

Magic: The Gathering - Mirrodin  
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<http://www.magicthegathering.com/>

Number: 306 cards total  
 Color: 28 white, 28 blue, 28 black, 28 red, 28 green, 137 artifact, 29  
 land  
 Rarity: 110 common, 88 uncommon, 88 rare, 20 basic land

Card Name: Altar's Light

Color: W  
 Cost: 2WW  
 Type: Instant  
 Pow/Tgh:

Rules Text: Remove target artifact or enchantment from the game.  
 Flavor Text: "The altar does nothing; the device is crushed under  
 the weight of its own impurity."  
 –Ushanti, leonin seer  
 Rarity: U  
 Number: 1/306  
 Artist: Daren Bader

Card Name: Arrest

Color: W  
 Cost: 2W  
 Type: Enchant Creature  
 Pow/Tgh:

Rules Text: Enchanted creature can't attack or block, and its  
 activated abilities can't be played.  
 Flavor Text: "Unfortunately, it doesn't restrain the beast's smell."  
 –Glissa Sunseeker  
 Rarity: C  
 Number: 2/306  
 Artist: Tim Hildebrandt

Card Name: Auriok Bladewarden

Color: W  
 Cost: 1W  
 Type: Creature – Human Soldier  
 Pow/Tgh: 1/1

Rules Text: T: Target creature gets +X/+X until end of turn, where  
 X is Auriok Bladewarden's power.  
 Flavor Text: The Auriok have learned through constant struggle that  
 allies are more precious than water.  
 Rarity: U  
 Number: 3/306  
 Artist: Dave Dorman

Card Name: Auriok Steelshaper

Color: W  
 Cost: 1W  
 Type: Creature – Human Soldier  
 Pow/Tgh: 1/1

Rules Text: Equip costs you pay cost 1 less.  
 As long as Auriok Steelshaper is equipped, Soldiers  
 and Knights you control get +1/+1.  
 Flavor Text: They put their safety in his hands. He puts sharpened  
 steel in theirs.  
 Rarity: R

Number: 4/306  
Artist: Dany Orizio

Card Name: Auriok Transfixer  
Color: W  
Cost: W  
Type: Creature – Human Scout  
Pow/Tgh: 1/1  
Rules Text: W, T: Tap target artifact.  
Flavor Text: "My grandfather knew enough spells to fill a hundred scrolls. Nowadays, if a spell cannot fight the levelers, it is not even taught to our young."  
Rarity: C  
Number: 5/306  
Artist: Stephen Tappin

Card Name: Awe Strike  
Color: W  
Cost: W  
Type: Instant  
Pow/Tgh:  
Rules Text: The next time target creature would deal damage this turn, prevent that damage. You gain life equal to the damage prevented this way.  
Flavor Text: Stunned by the mere presence of the leonin kha, the nim raider quickly fell to its knees.  
Rarity: C  
Number: 6/306  
Artist: Scott M. Fischer

Card Name: Blinding Beam  
Color: W  
Cost: 2W  
Type: Instant  
Pow/Tgh:  
Rules Text: Choose one – Tap two target creatures; or creatures don't untap during target player's next untap step. Entwine 1 (Choose both if you pay the entwine cost.)  
Flavor Text:  
Rarity: C  
Number: 7/306  
Artist: Doug Chaffee

Card Name: Leonin Abunas  
Color: W  
Cost: 3W  
Type: Creature – Cat Cleric  
Pow/Tgh: 2/5  
Rules Text: Artifacts you control can't be the targets of spells or abilities your opponents control.  
Flavor Text: Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.  
Rarity: R  
Number: 8/306  
Artist: Darrell Riche

Card Name: Leonin Den-Guard  
Color: W

Cost: 1W  
 Type: Creature – Cat Soldier  
 Pow/Tgh: 1/3  
 Rules Text: As long as Leonin Den-Guard is equipped, it gets +1/+1 and attacking doesn't cause it to tap.  
 Flavor Text: No one under the four suns can elude the watchful eye of the den-guard.  
 Rarity: C  
 Number: 9/306  
 Artist: Todd Lockwood

Card Name: Leonin Elder  
 Color: W  
 Cost: W  
 Type: Creature – Cat Cleric  
 Pow/Tgh: 1/1  
 Rules Text: Whenever an artifact comes into play, you may gain 1 life.  
 Flavor Text: "The wisdom of the elders is just as much a weapon as a sword or spear. We must learn to wield it."  
 –Ushanti, leonin seer  
 Rarity: C  
 Number: 10/306  
 Artist: Todd Lockwood

Card Name: Leonin Skyhunter  
 Color: W  
 Cost: WW  
 Type: Creature – Cat Knight  
 Pow/Tgh: 2/2  
 Rules Text: Flying  
 Flavor Text: The skyhunters were born when the first leonin gazed at the heavens and wished to hunt the birds overhead.  
 Rarity: U  
 Number: 11/306  
 Artist: Kev Walker

Card Name: Loxodon Mender  
 Color: W  
 Cost: 5W  
 Type: Creature – Elephant Cleric  
 Pow/Tgh: 3/3  
 Rules Text: W, T: Regenerate target artifact.  
 Flavor Text: The Auriok believe that in the hands of a loxodon, no weapon can be broken.  
 Rarity: C  
 Number: 12/306  
 Artist: Heather Hudson

Card Name: Loxodon Peacekeeper  
 Color: W  
 Cost: 1W  
 Type: Creature – Elephant Soldier  
 Pow/Tgh: 4/4  
 Rules Text: At the beginning of your upkeep, the player with the lowest life total gains control of Loxodon Peacekeeper. If two or more players are tied for lowest life total, you choose one of them, and that player gains control of Loxodon Peacekeeper.  
 Flavor Text:

Rarity: R  
 Number: 13/306  
 Artist: Michael Sutfin

Card Name: Loxodon Punisher  
 Color: W  
 Cost: 3W  
 Type: Creature – Elephant Soldier  
 Pow/Tgh: 2/2  
 Rules Text: Loxodon Punisher gets +2/+2 for each Equipment attached to it.  
 Flavor Text: The loxodons believe punishment comes in two steps: pain and atonement. They carry a weapon for each.  
 Rarity: R  
 Number: 14/306  
 Artist: Terese Nielsen

Card Name: Luminous Angel  
 Color: W  
 Cost: 4WWW  
 Type: Creature – Angel  
 Pow/Tgh: 4/4  
 Rules Text: Flying  
 At the beginning of your upkeep, you may put a 1/1 white Spirit creature token with flying into play.  
 Flavor Text:  
 Rarity: R  
 Number: 15/306  
 Artist: Matthew D. Wilson

Card Name: Raise the Alarm  
 Color: W  
 Cost: 1W  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Put two 1/1 white Soldier creature tokens into play.  
 Flavor Text: "The nim raid our homes without warning. We must defend our homes without hesitation."  
 Rarity: C  
 Number: 16/306  
 Artist: John Matson

Card Name: Razor Barrier  
 Color: W  
 Cost: 1W  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Target permanent you control gains protection from artifacts or from the color of your choice until end of turn.  
 Flavor Text: "We protect our homelands. Why should they not protect us?"  
 Rarity: C  
 Number: 17/306  
 Artist: Ron Spencer

Card Name: Roar of the Kha  
 Color: W  
 Cost: 1W

Type: Instant  
 Pow/Tgh:  
 Rules Text: Choose one – Creatures you control get +1/+1 until end of turn; or untap all creatures you control.  
 Entwine 1W (Choose both if you pay the entwine cost.)  
 Flavor Text:  
 Rarity: U  
 Number: 18/306  
 Artist: Matt Cavotta

Card Name: Rule of Law  
 Color: W  
 Cost: 2W  
 Type: Enchantment  
 Pow/Tgh:  
 Rules Text: Each player can't play more than one spell each turn.  
 Flavor Text: Appointed by the kha himself, members of the tribunal ensure all disputes are settled with the utmost fairness.  
 Rarity: R  
 Number: 19/306  
 Artist: Scott M. Fischer

Card Name: Second Sunrise  
 Color: W  
 Cost: 1WW  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Each player returns to play all artifact, creature, enchantment, and land cards that were put into his or her graveyard from play this turn.  
 Flavor Text: The bright tunnel sometimes leads back to life.  
 Rarity: R  
 Number: 20/306  
 Artist: Greg Staples

Card Name: Skyhunter Cub  
 Color: W  
 Cost: 2W  
 Type: Creature – Cat Knight  
 Pow/Tgh: 2/2  
 Rules Text: As long as Skyhunter Cub is equipped, it gets +1/+1 and has flying.  
 Flavor Text: Every young leonin wishes to become a skyhunter, for they soar closest to the suns.  
 Rarity: C  
 Number: 21/306  
 Artist: Pete Venters

Card Name: Skyhunter Patrol  
 Color: W  
 Cost: 2WW  
 Type: Creature – Cat Knight  
 Pow/Tgh: 2/3  
 Rules Text: Flying, first strike  
 Flavor Text: "They are the first to raise the alarm when the levelers attack, and the first to risk their lives to defend the pride."  
 –Raksha Golden Cub, leonin kha  
 Rarity: C  
 Number: 22/306

Artist: Matt Cavotta

Card Name: Slith Ascendant

Color: W

Cost: 1WW

Type: Creature – Slith

Pow/Tgh: 1/1

Rules Text: Flying

Whenever Slith Ascendant deals combat damage to a player, put a +1/+1 counter on it.

Flavor Text: Instinctively drawn to the light of its "mother-sun," each slith follows that sun's path around Mirrodin.

Rarity: U

Number: 23/306

Artist: Justin Sweet

Card Name: Solar Tide

Color: W

Cost: 4WW

Type: Sorcery

Pow/Tgh:

Rules Text: Choose one – Destroy all creatures with power 2 or less; or destroy all creatures with power 3 or greater. Entwine—Sacrifice two lands. (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: R

Number: 24/306

Artist: Dave Dorman

Card Name: Soul Nova

Color: W

Cost: 3WW

Type: Instant

Pow/Tgh:

Rules Text: Remove target attacking creature and all Equipment attached to it from the game.

Flavor Text: Within seconds, the nim was consumed in blinding sunfire. Afterwards, only a puddle of molten iron remained.

Rarity: U

Number: 25/306

Artist: Keith Garletts

Card Name: Sphere of Purity

Color: W

Cost: 3W

Type: Enchantment

Pow/Tgh:

Rules Text: If an artifact would deal damage to you, prevent 1 of that damage.

Flavor Text: Purity rejects artifice.

Rarity: C

Number: 26/306

Artist: Thomas Gianni

Card Name: Taj-Nar Swordsmith

Color: W

Cost: 3W

Type: Creature – Cat Soldier

Pow/Tgh: 2/3

Rules Text: When Taj-Nar Swordsmith comes into play, you may pay X. If you do, search your library for an Equipment card with converted mana cost X or less and put that card into play. Then shuffle your library.

Flavor Text:

Rarity: U  
Number: 27/306  
Artist: Todd Lockwood

Card Name: Tempest of Light

Color: W  
Cost: 2W  
Type: Instant

Pow/Tgh:

Rules Text: Destroy all enchantments.

Flavor Text: "This world reeks of another's hand. Someone or something is defying the power of the gods and shaping this planet. I intend for it to stop."  
—Glissa Sunseeker

Rarity: U  
Number: 28/306  
Artist: Wayne England

Card Name: Annul

Color: U  
Cost: U  
Type: Instant

Pow/Tgh:

Rules Text: Counter target artifact or enchantment spell.

Flavor Text: "Murder of the living is tragic, but murder of the idea is unforgivable."  
—Janus, speaker of the synod

Rarity: C  
Number: 29/306  
Artist: Brian Snoddy

Card Name: Assert Authority

Color: U  
Cost: 5UU  
Type: Instant

Pow/Tgh:

Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)  
Counter target spell. If it's countered this way, remove it from the game instead of putting it into its owner's graveyard.

Flavor Text:

Rarity: U  
Number: 30/306  
Artist: Greg Hildebrandt

Card Name: Broodstar

Color: U  
Cost: 8UU  
Type: Creature — Beast

Pow/Tgh: \*/\*

Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)  
Flying

Broodstar's power and toughness are each equal to the number of artifacts you control.

Flavor Text:

Rarity: R  
Number: 31/306  
Artist: Glen Angus

Card Name: Disarm

Color: U  
Cost: U  
Type: Instant

Pow/Tgh:

Rules Text: Unattach all Equipment from target creature.

Flavor Text: "Be thankful I left you your clothes."

Rarity: C  
Number: 32/306  
Artist: Alex Horley-Orlandelli

Card Name: Domineer

Color: U  
Cost: 1UU  
Type: Enchant Artifact Creature

Pow/Tgh:

Rules Text: You control enchanted artifact creature.

Flavor Text: Since they haven't seen their original master for millennia,

golems are eager to take orders from anyone.

Rarity: U  
Number: 33/306  
Artist: Jon Foster

Card Name: Dream's Grip

Color: U  
Cost: U  
Type: Instant

Pow/Tgh:

Rules Text: Choose one – Tap target permanent; or untap target permanent.  
Entwine 1 (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: C  
Number: 34/306  
Artist: Jim Nelson

Card Name: Fabricate

Color: U  
Cost: 2U  
Type: Sorcery

Pow/Tgh:

Rules Text: Search your library for an artifact card, reveal it, and put it into your hand. Then shuffle your library.

Flavor Text: "The secret to invention is to see something in your mind, then find where it hides in the world."

