

Magic: The Gathering - Darksteel™ & © 1993-2004 Wizards of the Coast, Inc.
<http://www.magicthegathering.com/>

Number: 165 cards total

Color: 18 white, 18 blue, 18 black, 18 red, 18 green, 72 artifact, 3 land

Rarity: 55 common, 55 uncommon, 55 rare

Card Name: Æther Vial

Color: A

Cost: 1

Type: Artifact

Pow/Tgh:

Rules Text: At the beginning of your upkeep, you may put a charge counter on Æther Vial.

T: You may put a creature card with converted mana cost equal to the number of charge counters on Æther Vial from your hand into play.

Flavor Text:

Rarity: U

Artist: Greg Hildebrandt

Card Name: Angel's Feather

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Whenever a player plays a white spell, you may gain 1 life.

Flavor Text: If taken, it cuts the hand that clutches it. If given, it heals the hand that holds it.

Rarity: U

Artist: Alan Pollack

Card Name: Arcane Spyglass

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: 2, T, Sacrifice a land: Draw a card and put a charge counter on Arcane Spyglass.

Remove three charge counters from Arcane Spyglass: Draw a card.

Flavor Text: It breaches not physical distances but temporal ones.

Rarity: C

Artist: Trevor Hairsine

Card Name: Arcbound Bruiser

Color: A

Cost: 5

Type: Artifact Creature

Pow/Tgh: 0/0

Rules Text: Modular 3 (This comes into play with three +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

Flavor Text: Break in case of emergency.

Rarity: C

Artist: Christopher Moeller

Card Name: Arcbound Crusher

Color: A

Cost: 4

Type: Artifact Creature

Pow/Tgh: 0/0

Rules Text: Trample

Whenever another artifact comes into play, put a +1/+1 counter on Arcbound Crusher.

Modular 1 (This comes into play with a +1/+1 counter on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

Flavor Text:

Rarity: U

Artist: Michael Sutfin

Card Name: Arcbound Fiend

Color: A

Cost: 6

Type: Artifact Creature

Pow/Tgh: 0/0

Rules Text: Fear

At the beginning of your upkeep, you may move a +1/+1 counter from target creature onto Arcbound Fiend.

Modular 3 (This comes into play with three +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

Flavor Text:

Rarity: U

Artist: Ittoku

Card Name: Arcbound Hybrid

Color: A

Cost: 4

Type: Artifact Creature

Pow/Tgh: 0/0

Rules Text: Haste

Modular 2 (This comes into play with two +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

Flavor Text:

Rarity: C

Artist: Alan Pollack

Card Name: Arcbound Lancer

Color: A

Cost: 7

Type: Artifact Creature

Pow/Tgh: 0/0

Rules Text: First strike

Modular 4 (This comes into play with four +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

Flavor Text:

Rarity: U

Artist: John Avon

Card Name: Arcbound Overseer

Color: A

Cost: 8

Type: Artifact Creature – Golem

Pow/Tgh: 0/0

Rules Text: At the beginning of your upkeep, put a +1/+1 counter on each creature with modular you control.

Modular 6 (This comes into play with six +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

Flavor Text:

Rarity: R

Artist: Carl Critchlow

Card Name: Arcbound Ravager
 Color: A
 Cost: 2
 Type: Artifact Creature
 Pow/Tgh: 0/0
 Rules Text: Sacrifice an artifact: Put a +1/+1 counter on Arcbound Ravager.
 Modular 1 (This comes into play with a +1/+1 counter on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)
 Flavor Text:
 Rarity: R
 Artist: Carl Critchlow

Card Name: Arcbound Reclaimer
 Color: A
 Cost: 4
 Type: Artifact Creature – Golem
 Pow/Tgh: 0/0
 Rules Text: Remove a +1/+1 counter from Arcbound Reclaimer: Put target artifact card from your graveyard on top of your library.
 Modular 2 (This comes into play with two +1/+1 counters on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)
 Flavor Text:
 Rarity: R
 Artist: Jon Foster

Card Name: Arcbound Slith
 Color: A
 Cost: 2
 Type: Artifact Creature – Slith
 Pow/Tgh: 0/0
 Rules Text: Whenever Arcbound Slith deals combat damage to a player, put a +1/+1 counter on it.
 Modular 1 (This comes into play with a +1/+1 counter on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)
 Flavor Text:
 Rarity: U
 Artist: Vance Kovacs

Card Name: Arcbound Stinger
 Color: A
 Cost: 2
 Type: Artifact Creature
 Pow/Tgh: 0/0
 Rules Text: Flying
 Modular 1 (This comes into play with a +1/+1 counter on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)
 Flavor Text:
 Rarity: C
 Artist: Darrell Riche

Card Name: Arcbound Worker
 Color: A
 Cost: 1
 Type: Artifact Creature
 Pow/Tgh: 0/0
 Rules Text: Modular 1 (This comes into play with a +1/+1 counter on it. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

Flavor Text: The parts are as strong as the whole.

Rarity: C

Artist: Darrell Riche

Card Name: Auriok Siege Sled

Color: A

Cost: 6

Type: Artifact Creature

Pow/Tgh: 3/5

Rules Text: 1: Target artifact creature blocks Auriok Siege Sled this turn if able.

1: Target artifact creature can't block Auriok Siege Sled this turn.

