhaul

Edit — Cost

Edit a permanent

It becomes an artifact in addition to its other types

Convert all colored mana in its cost to generic mana. You can remove colors from a card this way. Increase its cost by 2

019/049 U

03 Pack: Etherium Overhaul

Edit — Cost

Edit a permanent

It becomes an artifact in addition to its other types

Convert all colored mana in its cost to generic mana. You can remove colors from a card this way. Increase its cost by 2

016/049 U

03 Pack: Fabricate

Edit — Ability

Edit a creature

It costs 1 more

It gains "Fabricate 2" (When this permanent enters the battlefield, you may put two +1/+1 counters on it. If you don't, create two 1/1 colorless Servo artifact creature tokens.)

020/049 C

03 Pack: Fabricate

Edit — Ability

Edit a creature

It costs 1 more

It gains "Fabricate 2" (When this permanent enters the battlefield, you may put two +1/+1 counters on it. If you don't, create two 1/1 colorless Servo artifact creature tokens.)

021/049 C

03 Pack: X Artifact Count

Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where
X is the number of artifacts you
control”

Increase the cost by 4 and then
decrease it by the original number.

033/049 C

03 Pack: X Artifact Count

Edit — Numbers

Change any number on a card to X
If X is not yet defined, add “Where
X is the number of artifacts you
control”

Increase the cost by 4 and then
decrease it by the original number.

034/049 C