Rarity: U  
Number: 35/306  
Artist: Glen Angus

Card Name: Fatespinner

Color: U

Cost: 1UU  
 Type: Creature – Human Wizard  
 Pow/Tgh: 1/2  
 Rules Text: At the beginning of each opponent's upkeep, that player chooses draw step, main phase, or combat phase. The player skips each instance of the chosen step or phase this turn.  
 Flavor Text: No one knows what she is watching, but she never takes her eyes off it.  
 Rarity: R  
 Number: 36/306  
 Artist: rk post

Card Name: Inertia Bubble  
 Color: U  
 Cost: 1U  
 Type: Enchant Artifact  
 Pow/Tgh:  
 Rules Text: Enchanted artifact doesn't untap during its controller's untap step.  
 Flavor Text: "I wouldn't want you to hurt yourself."  
 –Bruenna, Neurok leader  
 Rarity: C  
 Number: 37/306  
 Artist: Hugh Jamieson

Card Name: Looming Hoverguard  
 Color: U  
 Cost: 4UU  
 Type: Creature – Drone  
 Pow/Tgh: 3/3  
 Rules Text: Flying  
 When Looming Hoverguard comes into play, put target artifact on top of its owner's library.  
 Flavor Text: Although mute, hoverguards get their message across loud and clear.  
 Rarity: U  
 Number: 38/306  
 Artist: Scott M. Fischer

Card Name: Lumengrid Augur  
 Color: U  
 Cost: 3U  
 Type: Creature – Vedalken Wizard  
 Pow/Tgh: 2/2  
 Rules Text: 1, T: Target player draws a card, then discards a card from his or her hand. If that player discards an artifact card this way, untap Lumengrid Augur.  
 Flavor Text: Information pumps like blood through vedalken society.  
 Rarity: R  
 Number: 39/306  
 Artist: rk post

Card Name: Lumengrid Sentinel  
 Color: U  
 Cost: 2U  
 Type: Creature – Human Wizard  
 Pow/Tgh: 1/2  
 Rules Text: Flying  
 Whenever an artifact comes into play under your control,

you may tap target permanent.

Flavor Text: The vedalken order their Neurok sentinels to watch over the shores of the Quicksilver Sea, as if they know of intruders yet to come.

Rarity: U  
 Number: 40/306  
 Artist: Scott M. Fischer

Card Name: Lumengrid Warden  
 Color: U  
 Cost: 1U  
 Type: Creature – Human Wizard  
 Pow/Tgh: 1/3

Rules Text:  
 Flavor Text: The Neurok, like the vedalken, are on a constant quest for knowledge. It is their currency, their trade, their life.

Rarity: C  
 Number: 41/306  
 Artist: Matt Thompson

Card Name: March of the Machines  
 Color: U  
 Cost: 3U  
 Type: Enchantment  
 Pow/Tgh:

Rules Text: Each noncreature artifact is an artifact creature with power and toughness each equal to its converted mana cost. (Equipment that's a creature can't equip a creature.)

Flavor Text:  
 Rarity: R  
 Number: 42/306  
 Artist: Ben Thompson

Card Name: Neurok Familiar  
 Color: U  
 Cost: 1U  
 Type: Creature – Bird  
 Pow/Tgh: 1/1

Rules Text: Flying  
 When Neurok Familiar comes into play, reveal the top card of your library. If it's an artifact card, put it into your hand. Otherwise, put it into your graveyard.

Flavor Text:  
 Rarity: C  
 Number: 43/306  
 Artist: Edward P. Beard, Jr.

Card Name: Neurok Spy  
 Color: U  
 Cost: 2U  
 Type: Creature – Human Rogue  
 Pow/Tgh: 2/2

Rules Text: Neurok Spy is unblockable as long as defending player controls an artifact.  
 Flavor Text: From the murk of Mephidross to the heart of Kuldotha, the vedalken send their servants forth to gather knowledge from every inch of Mirrodin.

Rarity: C

Number: 44/306  
Artist: Daren Bader

Card Name: Override  
Color: U  
Cost: 2U  
Type: Instant  
Pow/Tgh:  
Rules Text: Counter target spell unless its controller pays 1 for each artifact you control.  
Flavor Text: "The Knowledge Pool has all the answers—especially 'No.'"  
Rarity: C  
Number: 45/306  
Artist: Hugh Jamieson

Card Name: Psychic Membrane  
Color: U  
Cost: 2U  
Type: Creature — Wall  
Pow/Tgh: 0/3  
Rules Text: (Walls can't attack.)  
Whenever Psychic Membrane blocks, you may draw a card.  
Flavor Text: The vedalken always put their best thought forward.  
Rarity: U  
Number: 46/306  
Artist: Tony Szczudlo

Card Name: Quicksilver Elemental  
Color: U  
Cost: 3UU  
Type: Creature — Elemental  
Pow/Tgh: 3/4  
Rules Text: U: Quicksilver Elemental gains all activated abilities of target creature until end of turn. (If any of the abilities use that creature's name, use this creature's name instead.)  
You may spend blue mana as though it were mana of any color to pay the activation costs of Quicksilver Elemental's abilities.  
Flavor Text:  
Rarity: R  
Number: 47/306  
Artist: Tony Szczudlo

Card Name: Regress  
Color: U  
Cost: 2U  
Type: Instant  
Pow/Tgh:  
Rules Text: Return target permanent to its owner's hand.  
Flavor Text: "Once cast, a spell can be undone. But once revealed, a secret can never again be kept."  
—Pontifex, elder researcher  
Rarity: C  
Number: 48/306  
Artist: Randy Gallegos

Card Name: Shared Fate

Color: U

Cost: 4U

Type: Enchantment

Pow/Tgh:

Rules Text: If a player would draw a card, that player removes the top card of an opponent's library from the game face down instead.

Each player may look at and play cards he or she removed from the game with Shared Fate as though they were in his or her hand.

Flavor Text:

Rarity: R

Number: 49/306

Artist: Matt Cavotta

Card Name: Slith Strider

Color: U

Cost: 1UU

Type: Creature – Slith

Pow/Tgh: 1/1

Rules Text: Whenever Slith Strider becomes blocked, draw a card.

Whenever Slith Strider deals combat damage to a player, put a +1/+1 counter on it.

Flavor Text: A slith's form and function are determined by the color of the sun under which it's born.

Rarity: U

Number: 50/306

Artist: Justin Sweet

Card Name: Somber Hoverguard

Color: U

Cost: 5U

Type: Creature – Drone

Pow/Tgh: 3/2

Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

Flying

Flavor Text: The vedalken interrogate all intruders—once the hoverguards

are done with them.

Rarity: C

Number: 51/306

Artist: Adam Rex

Card Name: Temporal Cascade

Color: U

Cost: 5UU

Type: Sorcery

Pow/Tgh:

Rules Text: Choose one – Each player shuffles his or her hand and graveyard into his or her library; or each player draws seven cards.

Entwine 2 (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: R

Number: 52/306

Artist: Puddnhead

Card Name: Thirst for Knowledge

Color: U  
 Cost: 2U  
 Type: Instant

Pow/Tgh:

Rules Text: Draw three cards. Then discard two cards from your hand unless you discard an artifact card from your hand.

Flavor Text: Lymph, the fluid essence of blinkmoths, is prized by wizards for the rush of intellect it provides.

Rarity: U  
 Number: 53/306  
 Artist: Ben Thompson

Card Name: Thoughtcast

Color: U  
 Cost: 4U  
 Type: Sorcery

Pow/Tgh:

Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)  
 Draw two cards.

Flavor Text: Vedalken eyes don't see the beauty in things. They see only what those things can teach.

Rarity: C  
 Number: 54/306  
 Artist: Greg Hildebrandt

Card Name: Vedalken Archmage

Color: U  
 Cost: 2UU  
 Type: Creature – Vedalken Wizard

Pow/Tgh: 0/2

Rules Text: Whenever you play an artifact spell, draw a card.

Flavor Text: "The Knowledge Pool knows. Memnarch understands."  
 –Janus, speaker of the synod

Rarity: R  
 Number: 55/306  
 Artist: Kev Walker

Card Name: Wanderguard Sentry

Color: U  
 Cost: 4U  
 Type: Creature – Drone

Pow/Tgh: 3/3

Rules Text: When Wanderguard Sentry comes into play, look at target opponent's hand.

Flavor Text: Created by the vedalken to guard Lumengrid, the drones' empty eyes look beyond the Quicksilver Sea.

Rarity: C  
 Number: 56/306  
 Artist: Luca Zontini

Card Name: Barter in Blood

Color: B  
 Cost: 2BB  
 Type: Sorcery

Pow/Tgh:

Rules Text: Each player sacrifices two creatures.

Flavor Text: "In the game of conquest, who cares about the pawns if the king yet reigns?"

—Geth, keeper of the Vault

Rarity: U  
 Number: 57/306  
 Artist: Paolo Parente

Card Name: Betrayal of Flesh

Color: B  
 Cost: 5B  
 Type: Instant

Pow/Tgh:

Rules Text: Choose one — Destroy target creature; or return target creature card from your graveyard to play.  
 Entwine—Sacrifice three lands. (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: U  
 Number: 58/306  
 Artist: Wayne England

Card Name: Chimney Imp

Color: B  
 Cost: 4B  
 Type: Creature — Imp

Pow/Tgh: 1/2

Rules Text: Flying  
 When Chimney Imp is put into a graveyard from play, target opponent puts a card from his or her hand on top of his or her library.

Flavor Text:

Rarity: C  
 Number: 59/306  
 Artist: Christopher Moeller

Card Name: Consume Spirit

Color: B  
 Cost: X1B  
 Type: Sorcery

Pow/Tgh:

Rules Text: Spend only black mana on X.  
 Consume Spirit deals X damage to target creature or player. You gain X life.

Flavor Text: Mephidross changes all who dwell there, taking their lives and adding them to its own.

Rarity: C  
 Number: 60/306  
 Artist: Matt Thompson

Card Name: Contaminated Bond

Color: B  
 Cost: 1B  
 Type: Enchant Creature

Pow/Tgh:

Rules Text: Whenever enchanted creature attacks or blocks, its controller loses 3 life.

Flavor Text: This leash disciplines the master.

Rarity: C  
 Number: 61/306  
 Artist: Thomas M. Baxa

Card Name: Disciple of the Vault  
 Color: B  
 Cost: B  
 Type: Creature – Human Cleric  
 Pow/Tgh: 1/1  
 Rules Text: Whenever an artifact is put into a graveyard from play,  
 you may have target opponent lose 1 life.  
 Flavor Text: He stands in the shadow of his lord, Geth, drinking  
 in the dark energies of the Vault.  
 Rarity: C  
 Number: 62/306  
 Artist: Matt Thompson

Card Name: Dross Harvester  
 Color: B  
 Cost: 1BB  
 Type: Creature – Horror  
 Pow/Tgh: 4/4  
 Rules Text: Protection from white  
 At the end of your turn, you lose 4 life.  
 Whenever a creature is put into a graveyard from play,  
 you gain 2 life.  
 Flavor Text:  
 Rarity: R  
 Number: 63/306  
 Artist: Michael Sutfin

Card Name: Dross Prowler  
 Color: B  
 Cost: 2B  
 Type: Creature – Zombie  
 Pow/Tgh: 2/1  
 Rules Text: Fear  
 Flavor Text: "I would never have believed that on a world with four  
 suns there could exist a place so dark."  
 –Glissa Sunseeker  
 Rarity: C  
 Number: 64/306  
 Artist: Michael Sutfin

Card Name: Flayed Nim  
 Color: B  
 Cost: 3B  
 Type: Creature – Skeleton  
 Pow/Tgh: 2/2  
 Rules Text: Whenever Flayed Nim deals combat damage to a creature,  
 that creature's controller loses that much life.  
 2B: Regenerate Flayed Nim.  
 Flavor Text:  
 Rarity: U  
 Number: 65/306  
 Artist: Trevor Hairsine

Card Name: Grim Reminder  
 Color: B  
 Cost: 2B  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Search your library for a nonland card and reveal it.  
 Each opponent who played a card this turn with the

same name as that card loses 6 life. Then shuffle the revealed card back into your library.

BB: Return Grim Reminder from your graveyard to your hand. Play this ability only during your upkeep.

Flavor Text:

Rarity: R  
Number: 66/306  
Artist: Wayne England

Card Name: Irradiate

Color: B  
Cost: 3B  
Type: Instant

Pow/Tgh:

Rules Text: Target creature gets -1/-1 until end of turn for each artifact you control.

Flavor Text: The blast ignores the cage of metal but devours the flesh inside.

Rarity: C  
Number: 67/306  
Artist: Dave Dorman

Card Name: Moriok Scavenger

Color: B  
Cost: 3B  
Type: Creature – Human Rogue

Pow/Tgh: 2/3

Rules Text: When Moriok Scavenger comes into play, you may return target artifact creature card from your graveyard to your hand.

Flavor Text: Many go to Mephidross in search of lost riches. Most end up as part of the cache.

Rarity: C  
Number: 68/306  
Artist: Puddnhead

Card Name: Necrogen Mists

Color: B  
Cost: 2B  
Type: Enchantment

Pow/Tgh:

Rules Text: At the beginning of each player's upkeep, that player discards a card from his or her hand.

Flavor Text: Mephidross filled with roars of fury and wails of despair as the leonin fought to keep their memories from being pulled into the mists.

Rarity: R  
Number: 69/306  
Artist: Alex Horley-Orlandelli

Card Name: Nim Devourer

Color: B  
Cost: 3BB  
Type: Creature – Zombie

Pow/Tgh: 4/1

Rules Text: Nim Devourer gets +1/+0 for each artifact you control.  
BB: Return Nim Devourer from your graveyard to play, then sacrifice a creature. Play this ability only during your upkeep.