Flavor Text: Everything in its path is either pushed aside or ground under.

Rarity: U

Artist: Jim Murray

Card Name: Chimeric Egg

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: Whenever an opponent plays a nonartifact spell, put a charge counter on Chimeric Egg.

Remove three charge counters from Chimeric Egg: Chimeric Egg becomes a 6/6 artifact creature with trample until end of turn.

Flavor Text:

Rarity: U

Artist: Michael Sutfin

Card Name: Coretapper

Color: A

Cost: 2

Type: Artifact Creature – Myr

Pow/Tgh: 1/1

Rules Text: T: Put a charge counter on target artifact.

Sacrifice Coretapper: Put two charge counters on target artifact.

Flavor Text: It converts the faintest surges of power from Mirrodin's core into usable energy, providing endless power for Memnarch's creations on the surface.

Rarity: U

Artist: Dany Orizio

Card Name: Darksteel Brute

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Darksteel Brute is indestructible. ("Destroy" effects and lethal damage don't destroy it.)

3: Darksteel Brute becomes a 2/2 artifact creature until end of turn.

Flavor Text:

Rarity: U

Artist: Nottsuo

Card Name: Darksteel Colossus

Color: A

Cost: 11

Type: Artifact Creature

Pow/Tgh: 11/11

Rules Text: Trample
 Darksteel Colossus is indestructible. ("Destroy" effects and lethal damage don't destroy it.)
 If Darksteel Colossus would be put into a graveyard from anywhere, reveal Darksteel Colossus and shuffle it into its owner's library instead.

Flavor Text:
 Rarity: R
 Artist: Carl Critchlow

Card Name: Darksteel Forge
 Color: A
 Cost: 9
 Type: Artifact
 Pow/Tgh:

Rules Text: Artifacts you control are indestructible. ("Destroy" effects and lethal damage don't destroy them.)

Flavor Text: "Did it have this shape upon Mirrodin's creation, or did some inconceivable force shape the unshapable?"
 —Pontifex, elder researcher

Rarity: R
 Artist: Martina Pilcerova

Card Name: Darksteel Gargoyle
 Color: A
 Cost: 7
 Type: Artifact Creature — Gargoyle
 Pow/Tgh: 3/3

Rules Text: Flying
 Darksteel Gargoyle is indestructible. ("Destroy" effects and lethal damage don't destroy it.)

Flavor Text: The ultimate treasure is one that guards itself.
 Rarity: U
 Artist: Ron Spencer

Card Name: Darksteel Ingot
 Color: A
 Cost: 3
 Type: Artifact
 Pow/Tgh:

Rules Text: Darksteel Ingot is indestructible. ("Destroy" effects and lethal damage don't destroy it.)
 T: Add one mana of any color to your mana pool.

Flavor Text:
 Rarity: C
 Artist: Martina Pilcerova

Card Name: Darksteel Pendant
 Color: A
 Cost: 2
 Type: Artifact
 Pow/Tgh:

Rules Text: Darksteel Pendant is indestructible. ("Destroy" effects and lethal damage don't destroy it.)
 1, T: Look at the top card of your library. You may put that card on the bottom of your library.

Flavor Text:
 Rarity: C
 Artist: Terese Nielsen

Card Name: Darksteel Reactor
 Color: A
 Cost: 4
 Type: Artifact

Pow/Tgh:

Rules Text: Darksteel Reactor is indestructible. ("Destroy" effects and lethal damage don't destroy it.)
At the beginning of your upkeep, you may put a charge counter on Darksteel Reactor.
When Darksteel Reactor has twenty or more charge counters on it, you win the game.

Flavor Text:

Rarity: R
Artist: Kev Walker

Card Name: Death-Mask Duplicant

Color: A

Cost: 7

Type: Artifact Creature – Shapeshifter

Pow/Tgh: 5/5

Rules Text: Imprint – 1: Remove target creature card in your graveyard from the game. (The removed card is imprinted on this artifact.)
As long as an imprinted creature card has flying, Death-Mask Duplicant has flying. The same is true for fear, first strike, double strike, haste, landwalk, protection, and trample.

Flavor Text:

Rarity: U
Artist: Thomas M. Baxa

Card Name: Demon's Horn

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Whenever a player plays a black spell, you may gain 1 life.

Flavor Text: Its curve mimics the twists of life and death.

Rarity: U
Artist: Alan Pollack

Card Name: Dragon's Claw

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Whenever a player plays a red spell, you may gain 1 life.

Flavor Text: Though no longer attached to the hand, it still holds its adversary in its grasp.

Rarity: U
Artist: Alan Pollack

Card Name: Drill-Skimmer

Color: A

Cost: 4

Type: Artifact Creature

Pow/Tgh: 2/1

Rules Text: Flying
Drill-Skimmer can't be the target of spells or abilities as long as you control another artifact creature.

Flavor Text: In close proximity, their magnetic energies merge and form a field of protection.

