Wind-Kin Raiders



Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders



Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders



Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders



Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast

Wind-Kin Raiders

Creature — Human Artificer

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

Flying

Small aeronaut societies like the Wind-Kin had little to lose by siding with the renegades, and much to gain.

4/3

050/184 U
AER • EN
Shreya Shetty

™ & © 2017 Wizards of the Coast