Flavor Text:

Rarity: R  
 Number: 70/306  
 Artist: Adam Rex

Card Name: Nim Lasher  
 Color: B  
 Cost: 2B  
 Type: Creature – Zombie  
 Pow/Tgh: 1/1  
 Rules Text: Nim Lasher gets +1/+0 for each artifact you control.  
 Flavor Text: The rotting metal feeds the necrogen mists, and in turn the mists feed the nim.  
 Rarity: C  
 Number: 71/306  
 Artist: Adam Rex

Card Name: Nim Shambler  
 Color: B  
 Cost: 2BB  
 Type: Creature – Zombie  
 Pow/Tgh: 2/1  
 Rules Text: Nim Shambler gets +1/+0 for each artifact you control.  
 Sacrifice a creature: Regenerate Nim Shambler.  
 Flavor Text: Called "the Dross" by its inhabitants, Mephidross is home to the nim, Mirrodin's mindless, ravenous undead.  
 Rarity: U  
 Number: 72/306  
 Artist: Adam Rex

Card Name: Nim Shrieker  
 Color: B  
 Cost: 3B  
 Type: Creature – Zombie  
 Pow/Tgh: 0/1  
 Rules Text: Flying  
 Nim Shrieker gets +1/+0 for each artifact you control.  
 Flavor Text: As imps they were an annoyance. As nim they are a pestilence.  
 Rarity: C  
 Number: 73/306  
 Artist: Adam Rex

Card Name: Promise of Power  
 Color: B  
 Cost: 2BBB  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Choose one – You draw five cards and you lose 5 life; or put a black Demon creature token with flying into play with power and toughness each equal to the number of cards in your hand as the token comes into play.  
 Entwine 4 (Choose both if you pay the entwine cost.)  
 Flavor Text:  
 Rarity: R  
 Number: 74/306  
 Artist: Kev Walker

Card Name: Reiver Demon  
 Color: B

Cost: 4BBBB  
 Type: Creature – Demon  
 Pow/Tgh: 6/6  
 Rules Text: Flying  
 When Reiver Demon comes into play, if you played it from your hand, destroy all nonartifact, nonblack creatures.  
 They can't be regenerated.  
 Flavor Text:  
 Rarity: R  
 Number: 75/306  
 Artist: Brom

Card Name: Relic Bane  
 Color: B  
 Cost: 1BB  
 Type: Enchant Artifact  
 Pow/Tgh:  
 Rules Text: Enchanted artifact has "At the beginning of your upkeep, you lose 2 life."  
 Flavor Text: A sword that has seen cowardice in battle exacts the price of honor from its wielder.  
 Rarity: U  
 Number: 76/306  
 Artist: Eric Peterson

Card Name: Slith Bloodletter  
 Color: B  
 Cost: BB  
 Type: Creature – Slith  
 Pow/Tgh: 1/1  
 Rules Text: Whenever Slith Bloodletter deals combat damage to a player, put a +1/+1 counter on it.  
 1B: Regenerate Slith Bloodletter.  
 Flavor Text: Goblins fear the slith, believing they are children banished from the womb of the Steel Mother, deep within Kuldotha.  
 Rarity: U  
 Number: 77/306  
 Artist: Justin Sweet

Card Name: Spoils of the Vault  
 Color: B  
 Cost: B  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Name a card. Reveal cards from the top of your library until you reveal the named card, then put that card into your hand. Remove all other cards revealed this way from the game, and you lose 1 life for each of the removed cards.  
 Flavor Text:  
 Rarity: R  
 Number: 78/306  
 Artist: Thomas M. Baxa

Card Name: Terror  
 Color: B  
 Cost: 1B  
 Type: Instant

Pow/Tgh:

Rules Text: Destroy target nonartifact, nonblack creature. It can't be regenerated.

Flavor Text: "A simple trap in a dark corner of the mind, and their nightmares catch up with them."  
—Geth, keeper of the Vault

Rarity: C  
Number: 79/306  
Artist: Puddnhead

Card Name: Vermiculos

Color: B  
Cost: 4B  
Type: Creature — Horror

Pow/Tgh: 1/1

Rules Text: Whenever an artifact comes into play, Vermiculos gets +4/+4 until end of turn.

Flavor Text: Mirrodin's artificial environment requires its own predators, scavengers, and senseless forces of nature.

Rarity: R  
Number: 80/306  
Artist: Daren Bader

Card Name: Wail of the Nim

Color: B  
Cost: 2B  
Type: Instant

Pow/Tgh:

Rules Text: Choose one — Regenerate each creature you control; or Wail of the Nim deals 1 damage to each creature and each player.  
Entwine B (Choose both if you pay the entwine cost.)

Flavor Text:  
Rarity: C  
Number: 81/306  
Artist: John Matson

Card Name: Wall of Blood

Color: B  
Cost: 2B  
Type: Creature — Wall

Pow/Tgh: 0/2

Rules Text: (Walls can't attack.)  
Pay 1 life: Wall of Blood gets +1/+1 until end of turn.

Flavor Text: Blood is thicker than mortar.

Rarity: U  
Number: 82/306  
Artist: Tony Szczudlo

Card Name: Woebearer

Color: B  
Cost: 4B  
Type: Creature — Zombie

Pow/Tgh: 2/3

Rules Text: Fear  
Whenever Woebearer deals combat damage to a player, you may return target creature card from your graveyard to your hand.

Flavor Text:  
Rarity: U

Number: 83/306  
Artist: Matt Thompson

Card Name: Wrench Mind  
Color: B  
Cost: BB  
Type: Sorcery  
Pow/Tgh:

Rules Text: Target player discards two cards from his or her hand unless he or she discards an artifact card from his or her hand.

Flavor Text: What is the sound of one head snapping?  
Rarity: C  
Number: 84/306  
Artist: Pete Venters

Card Name: Arc-Slogger  
Color: R  
Cost: 3RR  
Type: Creature – Beast  
Pow/Tgh: 4/5

Rules Text: R, Remove the top ten cards of your library from the game: Arc-Slogger deals 2 damage to target creature or player.

Flavor Text: A shuffling sound and the smell of ozone follow the slogger as surely as its electric tail.  
Rarity: R  
Number: 85/306  
Artist: Jeff Easley

Card Name: Atog  
Color: R  
Cost: 1R  
Type: Creature – Atog  
Pow/Tgh: 1/2

Rules Text: Sacrifice an artifact: Atog gets +2/+2 until end of turn.

Flavor Text: On Dominaria, a scavenger. On Mirrodin, a predator.  
Rarity: U  
Number: 86/306  
Artist: Puddnhead

Card Name: Confusion in the Ranks  
Color: R  
Cost: 3RR  
Type: Enchantment  
Pow/Tgh:

Rules Text: Whenever an artifact, creature, or enchantment comes into play, its controller chooses target permanent another player controls that shares a type with it. Exchange control of those permanents.

Flavor Text:  
Rarity: R  
Number: 87/306  
Artist: Ron Spencer

Card Name: Detonate  
Color: R  
Cost: XR

Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Destroy target artifact with converted mana cost X.  
 It can't be regenerated. Detonate deals X damage to  
 that artifact's controller.  
 Flavor Text: The goblins have forty-two different words for "ow."  
 Rarity: U  
 Number: 88/306  
 Artist: Dave Dorman

Card Name: Electrostatic Bolt  
 Color: R  
 Cost: R  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Electrostatic Bolt deals 2 damage to target creature.  
 If it's an artifact creature, Electrostatic Bolt deals  
 4 damage to it instead.  
 Flavor Text: It's hard to avoid electric shock when the entire plane  
 is metallic.  
 Rarity: C  
 Number: 89/306  
 Artist: Randy Gallegos

Card Name: Fiery Gambit  
 Color: R  
 Cost: 2R  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Flip a coin until you lose a flip or choose to stop  
 flipping. If you lose a flip, Fiery Gambit has no effect.  
 If you win one or more flips, Fiery Gambit deals 3  
 damage to target creature. If you win two or more flips,  
 Fiery Gambit deals 6 damage to each opponent. If you  
 win three or more flips, draw nine cards and untap  
 all lands you control.  
 Flavor Text:  
 Rarity: R  
 Number: 90/306  
 Artist: Scott M. Fischer

Card Name: Fists of the Anvil  
 Color: R  
 Cost: 1R  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Target creature gets +4/+0 until end of turn.  
 Flavor Text: Gron's mind reeled with possibilities, most of which  
 are best left unmentioned.  
 Rarity: C  
 Number: 91/306  
 Artist: Pete Venters

Card Name: Forge Armor  
 Color: R  
 Cost: 4R  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: As an additional cost to play Forge Armor, sacrifice  
 an artifact.

Put X +1/+1 counters on target creature, where X is the sacrificed artifact's converted mana cost.

Flavor Text:

Rarity: U  
Number: 92/306  
Artist: Tony Szczudlo

Card Name: Fractured Loyalty

Color: R  
Cost: 1R  
Type: Enchant Creature

Pow/Tgh:

Rules Text: Whenever enchanted creature becomes the target of a spell or ability, that spell or ability's controller gains control of enchanted creature. (This effect doesn't end at end of turn.)

Flavor Text:

Rarity: U  
Number: 93/306  
Artist: Greg Staples

Card Name: Goblin Striker

Color: R  
Cost: 1R  
Type: Creature – Goblin Berserker

Pow/Tgh: 1/1

Rules Text: First strike, haste

Flavor Text: There's no word in the goblin language for "strategy." Then again, there's no word in the goblin language for "word."

Rarity: C  
Number: 94/306  
Artist: Kevin Dabler

Card Name: Grab the Reins

Color: R  
Cost: 3R  
Type: Instant

Pow/Tgh:

Rules Text: Choose one – Until end of turn, you gain control of target creature and it gains haste; or sacrifice a creature, then Grab the Reins deals damage equal to that creature's power to target creature or player. Entwine 2R (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: U  
Number: 95/306  
Artist: Michael Sutfin

Card Name: Incite War

Color: R  
Cost: 2R  
Type: Instant

Pow/Tgh:

Rules Text: Choose one – Creatures target player controls attack this turn if able; or creatures you control gain first strike until end of turn.

Entwine 2 (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: C

Number: 96/306  
Artist: Alex Horley-Orlandelli

Card Name: Krark-Clan Grunt  
Color: R  
Cost: 2R  
Type: Creature – Goblin Warrior  
Pow/Tgh: 2/2  
Rules Text: Sacrifice an artifact: Krark-Clan Grunt gets +1/+0 and gains first strike until end of turn.  
Flavor Text: The more weapons a goblin breaks in battle, the more respected he becomes.  
Rarity: C  
Number: 97/306  
Artist: Thomas M. Baxa

Card Name: Krark-Clan Shaman  
Color: R  
Cost: R  
Type: Creature – Goblin Shaman  
Pow/Tgh: 1/1  
Rules Text: Sacrifice an artifact: Krark-Clan Shaman deals 1 damage to each creature without flying.  
Flavor Text: "What do you mean, we're out of stuff to melt down? Give me your leg."  
Rarity: C  
Number: 98/306  
Artist: Thomas M. Baxa

Card Name: Mass Hysteria  
Color: R  
Cost: R  
Type: Enchantment  
Pow/Tgh:  
Rules Text: All creatures have haste.  
Flavor Text: The sooner you see the whites of their eyes, the sooner you'll spill the red of their blood.  
Rarity: R  
Number: 99/306  
Artist: Adam Rex

Card Name: Megatog  
Color: R  
Cost: 4RR  
Type: Creature – Atog  
Pow/Tgh: 3/4  
Rules Text: Sacrifice an artifact: Megatog gets +3/+3 and gains trample until end of turn.  
Flavor Text: In an ironic bit of evolution, the megatog's dozens of teeth are mainly ornamental. It prefers swallowing things whole.  
Rarity: R  
Number: 100/306  
Artist: Pete Venters

Card Name: Molten Rain  
Color: R  
Cost: 1RR  
Type: Sorcery

Pow/Tgh:

Rules Text: Destroy target land. If that land is nonbasic, Molten Rain deals 2 damage to the land's controller.

Flavor Text: When the molten rains fall, entire landscapes melt and flow away in rivulets of fire.

Rarity: C

Number: 101/306

Artist: Hugh Jamieson

Card Name: Ogre Leadfoot

Color: R

Cost: 4R

Type: Creature – Ogre

Pow/Tgh: 3/3

Rules Text: Whenever Ogre Leadfoot becomes blocked by an artifact creature, destroy that creature.

Flavor Text: When the goblins need more scrap for the Great Furnace, they simply let the ogres loose and follow in their wake.

Rarity: C

Number: 102/306

Artist: Heather Hudson

Card Name: Rustmouth Ogre

Color: R

Cost: 4RR

Type: Creature – Ogre

Pow/Tgh: 5/4

Rules Text: Whenever Rustmouth Ogre deals combat damage to a player, you may destroy target artifact that player controls.

Flavor Text: It has an iron stomach. Literally.

Rarity: U

Number: 103/306

Artist: Brian Snoddy

Card Name: Seething Song

Color: R

Cost: 2R

Type: Instant

Pow/Tgh:

Rules Text: Add RRRRR to your mana pool.

Flavor Text: Vulshok mana rituals echo the day when the red sun burst through Mirrodin's surface to take its place in the heavens.

Rarity: C

Number: 104/306

Artist: Martina Pilcerova

Card Name: Shatter

Color: R

Cost: 1R

Type: Instant

Pow/Tgh:

Rules Text: Destroy target artifact.

Flavor Text: Days of planning. Weeks of building. Months of perfecting. Seconds of smashing.

Rarity: C

Number: 105/306

Artist: Tim Hildebrandt

Card Name: Shrapnel Blast

Color: R

Cost: 1R

Type: Instant

Pow/Tgh:

Rules Text: As an additional cost to play Shrapnel Blast, sacrifice an artifact.

Shrapnel Blast deals 5 damage to target creature or player.

Flavor Text: From trinket to trauma.

Rarity: U

Number: 106/306

Artist: Dave Dorman

Card Name: Slith Firewalker

Color: R

Cost: RR

Type: Creature – Slith

Pow/Tgh: 1/1

Rules Text: Haste

Whenever Slith Firewalker deals combat damage to a player, put a +1/+1 counter on it.

Flavor Text: The slith incubate in the Great Furnace's heat, emerging on Mirrodin's surface only when the four suns have aligned overhead.

Rarity: U

Number: 107/306

Artist: Justin Sweet

Card Name: Spikeshot Goblin

Color: R

Cost: 2R

Type: Creature – Goblin Shaman

Pow/Tgh: 1/2

Rules Text: R, T: Spikeshot Goblin deals damage equal to its power to target creature or player.

Flavor Text: The path of a goblin shaman is a journey through a thousand ways of hurting people.

Rarity: C

Number: 108/306

Artist: Alan Pollack

Card Name: Trash for Treasure

Color: R

Cost: 2R

Type: Sorcery

Pow/Tgh:

Rules Text: As an additional cost to play Trash for Treasure, sacrifice

an artifact.

Return target artifact card from your graveyard to play.

Flavor Text: Goblins generally have two possessions: one per hand.