Rarity: C
Artist: Mark Zug

Card Name: Dross Golem

Color: A
 Cost: 5
 Type: Artifact Creature – Golem
 Pow/Tgh: 3/2
 Rules Text: Affinity for Swamps (This spell costs 1 less to play for each Swamp you control.)
 Fear
 Flavor Text: The longer it skulks through the corrosive gases of Mephidross, the more it adopts their thirst for death.
 Rarity: C
 Artist: Adam Rex

Card Name: Eater of Days
 Color: A
 Cost: 4
 Type: Artifact Creature – Leviathan
 Pow/Tgh: 9/8
 Rules Text: Flying, trample
 When Eater of Days comes into play, you skip your next two turns.
 Flavor Text: When Mirrodin's varied civilizations developed ways to fight the levelers, Memnarch upped the stakes.
 Rarity: R
 Artist: Mark Tedin

Card Name: Gemini Engine
 Color: A
 Cost: 6
 Type: Artifact Creature
 Pow/Tgh: 3/4
 Rules Text: Whenever Gemini Engine attacks, put an attacking Twin artifact creature token into play. Its power is equal to Gemini Engine's power and its toughness is equal to Gemini Engine's toughness. Sacrifice the token at end of combat.
 Flavor Text:
 Rarity: R
 Artist: Nottsuo

Card Name: Genesis Chamber
 Color: A
 Cost: 2
 Type: Artifact
 Pow/Tgh:
 Rules Text: Whenever a nontoken creature comes into play, if Genesis Chamber is untapped, that creature's controller puts a 1/1 Myr artifact creature token into play.
 Flavor Text: "As the experimental population grows, so do the number of myr. It's a perfect equilibrium."
 –Memnarch
 Rarity: U
 Artist: Mark Tedin

Card Name: Geth's Grimoire
 Color: A
 Cost: 4
 Type: Artifact
 Pow/Tgh:
 Rules Text: Whenever an opponent discards a card from his or her hand, you may draw a card.
 Flavor Text: The book shrieks horribly until its cover is opened, granting the spirit inside a moment's rest from the painful stirrings of the book's contents.
 Rarity: U

Artist: Heather Hudson

Card Name: Heartseeker

Color: A

Cost: 4

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature gets +2/+1 and has "T, Unattach Heartseeker: Destroy target creature."

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

Artist: Michael Sutfin

Card Name: Juggernaut

Color: A

Cost: 4

Type: Artifact Creature

Pow/Tgh: 5/3

Rules Text: Juggernaut attacks each turn if able.

Juggernaut can't be blocked by Walls.

Flavor Text: The goblins built it far larger than the cave opening, but to their glee, it smashed into the mountainside, ripping itself a new exit.

Rarity: U

Artist: Arnie Swekel

Card Name: Kraken's Eye

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Whenever a player plays a blue spell, you may gain 1 life.

Flavor Text: Bright as a mirror, dark as the sea.

Rarity: U

Artist: Alan Pollack

Card Name: Leonin Bola

Color: A

Cost: 1

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature has "T, Unattach Leonin Bola: Tap target 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

Artist: Christopher Moeller

Card Name: Lich's Tomb

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: You don't lose the game for having 0 or less life.

Whenever you lose life, sacrifice a permanent for each 1 life you lost. (Damage causes loss of life.)

Flavor Text:

Rarity: R
Artist: Matt Cavotta

Card Name: Memnarch
Color: A
Cost: 7
Type: Artifact Creature – Wizard Legend
Pow/Tgh: 4/5

Rules Text: 1UU: Target permanent becomes an artifact in addition to its other types. (This effect doesn't end at end of turn.)
3U: Gain control of target artifact. (This effect doesn't end at end of turn.)

Flavor Text: In the blur between metal and flesh, Memnarch found madness.

Rarity: R
Artist: Carl Critchlow

Card Name: Mycosynth Lattice
Color: A
Cost: 6
Type: Artifact
Pow/Tgh:

Rules Text: All permanents are artifacts in addition to their other types.
All cards that aren't in play, spells, and permanents are colorless.
Players may spend mana as though it were mana of any color.

Flavor Text:

Rarity: R
Artist: Anthony S. Waters

Card Name: Myr Landshaper
Color: A
Cost: 3
Type: Artifact Creature – Myr
Pow/Tgh: 1/1

Rules Text: T: Target land becomes an artifact in addition to its other types until end of turn.

Flavor Text: One thing the myr can't do is enjoy the scenery.

Rarity: C
Artist: Greg Staples

Card Name: Myr Matrix
Color: A
Cost: 5
Type: Artifact
Pow/Tgh:

Rules Text: Myr Matrix is indestructible. ("Destroy" effects and lethal damage don't destroy it.)
All Myr get +1/+1.
5: Put a 1/1 Myr artifact creature token into play.

Flavor Text:

Rarity: R
Artist: Mark Tedin

Card Name: Myr Moonvessel
Color: A
Cost: 1
Type: Artifact Creature – Myr
Pow/Tgh: 1/1

Rules Text: When Myr Moonvessel is put into a graveyard from play,

add 1 to your mana pool.

Flavor Text: Memnarch created the myr with three qualities in mind: dependability, controllability, and disposability.

Rarity: C

Artist: Dany Orizio

Card Name: Nemesis Mask

Color: A

Cost: 3

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: All creatures able to block equipped creature do so. 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

Artist: Adam Rex

Card Name: Oxidda Golem

Color: A

Cost: 6

Type: Artifact Creature – Golem

Pow/Tgh: 3/2

Rules Text: Affinity for Mountains (This spell costs 1 less to play for each Mountain you control.)
Haste

Flavor Text: The longer it patrols the smoldering crags of the Oxidda Chain, the more it adopts their fiery temper.

