

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay **1**. If you do, you get **2** (two energy counters).
Pay **5**, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast

Era of Innovation

1



Enchantment

Whenever an artifact or Artificer enters the battlefield under your control, you may pay 1. If you do, you get ♣♣ (two energy counters).
Pay ♣♣♣♣♣♣, Sacrifice Era of Innovation: Draw three cards.

045/264 U
KLD - EN JASON RAINVILLE

™ & © 2016 Wizards of the Coast