Rarity: R

Number: 109/306

Artist: Lars Grant-West

Card Name: Vulshok Battlemaster

Color: R

Cost: 4R  
 Type: Creature — Human Warrior  
 Pow/Tgh: 2/2  
 Rules Text: Haste  
 When Vulshok Battlemaster comes into play, attach all Equipment in play to it. (Control of the Equipment doesn't change.)  
 Flavor Text: "I could demonstrate how the leonin sunsplicer works, but then you'd be too dead to buy one."  
 Rarity: R  
 Number: 110/306  
 Artist: Kev Walker

Card Name: Vulshok Berserker  
 Color: R  
 Cost: 3R  
 Type: Creature — Human Berserker  
 Pow/Tgh: 3/2  
 Rules Text: Haste  
 Flavor Text: He experiences every emotion with passion and repays every slight with vengeance.  
 Rarity: C  
 Number: 111/306  
 Artist: Pete Venters

Card Name: War Elemental  
 Color: R  
 Cost: RRR  
 Type: Creature — Elemental  
 Pow/Tgh: 1/1  
 Rules Text: When War Elemental comes into play, sacrifice it unless an opponent was dealt damage this turn. Whenever damage is dealt to an opponent, put that many +1/+1 counters on War Elemental.  
 Flavor Text:  
 Rarity: R  
 Number: 112/306  
 Artist: Anthony S. Waters

Card Name: Battlegrowth  
 Color: G  
 Cost: G  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: Put a +1/+1 counter on target creature.  
 Flavor Text: "I would gladly die for the forest, but I'm much better at killing for it."  
 Rarity: C  
 Number: 113/306  
 Artist: John Matson

Card Name: Bloodscent  
 Color: G  
 Cost: 3G  
 Type: Instant  
 Pow/Tgh:  
 Rules Text: All creatures able to block target creature this turn do so.  
 Flavor Text: To study the predators of the Tangle, two people are required: one to watch from above, and one to run like

hell.

Rarity: U  
Number: 114/306  
Artist: Matt Cavotta

Card Name: Brown Ouphe  
Color: G  
Cost: G  
Type: Creature – Ouphe  
Pow/Tgh: 1/1

Rules Text: 1G, T: Counter target activated ability from an artifact source. (Mana abilities can't be countered.)

Flavor Text: In a strange twist of fate, one of the most annoying creatures in the multiverse was brought to the place where it could cause the most damage.

Rarity: U  
Number: 115/306  
Artist: Greg Hildebrandt

Card Name: Copperhoof Vorrac  
Color: G  
Cost: 3GG  
Type: Creature – Beast  
Pow/Tgh: 2/2

Rules Text: Copperhoof Vorrac gets +1/+1 for each untapped permanent your opponents control.

Flavor Text: Like all forest beasts, it lives by one rule: if there's no room to grow, make some.

Rarity: R  
Number: 116/306  
Artist: Matt Cavotta

Card Name: Creeping Mold  
Color: G  
Cost: 2GG  
Type: Sorcery  
Pow/Tgh:

Rules Text: Destroy target artifact, enchantment, or land.

Flavor Text: The deadliest force on Mirrodin isn't the largest organism—it's the smallest.

Rarity: U  
Number: 117/306  
Artist: Dany Orizio

Card Name: Deconstruct  
Color: G  
Cost: 2G  
Type: Sorcery  
Pow/Tgh:

Rules Text: Destroy target artifact. Then add GGG to your mana pool.

Flavor Text: "Nothing in this world, not even magic, likes to be caged."

Rarity: C  
Number: 118/306  
Artist: D. Alexander Gregory

Card Name: Fangren Hunter

Color: G  
 Cost: 3GG  
 Type: Creature – Beast  
 Pow/Tgh: 4/4  
 Rules Text: Trample  
 Flavor Text: Big ones hunt the elves, so the elves hunt the small ones to keep them from getting big.  
 Rarity: C  
 Number: 119/306  
 Artist: Darrell Riche

Card Name: Glissa Sunseeker  
 Color: G  
 Cost: 2GG  
 Type: Creature – Elf Legend  
 Pow/Tgh: 3/2  
 Rules Text: First strike  
 T: Destroy target artifact if its converted mana cost is equal to the amount of mana in your mana pool.  
 Flavor Text: "There's a secret at the heart of this world, and I will unlock it."  
 Rarity: R  
 Number: 120/306  
 Artist: Brom

Card Name: Groffskithur  
 Color: G  
 Cost: 5G  
 Type: Creature – Beast  
 Pow/Tgh: 3/3  
 Rules Text: Whenever Groffskithur becomes blocked, you may return target card named Groffskithur from your graveyard to your hand.  
 Flavor Text: It growls not to threaten, but to summon.  
 Rarity: C  
 Number: 121/306  
 Artist: John Matson

Card Name: Hum of the Radix  
 Color: G  
 Cost: 2GG  
 Type: Enchantment  
 Pow/Tgh:  
 Rules Text: Each artifact spell costs 1 more to play for each artifact its controller controls.  
 Flavor Text: The elves learned long ago that anything left here slowly vanishes. Now it is a sacred site where the dead are laid to rest and where unnatural magic is erased forever.  
 Rarity: R  
 Number: 122/306  
 Artist: John Avon

Card Name: Journey of Discovery  
 Color: G  
 Cost: 2G  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Choose one – Search your library for up to two basic land cards, reveal them, put them into your hand, then

shuffle your library; or you may play up to two additional lands this turn.

Entwine 2G (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: C  
Number: 123/306  
Artist: John Matson

Card Name: Living Hive

Color: G  
Cost: 6GG  
Type: Creature – Elemental  
Pow/Tgh: 6/6

Rules Text: Trample

Whenever Living Hive deals combat damage to a player, put that many 1/1 green Insect creature tokens into play.

Flavor Text: In its center is a single red ant, a queen that regulates the hive's movements.

Rarity: R  
Number: 124/306  
Artist: Anthony S. Waters

Card Name: Molder Slug

Color: G  
Cost: 3GG  
Type: Creature – Beast  
Pow/Tgh: 4/6

Rules Text: At the beginning of each player's upkeep, that player sacrifices an artifact.

Flavor Text: Fortunately for it, Mirrodin is a plane without salt.

Rarity: R  
Number: 125/306  
Artist: Heather Hudson

Card Name: One Dozen Eyes

Color: G  
Cost: 5G  
Type: Sorcery  
Pow/Tgh:

Rules Text: Choose one – Put a 5/5 green Beast creature token into play; or put five 1/1 green Insect creature tokens into play.

Entwine GGG (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: U  
Number: 126/306  
Artist: Darrell Riche

Card Name: Plated Slagwurm

Color: G  
Cost: 4GGG  
Type: Creature – Wurm  
Pow/Tgh: 8/8

Rules Text: Plated Slagwurm can't be the target of spells or abilities your opponents control.

Flavor Text: Beneath the Tangle, the wurm tunnels stretch . . . wide as a stone's throw, long as forever, deep as you dare.

Rarity: R

Number: 127/306  
Artist: Justin Sweet

Card Name: Predator's Strike  
Color: G  
Cost: 1G  
Type: Instant  
Pow/Tgh:  
Rules Text: Target creature gets +3/+3 and gains trample until end of turn.  
Flavor Text: If you hear it coming, you're not its prey.  
Rarity: C  
Number: 128/306  
Artist: Tony Szczudlo

Card Name: Slith Predator  
Color: G  
Cost: GG  
Type: Creature – Slith  
Pow/Tgh: 1/1  
Rules Text: Trample  
Whenever Slith Predator deals combat damage to a player, put a +1/+1 counter on it.  
Flavor Text: Born amid the molten metal of the Great Furnace, the slith have more than adapted to the perils of a metal world.  
Rarity: U  
Number: 129/306  
Artist: Justin Sweet

Card Name: Sylvan Scrying  
Color: G  
Cost: 1G  
Type: Sorcery  
Pow/Tgh:  
Rules Text: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.  
Flavor Text: One glimpse of an elf's home lasts her weeks away in the wild.  
Rarity: U  
Number: 130/306  
Artist: Scott M. Fischer

Card Name: Tel-Jilad Archers  
Color: G  
Cost: 4G  
Type: Creature – Elf Archer  
Pow/Tgh: 2/4  
Rules Text: Protection from artifacts  
Tel-Jilad Archers may block as though it had flying.  
Flavor Text: They are extensions of the Tangle, stretching its vines into the furthest reaches of the sky.  
Rarity: C  
Number: 131/306  
Artist: Marcelo Vignali

Card Name: Tel-Jilad Chosen  
Color: G  
Cost: 1G

Type: Creature – Elf Warrior  
 Pow/Tgh: 2/1  
 Rules Text: Protection from artifacts  
 Flavor Text: "It is my honor to keep safe Tel-Jilad's secrets, not to know them."  
 Rarity: C  
 Number: 132/306  
 Artist: Matthew D. Wilson

Card Name: Tel-Jilad Exile  
 Color: G  
 Cost: 3G  
 Type: Creature – Troll Warrior  
 Pow/Tgh: 2/3  
 Rules Text: 1G: Regenerate Tel-Jilad Exile.  
 Flavor Text: For his crimes, he was made to forget all the trolls' secrets. Now he knows only that he is outcast, but not why.  
 Rarity: C  
 Number: 133/306  
 Artist: Justin Sweet

Card Name: Tooth and Nail  
 Color: G  
 Cost: 5GG  
 Type: Sorcery  
 Pow/Tgh:  
 Rules Text: Choose one – Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle your library; or put up to two creature cards from your hand into play.  
 Entwine 2 (Choose both if you pay the entwine cost.)  
 Flavor Text:  
 Rarity: R  
 Number: 134/306  
 Artist: Greg Hildebrandt

Card Name: Troll Ascetic  
 Color: G  
 Cost: 1GG  
 Type: Creature – Troll Shaman  
 Pow/Tgh: 3/2  
 Rules Text: Troll Ascetic can't be the target of spells or abilities your opponents control.  
 1G: Regenerate Troll Ascetic.  
 Flavor Text: It's no coincidence that the oldest trolls are also the angriest.  
 Rarity: R  
 Number: 135/306  
 Artist: Puddnhead

Card Name: Trolls of Tel-Jilad  
 Color: G  
 Cost: 5GG  
 Type: Creature – Troll Shaman  
 Pow/Tgh: 5/6  
 Rules Text: 1G: Regenerate target green creature.  
 Flavor Text: "The secret of this world weighs upon us, and we have been shaped by time and duty to bear it."  
 Rarity: U

Number: 136/306  
Artist: Marcelo Vignali

Card Name: Turn to Dust  
Color: G  
Cost: G  
Type: Instant  
Pow/Tgh:

Rules Text: Destroy target Equipment. Then add G to your mana pool.  
Flavor Text: Mirrodin's inhabitants must be prepared for anything—  
including

suddenly being unprepared.

Rarity: C  
Number: 137/306  
Artist: Wayne England

Card Name: Viridian Joiner  
Color: G  
Cost: 2G  
Type: Creature — Elf Druid  
Pow/Tgh: 1/2

Rules Text: T: Add an amount of G to your mana pool equal to Viridian  
Joiner's power.  
Flavor Text: "The Tangle reaches out to itself constantly, forming  
new connections. We must follow its example."

Rarity: C  
Number: 138/306  
Artist: Daren Bader

Card Name: Viridian Shaman  
Color: G  
Cost: 2G  
Type: Creature — Elf Shaman  
Pow/Tgh: 2/2

Rules Text: When Viridian Shaman comes into play, destroy target  
artifact.  
Flavor Text: Because the elves are so in touch with Mirrodin's nature,  
they understand best how to dismantle it.

Rarity: U  
Number: 139/306  
Artist: Scott M. Fischer

Card Name: Wurmskin Forger  
Color: G  
Cost: 5GG  
Type: Creature — Elf Warrior  
Pow/Tgh: 2/2

Rules Text: When Wurmskin Forger comes into play, distribute three  
+1/+1 counters among any number of target creatures.  
Flavor Text: It takes three weeks for a patrol of hunters to down  
a slagwurm. It takes just as long to make a single  
cut in its hide.

Rarity: C  
Number: 140/306  
Artist: Justin Sweet

Card Name: Æther Spellbomb  
Color: A  
Cost: 1

Type: Artifact  
 Pow/Tgh:  
 Rules Text: U, Sacrifice Æther Spellbomb: Return target creature to its owner's hand.  
 1, Sacrifice Æther Spellbomb: Draw a card.  
 Flavor Text: "Release that which was never caged."  
 -Spellbomb inscription  
 Rarity: C  
 Number: 141/306  
 Artist: Jim Nelson

Card Name: Alpha Myr  
 Color: A  
 Cost: 2  
 Type: Artifact Creature - Myr  
 Pow/Tgh: 2/1  
 Rules Text:  
 Flavor Text: First to charge, first to fight.  
 Rarity: C  
 Number: 142/306  
 Artist: Dany Orizio

Card Name: Altar of Shadows  
 Color: A  
 Cost: 7  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: At the beginning of your precombat main phase, add B to your mana pool for each charge counter on Altar of Shadows.  
 7, T: Destroy target creature. Then put a charge counter on Altar of Shadows.  
 Flavor Text:  
 Rarity: R  
 Number: 143/306  
 Artist: Sam Wood

Card Name: Banshee's Blade  
 Color: A  
 Cost: 2  
 Type: Artifact - Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature gets +1/+1 for each charge counter on Banshee's Blade.  
 Whenever equipped creature deals combat damage, put a charge counter on this card.  
 Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)  
 Flavor Text:  
 Rarity: U  
 Number: 144/306  
 Artist: Bradley Williams

Card Name: Blinkmoth Urn  
 Color: A  
 Cost: 5  
 Type: Artifact  
 Pow/Tgh:

Rules Text: At the beginning of each player's precombat main phase, if Blinkmoth Urn is untapped, that player adds 1 to his or her mana pool for each artifact he or she controls.

Flavor Text: The vedalken embed such urns in their living artifact creations.

Rarity: R  
Number: 145/306  
Artist: David Martin

Card Name: Bonesplitter  
Color: A  
Cost: 1  
Type: Artifact – Equipment  
Pow/Tgh:

Rules Text: Equipped creature gets +2/+0.  
Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Flavor Text:  
Rarity: C  
Number: 146/306  
Artist: Darrell Riche

Card Name: Bosh, Iron Golem  
Color: A  
Cost: 8  
Type: Artifact Creature – Golem Legend  
Pow/Tgh: 6/7

Rules Text: Trample  
3R, Sacrifice an artifact: Bosh, Iron Golem deals damage equal to the sacrificed artifact's converted mana cost to target creature or player.

Flavor Text: As Glissa searches for the truth about Memnarch, Bosh searches to unearth the secrets buried deep in his memory.

Rarity: R  
Number: 147/306  
Artist: Brom

Card Name: Bottle Gnomes  
Color: A  
Cost: 3  
Type: Artifact Creature – Gnome  
Pow/Tgh: 1/3

Rules Text: Sacrifice Bottle Gnomes: You gain 3 life.