Rarity: C

Artist: Greg Staples

Card Name: Panoptic Mirror

Color: A

Cost: 5

Type: Artifact

Pow/Tgh:

Rules Text: Imprint – X, T: You may remove an instant or sorcery card with converted mana cost X in your hand from the game. (That card is imprinted on this artifact.)
At the beginning of your upkeep, you may copy an imprinted instant or sorcery card and play the copy without paying its mana cost.

Flavor Text:

Rarity: R

Artist: Glen Angus

Card Name: Razor Golem

Color: A

Cost: 6

Type: Artifact Creature – Golem

Pow/Tgh: 3/4

Rules Text: Affinity for Plains (This spell costs 1 less to play for each Plains you control.)
Attacking doesn't cause Razor Golem to tap.

Flavor Text: The longer it stands among the deadly blades of the Razor Fields, the more it adopts their harsh exterior.

Rarity: C

Artist: Christopher Moeller

Card Name: Serum Powder

Color: A

Cost: 3

Type: Artifact
Pow/Tgh:
Rules Text: T: Add 1 to your mana pool.
Any time you could mulligan and Serum Powder is in your hand, you may remove your hand from the game, then draw that many cards. (You can do this in addition to taking mulligans.)

Flavor Text:
Rarity: R
Artist: Matt Thompson

Card Name: Shield of Kaldra
Color: A
Cost: 4
Type: Legendary Artifact – Equipment
Pow/Tgh:
Rules Text: Equipment named Sword of Kaldra, Shield of Kaldra, and Helm of Kaldra are indestructible.
Equipped creature is indestructible. ("Destroy" effects and lethal damage don't destroy it.)
Equip 4

Flavor Text:
Rarity: R
Artist: Donato Giancola

Card Name: Skullclamp
Color: A
Cost: 1
Type: Artifact – Equipment
Pow/Tgh:
Rules Text: Equipped creature gets +1/-1.
When equipped creature is put into a graveyard, draw two cards.
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
Artist: Luca Zontini

Card Name: Spawning Pit
Color: A
Cost: 2
Type: Artifact
Pow/Tgh:
Rules Text: Sacrifice a creature: Put a charge counter on Spawning Pit.
1, Remove two charge counters from Spawning Pit: Put a 2/2 Spawn artifact creature token into play.

Flavor Text:
Rarity: U
Artist: Tony Szczudlo

Card Name: Specter's Shroud
Color: A
Cost: 2
Type: Artifact – Equipment
Pow/Tgh:
Rules Text: Equipped creature gets +1/+0.
Whenever equipped creature deals combat damage to a player, that player discards a card from his or her 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
Artist: Greg Hildebrandt

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

Rules Text: Imprint – When Spellbinder comes into play, you may remove an instant card in your hand from the game. Whenever equipped creature deals combat damage to a player, you may copy the imprinted instant card and play the copy without paying its mana cost.
Equip 4

Flavor Text:

Rarity: R
Artist: Ron Spencer

Card Name: Spincrusher
Color: A
Cost: 2
Type: Artifact Creature
Pow/Tgh: 0/2

Rules Text: Whenever Spincrusher blocks, put a +1/+1 counter on it.
Remove a +1/+1 counter from Spincrusher: Spincrusher is unblockable this turn.

Flavor Text: It rolls with the punches.

Rarity: U
Artist: Greg Staples

Card Name: Spire Golem
Color: A
Cost: 6
Type: Artifact Creature – Golem
Pow/Tgh: 2/4

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

Flavor Text: The longer it soars above the shimmering swirls of the Quicksilver Sea, the more it adopts their unpredictability.

Rarity: C
Artist: Daren Bader

Card Name: Sundering Titan
Color: A
Cost: 8
Type: Artifact Creature
Pow/Tgh: 7/10

Rules Text: When Sundering Titan comes into play, choose a land of each basic land type, then destroy those lands. When Sundering Titan leaves play, choose a land of each basic land type, then destroy those lands.

Flavor Text:

Rarity: R
Artist: Jim Murray

Card Name: Surestrike Trident
Color: A
Cost: 2

Type: Artifact – Equipment
Pow/Tgh:
Rules Text: Equipped creature has first strike and "T, Unattach Surestrike Trident: This creature deals damage equal to its power to target player."
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: U
Artist: Ben Thompson

Card Name: Sword of Fire and Ice
Color: A
Cost: 3
Type: Artifact – Equipment
Pow/Tgh:
Rules Text: Equipped creature gets +2/+2 and has protection from red and from blue.
Whenever equipped creature deals combat damage to a player, Sword of Fire and Ice deals 2 damage to target creature or player and you draw a card.
Equip 2
Flavor Text:
Rarity: R
Artist: Mark Zug

Card Name: Sword of Light and Shadow
Color: A
Cost: 3
Type: Artifact – Equipment
Pow/Tgh:
Rules Text: Equipped creature gets +2/+2 and has protection from white and from black.
Whenever equipped creature deals combat damage to a player, you gain 3 life and you may return up to one target creature card from your graveyard to your hand.
Equip 2
Flavor Text:
Rarity: R
Artist: Mark Zug

Card Name: Talon of Pain
Color: A
Cost: 4
Type: Artifact
Pow/Tgh:
Rules Text: Whenever a source you control other than Talon of Pain deals damage to an opponent, put a charge counter on Talon of Pain.
X, T, Remove X charge counters from Talon of Pain: Talon of Pain deals X damage to target creature or player.
Flavor Text:
Rarity: U
Artist: Daren Bader

Card Name: Tangle Golem
Color: A
Cost: 7
Type: Artifact Creature – Golem
Pow/Tgh: 5/4
Rules Text: Affinity for Forests (This spell costs 1 less to play

for each Forest you control.)

Flavor Text: The longer it weaves through the twisted vines of the Tangle, the more it adopts their hidden strength.

Rarity: C

Artist: Arnie Swekel

Card Name: Thought Dissector

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: X, T: Target opponent reveals cards from the top of his or her library until an artifact card or X cards are revealed, whichever comes first. If an artifact card is revealed this way, put it into play under your control and sacrifice Thought Dissector. Put the rest of the revealed cards into that player's graveyard.

Flavor Text:

Rarity: R

Artist: Matt Cavotta

Card Name: Thunderstaff

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: If Thunderstaff is untapped and a creature would deal combat damage to you, prevent 1 of that damage.
2, T: Attacking creatures get +1/+0 until end of turn.

Flavor Text:

Rarity: U

Artist: Kaja Foglio

Card Name: Trinisphere

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: As long as Trinisphere is untapped, each spell that would cost less than three mana to play costs three mana to play. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost 1B to play costs 2B to play instead.)

Flavor Text:

Rarity: R

Artist: Tim Hildebrandt

Card Name: Ur-Golem's Eye

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: T: Add 2 to your mana pool.

Flavor Text: It still stares accusingly at Memnarch, though millennia have passed since he separated the eye from its body.

Rarity: C

Artist: Heather Hudson

Card Name: Voltaic Construct

Color: A

Cost: 4

Type: Artifact Creature – Golem

Pow/Tgh: 2/2

Rules Text: 2: Untap target artifact creature.
 Flavor Text: The undead may outlast the living, but those who have never lived outlast them both.
 Rarity: U
 Artist: Jeff Easley

Card Name: Vulshok Morningstar
 Color: A
 Cost: 2
 Type: Artifact – Equipment
 Pow/Tgh:
 Rules Text: Equipped creature gets +2/+2.
 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
 Artist: David Martin

Card Name: Wand of the Elements
 Color: A
 Cost: 4
 Type: Artifact
 Pow/Tgh:
 Rules Text: T, Sacrifice an Island: Put a 2/2 blue Elemental creature token with flying into play.
 T, Sacrifice a Mountain: Put a 3/3 red Elemental creature token into play.
 Flavor Text: It gives legs to the earth and wings to the sky.
 Rarity: R
 Artist: Thomas M. Baxa

Card Name: Well of Lost Dreams
 Color: A
 Cost: 4
 Type: Artifact
 Pow/Tgh:
 Rules Text: Whenever you gain life, you may pay X, where X is less than or equal to the amount of life you gained. If you do, draw X cards.
 Flavor Text: Some say the knowledge lost during the Ritual of Rebuking is returned through the well's waters.
 Rarity: R
 Artist: Jeff Miracola

Card Name: Whispersilk Cloak
 Color: A
 Cost: 3
 Type: Artifact – Equipment
 Pow/Tgh:
 Rules Text: Equipped creature is unblockable and can't be the target of spells or abilities.
 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
 Artist: Luca Zontini

Card Name: Wirefly Hive
 Color: A
 Cost: 3

Type: Artifact
 Pow/Tgh:
 Rules Text: 3, T: Flip a coin. If you win the flip, put a 2/2 Wirefly artifact creature token with flying into play. If you lose the flip, destroy all Wireflies.
 Flavor Text: "The lifespan of a wirefly can be precisely described as 'short.'"
 -Bruenna, Neurok leader
 Rarity: U
 Artist: Nottsuo

Card Name: Wurm's Tooth
 Color: A
 Cost: 2
 Type: Artifact
 Pow/Tgh:
 Rules Text: Whenever a player plays a green spell, you may gain 1 life.
 Flavor Text: A wurm knows nothing of deception. If it opens its mouth, it plans to eat you.
 Rarity: U
 Artist: Alan Pollack

Card Name: Æther Snap
 Color: B
 Cost: 3BB
 Type: Sorcery
 Pow/Tgh:
 Rules Text: Remove all counters from all permanents and remove all tokens from the game.
 Flavor Text: "May you wake to find you were only ever a dream."
 -Mephidross curse
 Rarity: R
 Artist: Kev Walker

Card Name: Burden of Greed
 Color: B
 Cost: 3B
 Type: Instant
 Pow/Tgh:
 Rules Text: Target player loses 1 life for each tapped artifact he or she controls.
 Flavor Text: "The one who dies with the most toys is still dead."
 -Geth, keeper of the Vault
 Rarity: C
 Artist: Vance Kovacs

Card Name: Chittering Rats
 Color: B
 Cost: 1BB
 Type: Creature - Rat
 Pow/Tgh: 2/2
 Rules Text: When Chittering Rats comes into play, target opponent puts a card from his or her hand on top of his or her library.
 Flavor Text: Bottom feeders sometimes rise to the top.
 Rarity: C
 Artist: Tom Wänerstrand

Card Name: Death Cloud
 Color: B
 Cost: XBBB
 Type: Sorcery
 Pow/Tgh:

Rules Text: Each player loses X life, then discards X cards from his or her hand, then sacrifices X creatures, then sacrifices X lands.