Flavor Text: Reinforcements . . . or refreshments?

Rarity: U  
Number: 148/306  
Artist: Ben Thompson

Card Name: Cathodion  
Color: A  
Cost: 3  
Type: Artifact Creature  
Pow/Tgh: 3/3

Rules Text: When Cathodion is put into a graveyard from play, add 3 to your mana pool.

Flavor Text: Cathodions repair the Great Furnace by soldering parts of themselves to the mechanism. Eventually, they become

one with the machine.

Rarity: U  
Number: 149/306  
Artist: Eric Peterson

Card Name: Chalice of the Void

Color: A  
Cost: XX  
Type: Artifact

Pow/Tgh:

Rules Text: Chalice of the Void comes into play with X charge counters on it.

Whenever a player plays a spell with converted mana cost equal to the number of charge counters on Chalice of the Void, counter that spell.

Flavor Text:

Rarity: R  
Number: 150/306  
Artist: Mark Zug

Card Name: Chromatic Sphere

Color: A  
Cost: 1  
Type: Artifact

Pow/Tgh:

Rules Text: 1, T, Sacrifice Chromatic Sphere: Add one mana of any color to your mana pool. Draw a card.

Flavor Text: "As expected, this sphere's design reflects the colors of the four moons . . . plus another?"  
—Pontifex, elder researcher

Rarity: C  
Number: 151/306  
Artist: Brian Snoddy

Card Name: Chrome Mox

Color: A  
Cost: 0  
Type: Artifact

Pow/Tgh:

Rules Text: Imprint — When Chrome Mox comes into play, you may remove a nonartifact, nonland card in your hand from the game. (The removed card is imprinted on this

artifact.)

T: Add one mana of any of the imprinted card's colors to your mana pool.

Flavor Text:

Rarity: R  
Number: 152/306  
Artist: Donato Giancola

Card Name: Clockwork Beetle

Color: A  
Cost: 1  
Type: Artifact Creature — Insect

Pow/Tgh: 0/0

Rules Text: Clockwork Beetle comes into play with two +1/+1 counters on it.

Whenever Clockwork Beetle attacks or blocks, remove a +1/+1 counter from it at end of combat.

Flavor Text:

Rarity: C  
 Number: 153/306  
 Artist: Arnie Swekel

Card Name: Clockwork Condor

Color: A

Cost: 4

Type: Artifact Creature – Bird

Pow/Tgh: 0/0

Rules Text: Flying

Clockwork Condor comes into play with three +1/+1 counters on it.

Whenever Clockwork Condor attacks or blocks, remove a +1/+1 counter from it at end of combat.

Flavor Text:

Rarity: C

Number: 154/306

Artist: Arnie Swekel

Card Name: Clockwork Dragon

Color: A

Cost: 7

Type: Artifact Creature – Dragon

Pow/Tgh: 0/0

Rules Text: Flying

Clockwork Dragon comes into play with six +1/+1 counters on it.

Whenever Clockwork Dragon attacks or blocks, remove a +1/+1 counter from it at end of combat.

3: Put a +1/+1 counter on Clockwork Dragon.

Flavor Text:

Rarity: R

Number: 155/306

Artist: Arnie Swekel

Card Name: Clockwork Vorrac

Color: A

Cost: 5

Type: Artifact Creature – Beast

Pow/Tgh: 0/0

Rules Text: Trample

Clockwork Vorrac comes into play with four +1/+1 counters on it.

Whenever Clockwork Vorrac attacks or blocks, remove a +1/+1 counter from it at end of combat.

T: Put a +1/+1 counter on Clockwork Vorrac.

Flavor Text:

Rarity: U

Number: 156/306

Artist: Arnie Swekel

Card Name: Cobalt Golem

Color: A

Cost: 4

Type: Artifact Creature – Golem

Pow/Tgh: 2/3

Rules Text: 1U: Cobalt Golem gains flying until end of turn.

Flavor Text: Centuries before the first tides of the Quicksilver Sea rose to meet each new sun, Mirrodin's light shone on the golems alone.

Rarity: C  
 Number: 157/306  
 Artist: Paolo Parente

Card Name: Copper Myr  
 Color: A  
 Cost: 2  
 Type: Artifact Creature – Myr  
 Pow/Tgh: 1/1  
 Rules Text: T: Add G to your mana pool.  
 Flavor Text: The elves thought of the myr as minor threats, just as the myr thought of the elves.  
 Rarity: C  
 Number: 158/306  
 Artist: Kev Walker

Card Name: Crystal Shard  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: 3, T or U, T: Return target creature to its owner's hand unless its controller pays 1.  
 Flavor Text: The vedalken know it is not of this world, so they know that this world is not the only one.  
 Rarity: U  
 Number: 159/306  
 Artist: Doug Chaffee

Card Name: Culling Scales  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: At the beginning of your upkeep, destroy target nonland permanent with the lowest converted mana cost among nonland permanents in play. (If two or more permanents are tied for lowest cost, target any one of them.)  
 Flavor Text:  
 Rarity: R  
 Number: 160/306  
 Artist: Daren Bader

Card Name: Damping Matrix  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Activated abilities of artifacts and creatures can't be played unless they're mana abilities.  
 Flavor Text: The priests tried cursing it. The mages tried dispelling it. In the end, they all obeyed it.  
 Rarity: R  
 Number: 161/306  
 Artist: Mike Dringenberg

Card Name: Dead-Iron Sledge  
 Color: A  
 Cost: 1

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Whenever equipped creature blocks or becomes blocked by a creature, destroy that creature and equipped creature.

Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Flavor Text:

Rarity: U

Number: 162/306

Artist: Ray Lago

Card Name: Dragon Blood

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: 3, T: Put a +1/+1 counter on target creature.

Flavor Text: A single drop turns skin to scale and fist to claw.

Rarity: U

Number: 163/306

Artist: Ron Spencer

Card Name: Dross Scorpion

Color: A

Cost: 4

Type: Artifact Creature

Pow/Tgh: 3/1

Rules Text: Whenever Dross Scorpion or another artifact creature is put into a graveyard from play, you may untap target artifact.

Flavor Text: They skitter out of the mists to consume fresh kill before Mephidross has a chance to corrode it away.

Rarity: C

Number: 164/306

Artist: Jim Nelson

Card Name: Duplicant

Color: A

Cost: 6

Type: Artifact Creature – Shapeshifter

Pow/Tgh: 2/4

Rules Text: Imprint – When Duplicant comes into play, you may remove target nontoken creature from the game. (The removed card is imprinted on this artifact.) As long as a creature card is imprinted on Duplicant, Duplicant has that card's power, toughness, and creature types. It's still a Shapeshifter.

Flavor Text:

Rarity: R

Number: 165/306

Artist: Thomas M. Baxa

Card Name: Duskworker

Color: A

Cost: 4

Type: Artifact Creature

Pow/Tgh: 2/2

Rules Text: Whenever Duskworker becomes blocked, regenerate it.  
 3: Duskworker gets +1/+0 until end of turn.  
 Flavor Text: At the setting of each sun, it emerges to clean Mirrodin's  
 floor of the day's carrion.  
 Rarity: U  
 Number: 166/306  
 Artist: Greg Staples

Card Name: Elf Replica  
 Color: A  
 Cost: 3  
 Type: Artifact Creature – Elf  
 Pow/Tgh: 2/2  
 Rules Text: 1G, Sacrifice Elf Replica: Destroy target enchantment.  
 Flavor Text: It hunts with unnerving ferocity.  
 Rarity: C  
 Number: 167/306  
 Artist: Carl Critchlow

Card Name: Empyrial Plate  
 Color: A  
 Cost: 2  
 Type: Artifact – Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature gets +1/+1 for each card in your  
 hand.  
 Equip 2 (2: Attach to target creature you control.  
 Equip only as a sorcery. This card comes into play  
 unattached and stays in play if the creature leaves  
 play.)  
 Flavor Text:  
 Rarity: R  
 Number: 168/306  
 Artist: Paolo Parente

Card Name: Extraplanar Lens  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Imprint – When Extraplanar Lens comes into play, you  
 may remove target land you control from the game. (The  
 removed card is imprinted on this artifact.)  
 Whenever a land with the same name as the imprinted  
 card is tapped for mana, its controller adds one mana  
 to his or her mana pool of any type that land produced.  
 Flavor Text:  
 Rarity: R  
 Number: 169/306  
 Artist: Lars Grant-West

Card Name: Farsight Mask  
 Color: A  
 Cost: 5  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Whenever a source an opponent controls deals damage  
 to you, if Farsight Mask is untapped, you may draw  
 a card.  
 Flavor Text: It turns the adversity of the moment into the knowledge

of a lifetime.

Rarity: U  
 Number: 170/306  
 Artist: Ben Thompson

Card Name: Fireshrieker  
 Color: A  
 Cost: 3  
 Type: Artifact – Equipment  
 Pow/Tgh:

Rules Text: Equipped creature has double strike. (It deals both first-strike and regular combat damage.)  
 Equip 2 (2: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Flavor Text:  
 Rarity: U  
 Number: 171/306  
 Artist: Christopher Moeller

Card Name: Frogmite  
 Color: A  
 Cost: 4  
 Type: Artifact Creature  
 Pow/Tgh: 2/2

Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

Flavor Text: At first, vedalken observers thought blinkmoths naturally avoided certain places. Then they realized those places were frogmite feeding grounds.

Rarity: C  
 Number: 172/306  
 Artist: Terese Nielsen

Card Name: Galvanic Key  
 Color: A  
 Cost: 2  
 Type: Artifact  
 Pow/Tgh:

Rules Text: You may play Galvanic Key any time you could play an instant.  
 3, T: Untap target artifact.

Flavor Text: A solution in search of a problem.  
 Rarity: C  
 Number: 173/306  
 Artist: Tony Szczudlo

Card Name: Gate to the Æther  
 Color: A  
 Cost: 6  
 Type: Artifact  
 Pow/Tgh:

Rules Text: At the beginning of each player's upkeep, that player reveals the top card of his or her library. If it's an artifact, creature, enchantment, or land card, the player may put it into play.

Flavor Text:  
 Rarity: R  
 Number: 174/306

Artist: Pete Venters

Card Name: Gilded Lotus

Color: A

Cost: 5

Type: Artifact

Pow/Tgh:

Rules Text: T: Add three mana of any one color to your mana pool.

Flavor Text: Over such beauty, wars are fought. With such power,  
wars are won.

Rarity: R

Number: 175/306

Artist: Martina Pilcerova

Card Name: Goblin Charbelcher

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: 3, T: Reveal cards from the top of your library until  
you reveal a land card. Goblin Charbelcher deals damage  
equal to the number of nonland cards revealed this  
way to target creature or player. If the revealed land  
card was a Mountain, Goblin Charbelcher deals double  
that damage instead. Put the revealed cards on the  
bottom of your library in any order.

Flavor Text:

Rarity: R

Number: 176/306

Artist: Stephen Tappin

Card Name: Goblin Dirigible

Color: A

Cost: 6

Type: Artifact Creature

Pow/Tgh: 4/4

Rules Text: Flying

Goblin Dirigible doesn't untap during your untap step.  
At the beginning of your upkeep, you may pay 4. If  
you do, untap Goblin Dirigible.

Flavor Text:

Rarity: U

Number: 177/306

Artist: Michael Sutfin

Card Name: Goblin Replica

Color: A

Cost: 3

Type: Artifact Creature – Goblin

Pow/Tgh: 2/2

Rules Text: 3R, Sacrifice Goblin Replica: Destroy target artifact.

Flavor Text: It destroys with unthinking glee.

Rarity: C

Number: 178/306

Artist: Carl Critchlow

Card Name: Goblin War Wagon

Color: A

Cost: 4

Type: Artifact Creature  
 Pow/Tgh: 3/3  
 Rules Text: Goblin War Wagon doesn't untap during your untap step.  
 At the beginning of your upkeep, you may pay 2. If  
 you do, untap Goblin War Wagon.  
 Flavor Text:  
 Rarity: C  
 Number: 179/306  
 Artist: Doug Chaffee

Card Name: Gold Myr  
 Color: A  
 Cost: 2  
 Type: Artifact Creature – Myr  
 Pow/Tgh: 1/1  
 Rules Text: T: Add W to your mana pool.  
 Flavor Text: The leonin thought of the myr as omens, never imagining  
 the sinister fate they foretold.  
 Rarity: C  
 Number: 180/306  
 Artist: Kev Walker

Card Name: Golem-Skin Gauntlets  
 Color: A  
 Cost: 1  
 Type: Artifact – Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature gets +1/+0 for each Equipment attached  
 to it.  
 Equip 2 (2: Attach to target creature you control.  
 Equip only as a sorcery. This card comes into play  
 unattached and stays in play if the creature leaves  
 play.)  
 Flavor Text:  
 Rarity: U  
 Number: 181/306  
 Artist: Alan Pollack

Card Name: Granite Shard  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: 3, T or R, T: Granite Shard deals 1 damage to target  
 creature or player.  
 Flavor Text: It's a piece of a world the goblins have never seen  
 but would dearly like to blow up.  
 Rarity: U  
 Number: 182/306  
 Artist: Doug Chaffee

Card Name: Grid Monitor  
 Color: A  
 Cost: 4  
 Type: Artifact Creature  
 Pow/Tgh: 4/6  
 Rules Text: You can't play creature spells.  
 Flavor Text: The vedalken protect the Knowledge Pool at any cost.  
 Rarity: R  
 Number: 183/306

Artist: Arnie Swekel

Card Name: Heartwood Shard

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: 3, T or G, T: Target creature gains trample until end of turn.

Flavor Text: Like all other relics, it was left on the Radix by the elves to be destroyed. Unlike all other relics, it persisted.

Rarity: U

Number: 184/306

Artist: Doug Chaffee

Card Name: Hematite Golem

Color: A

Cost: 4

Type: Artifact Creature – Golem

Pow/Tgh: 1/4

Rules Text: 1R: Hematite Golem gets +2/+0 until end of turn.

Flavor Text: Centuries before the first peaks of the Oxidda Chain rewrote the laws of magnetism, the golems patrolled Mirrodin's featureless surface unhindered.

Rarity: C

Number: 185/306

Artist: Paolo Parente

Card Name: Icy Manipulator

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: 1, T: Tap target artifact, creature, or land.