Flavor Text: The swarm's million wings stir the foulest of breezes.
Rarity: R
Artist: Stephen Tappin

Card Name: Echoing Decay
Color: B
Cost: 1B
Type: Instant
Pow/Tgh:

Rules Text: Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn.

Flavor Text: A single fear unleashes a torrent of nightmares.
Rarity: C
Artist: Greg Staples

Card Name: Emissary of Despair
Color: B
Cost: 1BB
Type: Creature – Spirit
Pow/Tgh: 2/1

Rules Text: Flying
Whenever Emissary of Despair deals combat damage to a player, that player loses 1 life for each artifact he or she controls.

Flavor Text:
Rarity: U
Artist: rk post

Card Name: Essence Drain
Color: B
Cost: 4B
Type: Sorcery
Pow/Tgh:

Rules Text: Essence Drain deals 3 damage to target creature or player and you gain 3 life.

Flavor Text: Mephidross claims all life within it. What cannot be twisted is absorbed.
Rarity: C
Artist: Tony Szczudlo

Card Name: Greater Harvester
Color: B
Cost: 2BBB
Type: Creature – Horror
Pow/Tgh: 5/6

Rules Text: At the beginning of your upkeep, sacrifice a permanent. Whenever Greater Harvester deals combat damage to a player, that player sacrifices two permanents.

Flavor Text:
Rarity: R
Artist: Daren Bader

Card Name: Grimclaw Bats
Color: B
Cost: 1B
Type: Creature – Bat
Pow/Tgh: 1/1

Rules Text: Flying
B, Pay 1 life: Grimclaw Bats gets +1/+1 until end of turn.

Flavor Text: Even on a world of metal, there are those who thirst

for blood.

Rarity: C

Artist: Tom Wanerstrand

Card Name: Hunger of the Nim

Color: B

Cost: 1B

Type: Sorcery

Pow/Tgh:

Rules Text: Target creature gets +1/+0 until end of turn for each artifact you control.

Flavor Text: Their pain is so great, they can't help but share it with others.

Rarity: C

Artist: Puddnhead

Card Name: Mephitic Ooze

Color: B

Cost: 4B

Type: Creature – Ooze

Pow/Tgh: 0/5

Rules Text: Mephitic Ooze gets +1/+0 for each artifact you control.

Whenever Mephitic Ooze deals combat damage to a creature, destroy that creature. The creature can't be regenerated.

Flavor Text: In Mephidross, refuse doesn't last long—it's all scavenged, reanimated, or consumed.

Rarity: R

Artist: Alex Horley-Orlandelli

Card Name: Murderous Spoils

Color: B

Cost: 5B

Type: Instant

Pow/Tgh:

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

You gain control of all Equipment that was attached to it. (This effect doesn't end at end of turn.)

Flavor Text: Scavengers are always the first to pay their respects.

Rarity: U

Artist: Adam Rex

Card Name: Nim Abomination

Color: B

Cost: 2B

Type: Creature – Zombie

Pow/Tgh: 3/4

Rules Text: At the end of your turn, if Nim Abomination is untapped, you lose 3 life.

Flavor Text: It is one of the oldest nim, steeped so long in the Dross that it has lost all vestiges of humanity.

Rarity: U

Artist: Jim Murray

Card Name: Pulse of the Dross

Color: B

Cost: 1BB

Type: Sorcery

Pow/Tgh:

Rules Text: Target player reveals three cards from his or her hand and you choose one of them. That player discards that card. Then if that player has more cards in hand than you, return Pulse of the Dross to its owner's hand.

Flavor Text: Before tyrants or torturers, there was evil.

Rarity: R

Artist: Paolo Parente

Card Name: Scavenging Scarab

Color: B

Cost: 3B

Type: Creature – Insect

Pow/Tgh: 3/3

Rules Text: Scavenging Scarab can't block.

Flavor Text: The beetles feed not on the flesh of corpses but on the metal, grinding out the iron and steel to add to their own bulky shells.

Rarity: C

Artist: Jeff Easley

Card Name: Screams from Within

Color: B

Cost: 1BB

Type: Enchant Creature

Pow/Tgh:

Rules Text: Enchanted creature gets -1/-1.

When enchanted creature is put into a graveyard, return Screams from Within from your graveyard to play.

Flavor Text: There's no escaping an enemy that lives inside your head.

Rarity: U

Artist: Hugh Jamieson

Card Name: Scrounge

Color: B

Cost: 2B

Type: Sorcery

Pow/Tgh:

Rules Text: Target opponent chooses an artifact card in his or her graveyard. Put that card into play under your control.

Flavor Text: When leonin settlers abandon their homes to the nim, items of value are often left behind.

Rarity: U

Artist: Pete Venters

Card Name: Shriveling Rot

Color: B

Cost: 2BB

Type: Instant

Pow/Tgh:

Rules Text: Choose one – Until end of turn, whenever a creature is dealt damage, destroy it; or until end of turn, whenever a creature is put into a graveyard from play, that creature's controller loses life equal to its toughness.