Flavor Text: A model of Mirrodin in both shape and spirit.

Rarity: U

Number: 186/306

Artist: Mark Zug

Card Name: Iron Myr

Color: A

Cost: 2

Type: Artifact Creature – Myr

Pow/Tgh: 1/1

Rules Text: T: Add R to your mana pool.

Flavor Text: The goblins didn't think of the myr at all, which allowed the myr to observe everywhere unhindered.

Rarity: C

Number: 187/306

Artist: Kev Walker

Card Name: Isochron Scepter

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Imprint – When Isochron Scepter comes into play, you may remove an instant card with converted mana cost

2 or less in your hand from the game. (The removed card is imprinted on this artifact.)

2, T: You may copy the imprinted instant card and play the copy without paying its mana cost.

Flavor Text:

Rarity: U  
Number: 188/306  
Artist: Mark Harrison

Card Name: Jinxed Choker

Color: A  
Cost: 3  
Type: Artifact  
Pow/Tgh:

Rules Text: At the end of your turn, target opponent gains control of Jinxed Choker and puts a charge counter on it. At the beginning of your upkeep, Jinxed Choker deals damage to you equal to the number of charge counters on it.  
3: Put a charge counter on Jinxed Choker or remove one from it.

Flavor Text:

Rarity: R  
Number: 189/306  
Artist: Mike Dringenberg

Card Name: Krark's Thumb

Color: A  
Cost: 2  
Type: Legendary Artifact  
Pow/Tgh:

Rules Text: If you would flip a coin, instead flip two coins and ignore one.

Flavor Text: "I can think of one goblin it ain't so lucky for."  
—Slobad, goblin tinkerer

Rarity: R  
Number: 190/306  
Artist: Ron Spencer

Card Name: Leaden Myr

Color: A  
Cost: 2  
Type: Artifact Creature — Myr  
Pow/Tgh: 1/1

Rules Text: T: Add B to your mana pool.

Flavor Text: The Moriok saw the myr as fellow scavengers, never knowing just who the myr were scavenging for.

Rarity: C  
Number: 191/306  
Artist: Kev Walker

Card Name: Leonin Bladetrapp

Color: A  
Cost: 3  
Type: Artifact  
Pow/Tgh:

Rules Text: You may play Leonin Bladetrapp any time you could play an instant.  
2, Sacrifice Leonin Bladetrapp: Leonin Bladetrapp deals 2 damage to each attacking creature without flying.

## Flavor Text:

Rarity: U  
 Number: 192/306  
 Artist: Randy Gallegos

Card Name: Leonin Scimitar

Color: A  
 Cost: 1  
 Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature gets +1/+1.  
 Equip 1 (1: Attach to target creature you control.  
 Equip only as a sorcery. This card comes into play  
 unattached and stays in play if the creature leaves  
 play.)

## Flavor Text:

Rarity: C  
 Number: 193/306  
 Artist: Doug Chaffee

Card Name: Leonin Sun Standard

Color: A  
 Cost: 2  
 Type: Artifact

Pow/Tgh:

Rules Text: 1W: Creatures you control get +1/+1 until end of turn.

Flavor Text: The commander tells the troops where to go, but the  
 standard reminds them why they're there.

Rarity: R  
 Number: 194/306  
 Artist: Jim Nelson

Card Name: Leveler

Color: A  
 Cost: 5  
 Type: Artifact Creature

Pow/Tgh: 10/10

Rules Text: When Leveler comes into play, remove your library from  
 the game.

Flavor Text: Once a century, the levelers rip through every corner  
 of Mirrodin, obeying the commands of an unseen master.

Rarity: R  
 Number: 195/306  
 Artist: Carl Critchlow

Card Name: Liar's Pendulum

Color: A  
 Cost: 1  
 Type: Artifact

Pow/Tgh:

Rules Text: 2, T: Name a card. Target opponent guesses whether  
 a card with that name is in your hand. You may reveal  
 your hand. If you do and your opponent guessed wrong,  
 draw a card.

## Flavor Text:

Rarity: R  
 Number: 196/306  
 Artist: Christopher Moeller

Card Name: Lifespark Spellbomb

Color: A

Cost: 1

Type: Artifact

Pow/Tgh:

Rules Text: G, Sacrifice Lifespark Spellbomb: Until end of turn,  
target land becomes a 3/3 creature that's still a land.  
1, Sacrifice Lifespark Spellbomb: Draw a card.

Flavor Text: "Awaken that which was never asleep."

—Spellbomb inscription

Rarity: C

Number: 197/306

Artist: Jim Nelson

Card Name: Lightning Coils

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: Whenever a nontoken creature you control is put into  
a graveyard from play, put a charge counter on Lightning  
Coils.

At the beginning of your upkeep, if Lightning Coils  
has five or more charge counters on it, remove all  
of them from it and put that many 3/1 red Elemental  
creature tokens with haste into play. Remove them from  
the game at end of turn.

Flavor Text:

Rarity: R

Number: 198/306

Artist: Brian Snoddy

Card Name: Lightning Greaves

Color: A

Cost: 2

Type: Artifact — Equipment

Pow/Tgh:

Rules Text: Equipped creature has haste and can't be the target  
of spells or abilities.

Equip 0 (0: Attach to target creature you control.  
Equip only as a sorcery. This card comes into play  
unattached and stays in play if the creature leaves  
play.)

Flavor Text:

Rarity: U

Number: 199/306

Artist: Jeremy Jarvis

Card Name: Lodestone Myr

Color: A

Cost: 4

Type: Artifact Creature — Myr

Pow/Tgh: 2/2

Rules Text: Trample

Tap an untapped artifact you control: Lodestone Myr  
gets +1/+1 until end of turn.

Flavor Text: When necessary, myr can override and control any  
artificial

object, as can their creator.

Rarity: R

Number: 200/306

Artist: Greg Staples

Card Name: Loxodon Warhammer

Color: A

Cost: 3

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature gets +3/+0, has trample, and has "Whenever this creature deals damage, you gain that much life."  
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Flavor Text:

Rarity: U

Number: 201/306

Artist: Jeremy Jarvis

Card Name: Malachite Golem

Color: A

Cost: 6

Type: Artifact Creature – Golem

Pow/Tgh: 5/3

Rules Text: 1G: Malachite Golem gains trample until end of turn.

Flavor Text: Centuries before the first branches of the Tangle gave shelter from the suns' cold light, the shadows of golems were Mirrodin's only shade.

Rarity: C

Number: 202/306

Artist: Paolo Parente

Card Name: Mask of Memory

Color: A

Cost: 2

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Whenever equipped creature deals combat damage to a player, you may draw two cards. If you do, discard a card from your hand.  
Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

Flavor Text:

Rarity: U

Number: 203/306

Artist: Alan Pollack

Card Name: Mesmeric Orb

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Whenever a permanent becomes untapped, that permanent's controller puts the top card of his or her library into his or her graveyard.

Flavor Text: A step in one direction is two steps away from another.

Rarity: R

Number: 204/306

Artist: David Martin

Card Name: Mind's Eye

Color: A

Cost: 5

Type: Artifact

Pow/Tgh:

Rules Text: Whenever an opponent draws a card, you may pay 1. If you do, draw a card.

Flavor Text: "Ideas drift like petals on the wind. I have only to lift my face to the breeze."

Rarity: R

Number: 205/306

Artist: Edward P. Beard, Jr.

Card Name: Mindslaver

Color: A

Cost: 6

Type: Legendary Artifact

Pow/Tgh:

Rules Text: 4, T, Sacrifice Mindslaver: You control target player's next turn. (You see all cards that player could see and make all decisions for the player. He or she doesn't lose life because of mana burn.)

Flavor Text:

Rarity: R

Number: 206/306

Artist: Glen Angus

Card Name: Mindstorm Crown

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: At the beginning of your upkeep, draw a card if you had no cards in hand at the beginning of this turn. If you had a card in hand, Mindstorm Crown deals 1 damage to you.

Flavor Text:

Rarity: U

Number: 207/306

Artist: Ben Thompson

Card Name: Mirror Golem

Color: A

Cost: 6

Type: Artifact Creature – Golem

Pow/Tgh: 3/4

Rules Text: Imprint – When Mirror Golem comes into play, you may remove target card in a graveyard from the game. (The removed card is imprinted on this artifact.)  
Mirror Golem has protection from each of the imprinted card's card types. (The card types are artifact, creature, enchantment, instant, land, and sorcery.)

Flavor Text:

Rarity: U

Number: 208/306

Artist: Franz Vohwinkel

Card Name: Mourner's Shield

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: Imprint – When Mourner's Shield comes into play, you may remove target card in a graveyard from the game. (The removed card is imprinted on this artifact.)  
2, T: Prevent all damage that would be dealt this turn by a source of your choice that shares a color with the imprinted card.

Flavor Text:

Rarity: U

Number: 209/306

Artist: Carl Critchlow

Card Name: Myr Adapter

Color: A

Cost: 3

Type: Artifact Creature – Myr

Pow/Tgh: 1/1

Rules Text: Myr Adapter gets +1/+1 for each Equipment attached to it.

Flavor Text: "The simplest way to plan ahead is merely to be ready for everything."  
–Pontifex, elder researcher

Rarity: C

Number: 210/306

Artist: Ben Thompson

Card Name: Myr Enforcer

Color: A

Cost: 7

Type: Artifact Creature – Myr

Pow/Tgh: 4/4

Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

Flavor Text: Most myr monitor other species. Some myr monitor other myr.

Rarity: C

Number: 211/306

Artist: Greg Staples

Card Name: Myr Incubator

Color: A

Cost: 6

Type: Artifact

Pow/Tgh:

Rules Text: 6, T, Sacrifice Myr Incubator: Search your library for any number of artifact cards, remove them from the game, then put that many 1/1 Myr artifact creature tokens into play. Then shuffle your library.

Flavor Text:

Rarity: R

Number: 212/306

Artist: Alex Horley-Orlandelli

Card Name: Myr Mindservant

Color: A

Cost: 1

Type: Artifact Creature – Myr  
 Pow/Tgh: 1/1  
 Rules Text: 2, T: Shuffle your library.  
 Flavor Text: It knows what you are planning, and does not approve.  
 Rarity: U  
 Number: 213/306  
 Artist: Dave Dorman

Card Name: Myr Prototype  
 Color: A  
 Cost: 5  
 Type: Artifact Creature – Myr  
 Pow/Tgh: 2/2  
 Rules Text: At the beginning of your upkeep, put a +1/+1 counter on Myr Prototype.  
 Myr Prototype can't attack or block unless you pay 1 for each +1/+1 counter on it. (This cost is paid as attackers or blockers are declared.)  
 Flavor Text:  
 Rarity: U  
 Number: 214/306  
 Artist: Dave Dorman

Card Name: Myr Retriever  
 Color: A  
 Cost: 2  
 Type: Artifact Creature – Myr  
 Pow/Tgh: 1/1  
 Rules Text: When Myr Retriever is put into a graveyard from play, return another target artifact card from your graveyard to your hand.  
 Flavor Text: Mephidross gives up treasure easily . . . as long as you take its place.  
 Rarity: U  
 Number: 215/306  
 Artist: Trevor Hairsine

Card Name: Necrogen Spellbomb  
 Color: A  
 Cost: 1  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: B, Sacrifice Necrogen Spellbomb: Target player discards a card from his or her hand.  
 1, Sacrifice Necrogen Spellbomb: Draw a card.  
 Flavor Text: "Forget that which was never known."  
 –Spellbomb inscription  
 Rarity: C  
 Number: 216/306  
 Artist: Jim Nelson

Card Name: Needlebug  
 Color: A  
 Cost: 4  
 Type: Artifact Creature – Insect  
 Pow/Tgh: 2/2  
 Rules Text: Protection from artifacts  
 You may play Needlebug any time you could play an instant.  
 Flavor Text: Near Tel-Jilad, the Tangle is almost silent, save for the trolls' chants and the skittering of needlebugs.

Rarity: U  
 Number: 217/306  
 Artist: Paolo Parente

Card Name: Neurok Hoversail  
 Color: A  
 Cost: 1  
 Type: Artifact – Equipment  
 Pow/Tgh:

Rules Text: Equipped creature has flying.  
 Equip 2 (2: Attach to target creature you control.  
 Equip only as a sorcery. This card comes into play  
 unattached and stays in play if the creature leaves  
 play.)

Flavor Text:  
 Rarity: C  
 Number: 218/306  
 Artist: Alan Pollack

Card Name: Nightmare Lash  
 Color: A  
 Cost: 4  
 Type: Artifact – Equipment  
 Pow/Tgh:

Rules Text: Equipped creature gets +1/+1 for each Swamp you control.  
 Equip—Pay 3 life. (Pay 3 life: Attach to target creature  
 you control. Equip only as a sorcery. This card comes  
 into play unattached and stays in play if the creature  
 leaves play.)

Flavor Text:  
 Rarity: R  
 Number: 219/306  
 Artist: Puddnhead

Card Name: Nim Replica  
 Color: A  
 Cost: 3  
 Type: Artifact Creature – Zombie  
 Pow/Tgh: 3/1

Rules Text: 2B, Sacrifice Nim Replica: Target creature gets -1/-1  
 until end of turn.

Flavor Text: It kills with unfeeling malice.  
 Rarity: C  
 Number: 220/306  
 Artist: Carl Critchlow

Card Name: Nuisance Engine  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:

Rules Text: 2, T: Put a 0/1 Pest artifact creature token into play.