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

Flavor Text:

Rarity: R

Artist: Alex Horley-Orlandelli

Card Name: Ageless Entity

Color: G

Cost: 3GG

Type: Creature – Elemental

Pow/Tgh: 4/4

Rules Text: Whenever you gain life, put that many +1/+1 counters on Ageless Entity.

Flavor Text: Tel-Jilad's sworn protectors are the trolls, yet more fearsome protectors were created by the Tangle itself.

Rarity: R

Artist: Jeff Miracola

Card Name: Echoing Courage

Color: G

Cost: 1G

Type: Instant

Pow/Tgh:

Rules Text: Target creature and all other creatures with the same name as that creature get +2/+2 until end of turn.

Flavor Text: A single seed unleashes a flurry of growth.

Rarity: C

Artist: Greg Staples

Card Name: Fangren Firstborn

Color: G

Cost: 1GGG

Type: Creature – Beast

Pow/Tgh: 4/2

Rules Text: Whenever Fangren Firstborn attacks, put a +1/+1 counter on each attacking creature.

Flavor Text: In the Tangle, bad is often followed by worse.

Rarity: R

Artist: Tim Hildebrandt

Card Name: Infested Roothold

Color: G

Cost: 4G

Type: Creature – Wall

Pow/Tgh: 0/3

Rules Text: (Walls can't attack.)

Protection from artifacts

Whenever an opponent plays an artifact spell, you may put a 1/1 green Insect creature token into play.

Flavor Text:

Rarity: U

Artist: Terese Nielsen

Card Name: Karstoderm

Color: G

Cost: 2GG

Type: Creature – Beast

Pow/Tgh: 0/0

Rules Text: Karstoderm comes into play with five +1/+1 counters on it.

Whenever an artifact comes into play, remove a +1/+1 counter from Karstoderm.

Flavor Text:

Rarity: U

Artist: Tony Szczudlo

Card Name: Nourish

Color: G

Cost: GG

Type: Instant

Pow/Tgh:

Rules Text: You gain 6 life.

Flavor Text: Gelfruit grows abundantly wherever Sylvok druids live, as if the Tangle knows that humans are not as hardy as the beasts or as nimble as the elves.

Rarity: C

Artist: Scott M. Fischer

Card Name: Oxidize

Color: G

Cost: G
 Type: Instant
 Pow/Tgh:
 Rules Text: Destroy target artifact. It can't be regenerated.
 Flavor Text: "Ashes to ashes, rust to rust."
 -Viridian shaman
 Rarity: U
 Artist: Kev Walker

Card Name: Pulse of the Tangle
 Color: G
 Cost: 1GG
 Type: Sorcery
 Pow/Tgh:
 Rules Text: Put a 3/3 green Beast creature token into play. Then if an opponent controls more creatures than you, return Pulse of the Tangle to its owner's hand.
 Flavor Text: Before predators or prey, there was life.
 Rarity: R
 Artist: Wayne England

Card Name: Reap and Sow
 Color: G
 Cost: 3G
 Type: Sorcery
 Pow/Tgh:
 Rules Text: Choose one - Destroy target land; or search your library for a land card, put that card into play, then shuffle your library.
 Entwine 1G (Choose both if you pay the entwine cost.)
 Flavor Text:
 Rarity: C
 Artist: Rob Alexander

Card Name: Rebuking Ceremony
 Color: G
 Cost: 3GG
 Type: Sorcery
 Pow/Tgh:
 Rules Text: Put two target artifacts on top of their owners' libraries.
 Flavor Text: From the Radix at the hub of the Tangle all the way out to the Edges of Forgetting, a Viridian elf's life is built around the temporary.
 Rarity: R
 Artist: Ittoku

Card Name: Roaring Slagwurm
 Color: G
 Cost: 5GG
 Type: Creature - Wurm
 Pow/Tgh: 6/4
 Rules Text: Whenever Roaring Slagwurm attacks, tap all artifacts.
 Flavor Text: Wurms compete for nesting grounds near the Radix. The young who hatch closest have the best chance for survival.
 Rarity: R
 Artist: David Martin

Card Name: Stand Together
 Color: G
 Cost: 3GG
 Type: Instant
 Pow/Tgh:
 Rules Text: Put two +1/+1 counters on target creature and two +1/+1 counters on another target creature.

Flavor Text: Strange times make for strange allies.

Rarity: U

Artist: Luca Zontini

Card Name: Tangle Spider

Color: G

Cost: 4GG

Type: Creature – Spider

Pow/Tgh: 3/4

Rules Text: You may play Tangle Spider any time you could play an instant.

Tangle Spider may block as though it had flying.

Flavor Text: They're considered good luck by the elves they don't eat.

Rarity: C

Artist: Terese Nielsen

Card Name: Tanglewalker

Color: G

Cost: 2G

Type: Creature – Dryad

Pow/Tgh: 2/2

Rules Text: Creatures you control are unblockable as long as defending player controls an artifact land.

Flavor Text: In bringing life to Mirrodin, Memnarch was more successful than he knew—for Mirrodin began to take on a life of its own.

Rarity: U

Artist: Pete Venters

Card Name: Tel-Jilad Outrider

Color: G

Cost: 3G

Type: Creature – Elf Warrior

Pow/Tgh: 3/1

Rules Text: Protection from artifacts

Flavor Text: "When the levelers come again, we shall be ready for them."