Flavor Text: All Auriok children know the tale, "Bolgri and the  
 Long Day of Squashing."  
 Rarity: U  
 Number: 221/306  
 Artist: Stephen Tappin

Card Name: Oblivion Stone

Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: 4, T: Put a fate counter on target permanent.  
 5, T, Sacrifice Oblivion Stone: Destroy each nonland  
 permanent without a fate counter on it, then remove  
 all fate counters from all permanents.  
 Flavor Text:  
 Rarity: R  
 Number: 222/306  
 Artist: Sam Wood

Card Name: Omega Myr  
 Color: A  
 Cost: 2  
 Type: Artifact Creature – Myr  
 Pow/Tgh: 1/2  
 Rules Text:  
 Flavor Text: Last to charge, last to fall.  
 Rarity: C  
 Number: 223/306  
 Artist: Dany Orizio

Card Name: Ornithopter  
 Color: A  
 Cost: 0  
 Type: Artifact Creature  
 Pow/Tgh: 0/2  
 Rules Text: Flying  
 Flavor Text: Regardless of the century, plane, or species, developing  
 artificers never fail to invent the ornithopter.  
 Rarity: U  
 Number: 224/306  
 Artist: Dana Knutson

Card Name: Pearl Shard  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: 3, T or W, T: Prevent the next 2 damage that would  
 be dealt to target creature or player this turn.  
 Flavor Text: Leonin folktales claim it was brought from beyond the  
 sky by the first kha.  
 Rarity: U  
 Number: 225/306  
 Artist: Doug Chaffee

Card Name: Pentavus  
 Color: A  
 Cost: 7  
 Type: Artifact Creature  
 Pow/Tgh: 0/0  
 Rules Text: Pentavus comes into play with five +1/+1 counters on  
 it.  
 1, Remove a +1/+1 counter from Pentavus: Put a 1/1  
 Pentavite artifact creature token with flying into  
 play.  
 1, Sacrifice a Pentavite: Put a +1/+1 counter on Pentavus.

## Flavor Text:

Rarity: R  
 Number: 226/306  
 Artist: Greg Staples

Card Name: Pewter Golem

Color: A  
 Cost: 5  
 Type: Artifact Creature – Golem

Pow/Tgh: 4/2

Rules Text: 1B: Regenerate Pewter Golem.

Flavor Text: Centuries before the first chimneys of Mephidross belched clouds of toxic gas, only the golems' movements stirred the air of Mirrodin.

Rarity: C  
 Number: 227/306  
 Artist: Paolo Parente

Card Name: Platinum Angel

Color: A  
 Cost: 7  
 Type: Artifact Creature – Angel

Pow/Tgh: 4/4

Rules Text: Flying  
 You can't lose the game and your opponents can't win the game.

Flavor Text: In its heart lies the secret of immortality.

Rarity: R  
 Number: 228/306  
 Artist: Brom

Card Name: Power Conduit

Color: A  
 Cost: 2  
 Type: Artifact

Pow/Tgh:

Rules Text: T, Remove a counter from a permanent you control: Choose one – Put a charge counter on target artifact; or put a +1/+1 counter on target creature.

Flavor Text: Never content, vedalken artificers continually tinker with their creations.

Rarity: U  
 Number: 229/306  
 Artist: Todd Lockwood

Card Name: Proteus Staff

Color: A  
 Cost: 3  
 Type: Artifact

Pow/Tgh:

Rules Text: 2U, T: Put target creature on the bottom of its owner's library. That creature's controller reveals cards from the top of his or her library until he or she reveals a creature card. The player puts that card into play and the rest on the bottom of his or her library in any order. Play this ability only any time you could play a sorcery.

Flavor Text:  
 Rarity: R  
 Number: 230/306

Artist: Trevor Hairsine

Card Name: Psychogenic Probe

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Whenever a spell or ability causes a player to shuffle his or her library, Psychogenic Probe deals 2 damage to him or her.

Flavor Text: The same devices sold as surgeons' tools in Lumengrid are sold as implements of torture in Mephidross.

Rarity: R

Number: 231/306

Artist: Jeremy Jarvis

Card Name: Pyrite Spellbomb

Color: A

Cost: 1

Type: Artifact

Pow/Tgh:

Rules Text: R, Sacrifice Pyrite Spellbomb: Pyrite Spellbomb deals 2 damage to target creature or player.

1, Sacrifice Pyrite Spellbomb: Draw a card.

Flavor Text: "Melt that which was never frozen."

—Spellbomb inscription

Rarity: C

Number: 232/306

Artist: Jim Nelson

Card Name: Quicksilver Fountain

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: At the beginning of each player's upkeep, that player puts a flood counter on target non-Island land he or she controls. That land is an Island as long as it has a flood counter on it.

At end of turn, if all lands in play are Islands, remove all flood counters from them.

Flavor Text:

Rarity: R

Number: 233/306

Artist: Trevor Hairsine

Card Name: Rust Elemental

Color: A

Cost: 4

Type: Artifact Creature — Elemental

Pow/Tgh: 4/4

Rules Text: Flying

At the beginning of your upkeep, sacrifice an artifact other than Rust Elemental. If you can't, tap Rust

Elemental

and you lose 4 life.

Flavor Text:

Rarity: U

Number: 234/306

Artist: Arnie Swekel

Card Name: Rustspore Ram  
 Color: A  
 Cost: 4  
 Type: Artifact Creature  
 Pow/Tgh: 1/3  
 Rules Text: When Rustspore Ram comes into play, destroy target Equipment.  
 Flavor Text: Where herds have passed, the dented ground is lined with piles of rust.  
 Rarity: U  
 Number: 235/306  
 Artist: Arnie Swekel

Card Name: Scale of Chiss-Goria  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)  
 You may play Scale of Chiss-Goria any time you could play an instant.  
 T: Target creature gets +0/+1 until end of turn.  
 Flavor Text:  
 Rarity: C  
 Number: 236/306  
 Artist: Alan Pollack

Card Name: Scrabbling Claws  
 Color: A  
 Cost: 1  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: T: Target player removes a card in his or her graveyard from the game.  
 1, Sacrifice Scrabbling Claws: Remove target card in a graveyard from the game. Draw a card.  
 Flavor Text:  
 Rarity: U  
 Number: 237/306  
 Artist: Thomas M. Baxa

Card Name: Sculpting Steel  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: As Sculpting Steel comes into play, you may choose an artifact in play. If you do, Sculpting Steel comes into play as a copy of that artifact.  
 Flavor Text: An artificer once dropped one in a vault full of coins. She has yet to find it.  
 Rarity: R  
 Number: 238/306  
 Artist: Heather Hudson

Card Name: Scythe of the Wretched  
 Color: A

Cost: 2  
 Type: Artifact – Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature gets +2/+2.  
 Whenever a creature dealt damage by equipped creature  
 this turn is put into a graveyard, return that card  
 to play under your control. Attach Scythe of the Wretched  
 to that creature.  
 Equip 4  
 Flavor Text:  
 Rarity: R  
 Number: 239/306  
 Artist: Matt Cavotta

Card Name: Serum Tank  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: Whenever Serum Tank or another artifact comes into  
 play, put a charge counter on Serum Tank.  
 3, T, Remove a charge counter from Serum Tank: Draw  
 a card.  
 Flavor Text:  
 Rarity: U  
 Number: 240/306  
 Artist: Corey D. Macourek

Card Name: Silver Myr  
 Color: A  
 Cost: 2  
 Type: Artifact Creature – Myr  
 Pow/Tgh: 1/1  
 Rules Text: T: Add U to your mana pool.  
 Flavor Text: The vedalken saw the myr as toys, unaware of the  
 intelligence  
 lurking behind their empty eyes.  
 Rarity: C  
 Number: 241/306  
 Artist: Kev Walker

Card Name: Skeleton Shard  
 Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:  
 Rules Text: 3, T or B, T: Return target artifact creature card  
 from your graveyard to your hand.  
 Flavor Text: Metal permeates the marrow of every bone in Mephidross—  
 except  
 one.  
 Rarity: U  
 Number: 242/306  
 Artist: Doug Chaffee

Card Name: Slagwurm Armor  
 Color: A  
 Cost: 1  
 Type: Artifact – Equipment  
 Pow/Tgh:

Rules Text: Equipped creature gets +0/+6.  
 Equip 3 (3: Attach to target creature you control.  
 Equip only as a sorcery. This card comes into play  
 unattached and stays in play if the creature leaves  
 play.)

Flavor Text:

Rarity: C  
 Number: 243/306  
 Artist: Justin Sweet

Card Name: Soldier Replica

Color: A  
 Cost: 3  
 Type: Artifact Creature – Soldier  
 Pow/Tgh: 1/3

Rules Text: 1W, Sacrifice Soldier Replica: Soldier Replica deals  
 3 damage to target attacking or blocking creature.

Flavor Text: It fights with inhuman vigor.

Rarity: C  
 Number: 244/306  
 Artist: Carl Critchlow

Card Name: Solemn Simulacrum

Color: A  
 Cost: 4  
 Type: Artifact Creature  
 Pow/Tgh: 2/2

Rules Text: When Solemn Simulacrum comes into play, you may search  
 your library for a basic land card and put that card  
 into play tapped. If you do, shuffle your library.  
 When Solemn Simulacrum is put into a graveyard from  
 play, you may draw a card.

Flavor Text:

Rarity: R  
 Number: 245/306  
 Artist: Greg Staples

Card Name: Soul Foundry

Color: A  
 Cost: 4  
 Type: Artifact  
 Pow/Tgh:

Rules Text: Imprint – When Soul Foundry comes into play, you may  
 remove a creature card in your hand from the game.  
 (The removed card is imprinted on this artifact.)  
 X, T: Put a creature token into play that's a copy  
 of the imprinted creature card. X is the converted  
 mana cost of that card.

Flavor Text:

Rarity: R  
 Number: 246/306  
 Artist: Arnie Swekel

Card Name: Spellweaver Helix

Color: A  
 Cost: 3  
 Type: Artifact  
 Pow/Tgh:

Rules Text: Imprint – When Spellweaver Helix comes into play, you  
 may remove two target sorcery cards in a single graveyard

from the game. (The removed cards are imprinted on this artifact.)

Whenever a card is played, if it has the same name as one of the imprinted sorcery cards, you may copy the other and play the copy without paying its mana cost.

Flavor Text:

Rarity: R  
Number: 247/306  
Artist: Luca Zontini

Card Name: Steel Wall

Color: A  
Cost: 1  
Type: Artifact Creature – Wall  
Pow/Tgh: 0/4

Rules Text: (Walls can't attack.)

Flavor Text: "We sculpt the land into what we need—homes, armament, fortresses of war. Our strength comes not only from knowing, but from commanding the terrain."  
—Raksha Golden Cub, leonin kha

Rarity: C  
Number: 248/306  
Artist: David Day

Card Name: Sun Droplet

Color: A  
Cost: 2  
Type: Artifact  
Pow/Tgh:

Rules Text: Whenever you're dealt damage, put that many charge counters on Sun Droplet.

At the beginning of each player's upkeep, you may remove a charge counter from Sun Droplet. If you do, you gain 1 life.

Flavor Text:

Rarity: U  
Number: 249/306  
Artist: Tim Hildebrandt

Card Name: Sunbeam Spellbomb

Color: A  
Cost: 1  
Type: Artifact  
Pow/Tgh:

Rules Text: W, Sacrifice Sunbeam Spellbomb: You gain 5 life.  
1, Sacrifice Sunbeam Spellbomb: Draw a card.

Flavor Text: "Cure that which was never ill."  
—Spellbomb inscription

Rarity: C  
Number: 250/306  
Artist: Jim Nelson

Card Name: Sword of Kaldra

Color: A  
Cost: 4  
Type: Legendary Artifact – Equipment  
Pow/Tgh:

Rules Text: Equipped creature gets +5/+5.  
Whenever equipped creature deals damage to a creature,

remove that creature from the game.  
 Equip 4 (4: Attach to target creature you control.  
 Equip only as a sorcery. This card comes into play  
 unattached and stays in play if the creature leaves  
 play.)

## Flavor Text:

Rarity: R  
 Number: 251/306  
 Artist: Donato Giancola

Card Name: Synod Sanctum

Color: A  
 Cost: 1  
 Type: Artifact  
 Pow/Tgh:

Rules Text: 2, T: Remove target permanent you control from the  
 game.  
 2, Sacrifice Synod Sanctum: Return to play under your  
 control all cards removed from the game with Synod  
 Sanctum.

## Flavor Text:

Rarity: U  
 Number: 252/306  
 Artist: Dana Knutson

Card Name: Talisman of Dominance

Color: A  
 Cost: 2  
 Type: Artifact  
 Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.  
 T: Add U or B to your mana pool. Talisman of Dominance  
 deals 1 damage to you.

## Flavor Text:

Rarity: U  
 Number: 253/306  
 Artist: Mike Dringenberg

Card Name: Talisman of Impulse

Color: A  
 Cost: 2  
 Type: Artifact  
 Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.  
 T: Add R or G to your mana pool. Talisman of Impulse  
 deals 1 damage to you.

## Flavor Text:

Rarity: U  
 Number: 254/306  
 Artist: Mike Dringenberg

Card Name: Talisman of Indulgence

Color: A  
 Cost: 2  
 Type: Artifact  
 Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.  
 T: Add B or R to your mana pool. Talisman of Indulgence  
 deals 1 damage to you.

## Flavor Text:

Rarity: U  
 Number: 255/306  
 Artist: Mike Dringenberg

Card Name: Talisman of Progress

Color: A  
 Cost: 2  
 Type: Artifact

Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.  
 T: Add W or U to your mana pool. Talisman of Progress  
 deals 1 damage to you.

Flavor Text:

Rarity: U  
 Number: 256/306  
 Artist: Mike Dringenberg

Card Name: Talisman of Unity

Color: A  
 Cost: 2  
 Type: Artifact

Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.  
 T: Add G or W to your mana pool. Talisman of Unity  
 deals 1 damage to you.

Flavor Text:

Rarity: U  
 Number: 257/306  
 Artist: Mike Dringenberg

Card Name: Tanglebloom

Color: A  
 Cost: 1  
 Type: Artifact

Pow/Tgh:

Rules Text: 1, T: You gain 1 life.

Flavor Text: Druids converted swaths of the Tangle into tanglebloom  
 orchards. Though heavy tools are needed to cut a leaf  
 in the Tangle, tanglebloom fruit is easily plucked  
 by hand.

Rarity: C  
 Number: 258/306  
 Artist: Val Mayerik

Card Name: Tangleroot

Color: A  
 Cost: 3  
 Type: Artifact

Pow/Tgh:

Rules Text: Whenever a player plays a creature spell, that player  
 adds G to his or her mana pool.

Flavor Text: As if there's glitch in the system, the Tangle sometimes  
 folds in on itself, throwing off sparks of mana in  
 a mystifying display.

Rarity: R  
 Number: 259/306  
 Artist: Dana Knutson

Card Name: Tel-Jilad Stylus

Color: A  
 Cost: 1  
 Type: Artifact

Pow/Tgh:

Rules Text: T: Put target permanent you own on the bottom of your library.

Flavor Text: Etched on Tel-Jilad's trunk is an entire history of Mirrodin—except for an expanse near the ground scrubbed smooth by an unknown hand.

Rarity: U  
 Number: 260/306  
 Artist: Darrell Riche

Card Name: Thought Prison

Color: A  
 Cost: 5  
 Type: Artifact

Pow/Tgh:

Rules Text: Imprint — When Thought Prison comes into play, you may have target player reveal his or her hand. If you do, choose a nonland card from it and remove that card from the game. (The removed card is imprinted on this artifact.)

Whenever a player plays a spell that shares a color or converted mana cost with the imprinted card, Thought Prison deals 2 damage to that player.

Flavor Text:  
 Rarity: U  
 Number: 261/306  
 Artist: Glen Angus

Card Name: Timesifter

Color: A  
 Cost: 5  
 Type: Artifact

Pow/Tgh:

Rules Text: At the beginning of each player's upkeep, each player removes the top card of his or her library from the game. The player who removed the card with the highest converted mana cost takes an extra turn after this one. If two or more players' cards are tied for highest cost, the tied players repeat this process until the tie is broken.

Flavor Text:  
 Rarity: R  
 Number: 262/306  
 Artist: Dany Orizio

Card Name: Titanium Golem

Color: A  
 Cost: 5  
 Type: Artifact Creature — Golem

Pow/Tgh: 3/3

Rules Text: 1W: Titanium Golem gains first strike until end of turn.

Flavor Text: Centuries before the first blades of the Razor Fields chimed in the wind, Mirrodin echoed with the golems' footsteps.

Rarity: C  
 Number: 263/306  
 Artist: Paolo Parente

Card Name: Tooth of Chiss-Goria

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)

You may play Tooth of Chiss-Goria any time you could play an instant.

T: Target creature gets +1/+0 until end of turn.

Flavor Text:

Rarity: C

Number: 264/306

Artist: Alan Pollack

Card Name: Tower of Champions

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: 8, T: Target creature gets +6/+6 until end of turn.

Flavor Text: The ur-golem runes tell of the transformation of Mirrodin's

warden from silent guardian to merciless god.

Rarity: R

Number: 265/306

Artist: Greg Staples

Card Name: Tower of Eons

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: 8, T: You gain 10 life.

Flavor Text: Its etchings tell the ur-golems' stories of an entity able to force life into a lifeless plane.

Rarity: R

Number: 266/306

Artist: John Avon

Card Name: Tower of Fortunes

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: 8, T: Draw four cards.

Flavor Text: The ur-golem etchings begin by celebrating Mirrodin's creator, a golem of almost limitless power. They end by cursing its protector, a being called Memnarch.

Rarity: R

Number: 267/306

Artist: Matt Cavotta

Card Name: Tower of Murmurs

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: 8, T: Target player puts the top eight cards of his or her library into his or her graveyard.  
 Flavor Text: Etched on its surface are warnings from a long-lost race of ur-golems pushed to the brink of extinction.  
 Rarity: R  
 Number: 268/306  
 Artist: Glen Angus

Card Name: Triskelion  
 Color: A  
 Cost: 6  
 Type: Artifact Creature  
 Pow/Tgh: 1/1  
 Rules Text: Triskelion comes into play with three +1/+1 counters on it.  
 Remove a +1/+1 counter from Triskelion: Triskelion deals 1 damage to target creature or player.  
 Flavor Text:  
 Rarity: R  
 Number: 269/306  
 Artist: Christopher Moeller

Card Name: Viridian Longbow  
 Color: A  
 Cost: 1  
 Type: Artifact — Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature has "T: This creature deals 1 damage to target creature or player."  
 Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)  
 Flavor Text:  
 Rarity: C  
 Number: 270/306  
 Artist: Jeremy Jarvis

Card Name: Vorrac Battlehorns  
 Color: A  
 Cost: 2  
 Type: Artifact — Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature has trample and can't be blocked by more than one creature.  
 Equip 1 (1: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)  
 Flavor Text:  
 Rarity: C  
 Number: 271/306  
 Artist: David Martin

Card Name: Vulshok Battlegear  
 Color: A  
 Cost: 3  
 Type: Artifact — Equipment  
 Pow/Tgh:  
 Rules Text: Equipped creature gets +3/+3.

Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

## Flavor Text:

Rarity: U  
Number: 272/306  
Artist: Kevin Dobler

Card Name: Vulshok Gauntlets

Color: A  
Cost: 2  
Type: Artifact – Equipment  
Pow/Tgh:

Rules Text: Equipped creature gets +4/+2 and doesn't untap during its controller's untap step.  
Equip 3 (3: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)

## Flavor Text:

Rarity: C  
Number: 273/306  
Artist: Richard Sardinha

Card Name: Welding Jar

Color: A  
Cost: 0  
Type: Artifact  
Pow/Tgh:

Rules Text: Sacrifice Welding Jar: Regenerate target artifact.  
Flavor Text: The wires crawl over broken metal and heat themselves to melting, filling cracks quickly and efficiently.

Rarity: C  
Number: 274/306  
Artist: Mark Brill

Card Name: Wizard Replica

Color: A  
Cost: 3  
Type: Artifact Creature – Wizard  
Pow/Tgh: 1/3

Rules Text: Flying  
U, Sacrifice Wizard Replica: Counter target spell unless its controller pays 2.

Flavor Text: It responds with unnatural precision.

Rarity: C  
Number: 275/306  
Artist: Carl Critchlow

Card Name: Worldslayer

Color: A  
Cost: 5  
Type: Artifact – Equipment  
Pow/Tgh:

Rules Text: Whenever equipped creature deals combat damage to a player, destroy all permanents other than Worldslayer.  
Equip 5 (5: Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves

play.)

Flavor Text:  
Rarity: R  
Number: 276/306  
Artist: Greg Staples

Card Name: Yotian Soldier  
Color: A  
Cost: 3  
Type: Artifact Creature – Soldier  
Pow/Tgh: 1/4

Rules Text: Attacking doesn't cause Yotian Soldier to tap.  
Flavor Text: Poets dream the verses of otherworldly stories. Artificers dream the blueprints of otherplanar artifacts.  
Rarity: C  
Number: 277/306  
Artist: Luca Zontini

Card Name: Ancient Den  
Color: L  
Cost:  
Type: Artifact Land  
Pow/Tgh:

Rules Text: (Ancient Den isn't a spell.)  
T: Add W to your mana pool.  
Flavor Text: Taj-Nar, throne of Raksha Golden Cub, destined leader of the leonin prides.  
Rarity: C  
Number: 278/306  
Artist: Rob Alexander

Card Name: Blinkmoth Well  
Color: L  
Cost:  
Type: Land  
Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.  
2, T: Tap target noncreature artifact.  
Flavor Text: When dictated by blinkmoth migratory patterns, clouds of tiny lights well up from Mirrodin's core.  
Rarity: U  
Number: 279/306  
Artist: David Martin

Card Name: Cloudpost  
Color: L  
Cost:  
Type: Land – Locus  
Pow/Tgh:

Rules Text: Cloudpost comes into play tapped.  
T: Add 1 to your mana pool for each Locus in play.  
Flavor Text: "He watches from above. He watches from below. He watches from within."  
—Inscription on Tel-Jilad, the Tree of Tales  
Rarity: C  
Number: 280/306  
Artist: Martina Pilcerova

Card Name: Glimmervoid

Color: L  
 Cost:  
 Type: Land  
 Pow/Tgh:  
 Rules Text: At end of turn, if you control no artifacts, sacrifice  
 Glimmervoid.  
 T: Add one mana of any color to your mana pool.  
 Flavor Text: An empty canvas holds infinite possibilities.  
 Rarity: R  
 Number: 281/306  
 Artist: Lars Grant-West

Card Name: Great Furnace  
 Color: L  
 Cost:  
 Type: Artifact Land  
 Pow/Tgh:  
 Rules Text: (Great Furnace isn't a spell.)  
 T: Add R to your mana pool.  
 Flavor Text: Kuldotha, wellspring of molten metal, temple of the  
 goblin horde.  
 Rarity: C  
 Number: 282/306  
 Artist: Rob Alexander

Card Name: Seat of the Synod  
 Color: L  
 Cost:  
 Type: Artifact Land  
 Pow/Tgh:  
 Rules Text: (Seat of the Synod isn't a spell.)  
 T: Add U to your mana pool.  
 Flavor Text: Lumengrid, site of the Knowledge Pool, source of vedalken  
 arcana.  
 Rarity: C  
 Number: 283/306  
 Artist: John Avon

Card Name: Stalking Stones  
 Color: L  
 Cost:  
 Type: Land  
 Pow/Tgh:  
 Rules Text: T: Add 1 to your mana pool.  
 6: Stalking Stones becomes a 3/3 artifact creature  
 that's still a land. (This effect doesn't end at end  
 of turn.)  
 Flavor Text:  
 Rarity: U  
 Number: 284/306  
 Artist: David Day

Card Name: Tree of Tales  
 Color: L  
 Cost:  
 Type: Artifact Land  
 Pow/Tgh:  
 Rules Text: (Tree of Tales isn't a spell.)  
 T: Add G to your mana pool.  
 Flavor Text: Tel-Jilad, sanctum of the ancient trolls, keepers of

the secret of Mirrodin's origin.

Rarity: C  
 Number: 285/306  
 Artist: John Avon

Card Name: Vault of Whispers

Color: L

Cost:

Type: Artifact Land

Pow/Tgh:

Rules Text: (Vault of Whispers isn't a spell.)

T: Add B to your mana pool.

Flavor Text: Ish Sah, den of the warlord Geth, commander of countless  
 nim.

Rarity: C  
 Number: 286/306  
 Artist: Rob Alexander

Card Name: Plains

Color: L

Cost:

Type: Basic Land - Plains

Pow/Tgh:

Rules Text: [W]

Flavor Text:

Rarity: L  
 Number: 287/306  
 Artist: Mark Tedin

Card Name: Plains

Color: L

Cost:

Type: Basic Land - Plains

Pow/Tgh:

Rules Text: [W]

Flavor Text:

Rarity: L  
 Number: 288/306  
 Artist: Rob Alexander

Card Name: Plains

Color: L

Cost:

Type: Basic Land - Plains

Pow/Tgh:

Rules Text: [W]

Flavor Text:

Rarity: L  
 Number: 289/306  
 Artist: Martina Pilcerova

Card Name: Plains

Color: L

Cost:

Type: Basic Land - Plains

Pow/Tgh:

Rules Text: [W]

Flavor Text:

Rarity: L

Number: 290/306  
Artist: John Avon

Card Name: Island  
Color: L  
Cost:  
Type: Basic Land - Island  
Pow/Tgh:  
Rules Text: [U]  
Flavor Text:  
Rarity: L  
Number: 291/306  
Artist: Mark Tedin

Card Name: Island  
Color: L  
Cost:  
Type: Basic Land - Island  
Pow/Tgh:  
Rules Text: [U]  
Flavor Text:  
Rarity: L  
Number: 292/306  
Artist: Rob Alexander

Card Name: Island  
Color: L  
Cost:  
Type: Basic Land - Island  
Pow/Tgh:  
Rules Text: [U]  
Flavor Text:  
Rarity: L  
Number: 293/306  
Artist: Martina Pilcerova

Card Name: Island  
Color: L  
Cost:  
Type: Basic Land - Island  
Pow/Tgh:  
Rules Text: [U]  
Flavor Text:  
Rarity: L  
Number: 294/306  
Artist: John Avon

Card Name: Swamp  
Color: L  
Cost:  
Type: Basic Land - Swamp  
Pow/Tgh:  
Rules Text: [B]  
Flavor Text:  
Rarity: L  
Number: 295/306  
Artist: Mark Tedin

Card Name: Swamp  
Color: L  
Cost:  
Type: Basic Land - Swamp  
Pow/Tgh:  
Rules Text: [B]  
Flavor Text:  
Rarity: L  
Number: 296/306  
Artist: Rob Alexander

Card Name: Swamp  
Color: L  
Cost:  
Type: Basic Land - Swamp  
Pow/Tgh:  
Rules Text: [B]  
Flavor Text:  
Rarity: L  
Number: 297/306  
Artist: Martina Pilcerova

Card Name: Swamp  
Color: L  
Cost:  
Type: Basic Land - Swamp  
Pow/Tgh:  
Rules Text: [B]  
Flavor Text:  
Rarity: L  
Number: 298/306  
Artist: John Avon

Card Name: Mountain  
Color: L  
Cost:  
Type: Basic Land - Mountain  
Pow/Tgh:  
Rules Text: [R]  
Flavor Text:  
Rarity: L  
Number: 299/306  
Artist: Mark Tedin

Card Name: Mountain  
Color: L  
Cost:  
Type: Basic Land - Mountain  
Pow/Tgh:  
Rules Text: [R]  
Flavor Text:  
Rarity: L  
Number: 300/306  
Artist: Rob Alexander

Card Name: Mountain  
Color: L  
Cost:  
Type: Basic Land - Mountain

Pow/Tgh:  
 Rules Text: [R]  
 Flavor Text:  
 Rarity: L  
 Number: 301/306  
 Artist: Martina Pilcerova

Card Name: Mountain  
 Color: L  
 Cost:  
 Type: Basic Land – Mountain  
 Pow/Tgh:  
 Rules Text: [R]  
 Flavor Text:  
 Rarity: L  
 Number: 302/306  
 Artist: John Avon

Card Name: Forest  
 Color: L  
 Cost:  
 Type: Basic Land – Forest  
 Pow/Tgh:  
 Rules Text: [G]  
 Flavor Text:  
 Rarity: L  
 Number: 303/306  
 Artist: Mark Tedin

Card Name: Forest  
 Color: L  
 Cost:  
 Type: Basic Land – Forest  
 Pow/Tgh:  
 Rules Text: [G]  
 Flavor Text:  
 Rarity: L  
 Number: 304/306  
 Artist: Rob Alexander

Card Name: Forest  
 Color: L  
 Cost:  
 Type: Basic Land – Forest  
 Pow/Tgh:  
 Rules Text: [G]  
 Flavor Text:  
 Rarity: L  
 Number: 305/306  
 Artist: Martina Pilcerova

Card Name: Forest  
 Color: L  
 Cost:  
 Type: Basic Land – Forest  
 Pow/Tgh:  
 Rules Text: [G]  
 Flavor Text:  
 Rarity: L

Number: 306/306  
Artist: John Avon

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