Rarity: C

Artist: Paolo Parente

Card Name: Tel-Jilad Wolf

Color: G

Cost: 2G

Type: Creature – Wolf

Pow/Tgh: 2/2

Rules Text: Whenever Tel-Jilad Wolf becomes blocked by an artifact creature, Tel-Jilad Wolf gets +3/+3 until end of turn.

Flavor Text: Thanks to the wolves, Tel-Jilad is the one area of Mirrodin the myr don't see often.

Rarity: C

Artist: Paolo Parente

Card Name: Viridian Acolyte

Color: G

Cost: G

Type: Creature – Elf Shaman

Pow/Tgh: 1/1

Rules Text: 1, T: Add one mana of any color to your mana pool.

Flavor Text: "We have no sun to guide our dead, so I tend the prismatic flames of the spirit fires that show the souls their way. When I die, I hope there is one left to guide my spirit home."

Rarity: C

Artist: D. Alexander Gregory

Card Name: Viridian Zealot

Color: G

Cost: GG

Type: Creature – Elf Warrior

Pow/Tgh: 2/1

Rules Text: 1G, Sacrifice Viridian Zealot: Destroy target artifact or enchantment.

Flavor Text: "I will fight only the way nature intended—and nature intended us to win."

Rarity: R

Artist: Kev Walker

Card Name: Blinkmoth Nexus

Color: L

Cost:

Type: Land

Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.

1: Blinkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying until end of turn. It's still a land.

1, T: Target Blinkmoth gets +1/+1 until end of turn.

Flavor Text:

Rarity: R

Artist: Brian Snoddy

Card Name: Darksteel Citadel

Color: L

Cost:

Type: Artifact Land

Pow/Tgh:

Rules Text: Darksteel Citadel is indestructible. ("Destroy" effects and lethal damage don't destroy it.)

T: Add 1 to your mana pool.

Flavor Text: Panopticon, forge of the Darksteel Eye, home of Mirrodin's keeper.

Rarity: C

Artist: John Avon

Card Name: Mirrodin's Core

Color: L

Cost:

Type: Land

Pow/Tgh:

Rules Text: T: Add 1 to your mana pool.

T: Put a charge counter on Mirrodin's Core.

T, Remove a charge counter from Mirrodin's Core: Add one mana of any color to your mana pool.

Flavor Text:

Rarity: U

Artist: Greg Staples

Card Name: Barbed Lightning

Color: R

Cost: 2R

Type: Instant

Pow/Tgh:

Rules Text: Choose one – Barbed Lightning deals 3 damage to target creature; or Barbed Lightning deals 3 damage to target player.

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

Flavor Text: Every creature on Mirrodin is a lightning rod.

Rarity: C
Artist: Hugh Jamieson

Card Name: Crazyed Goblin
Color: R
Cost: R
Type: Creature – Goblin Warrior
Pow/Tgh: 1/1
Rules Text: Crazyed Goblin attacks each turn if able.
Flavor Text: Because fighting is easier than figuring out what else to do.
Rarity: C
Artist: Darrell Riche

Card Name: Dismantle
Color: R
Cost: 2R
Type: Sorcery
Pow/Tgh:
Rules Text: Destroy target artifact. If that artifact had counters on it, put that many +1/+1 counters or charge counters on an artifact you control.
Flavor Text: "If only the living were so easily salvaged."
–Memnarch
Rarity: U
Artist: Brian Snoddy

Card Name: Drooling Ogre
Color: R
Cost: 1R
Type: Creature – Ogre
Pow/Tgh: 3/3
Rules Text: Whenever a player plays an artifact spell, that player gains control of Drooling Ogre. (This effect doesn't end at end of turn.)
Flavor Text: "Is it the stomping kind or the munching kind?"
–Slobad, goblin tinkerer
Rarity: C
Artist: Brian Snoddy

Card Name: Echoing Ruin
Color: R
Cost: 1R
Type: Sorcery
Pow/Tgh:
Rules Text: Destroy target artifact and all other artifacts with the same name as that artifact.
Flavor Text: A single misstep unleashes an avalanche of ruin.
Rarity: C
Artist: Greg Staples

Card Name: Fireball
Color: R
Cost: XR
Type: Sorcery
Pow/Tgh:
Rules Text: Fireball deals X damage divided evenly, rounded down, among any number of target creatures and/or players. As an additional cost to play Fireball, pay 1 for each target beyond the first.
Flavor Text: The spell fell upon the crowd like a dragon, ancient and full of death.
Rarity: U
Artist: Dave Dorman

Card Name: Flamebreak
 Color: R
 Cost: RRR
 Type: Sorcery
 Pow/Tgh:
 Rules Text: Flamebreak deals 3 damage to each creature without flying and each player. Creatures dealt damage this way can't be regenerated this turn.
 Flavor Text: "Now I'm thirsty."
 -Korva, Vulshok battlemaster
 Rarity: R
 Artist: Trevor Hairsine

Card Name: Furnace Dragon
 Color: R
 Cost: 6RRR
 Type: Creature - Dragon
 Pow/Tgh: 5/5
 Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)
 Flying
 When Furnace Dragon comes into play, if you played it from your hand, remove all artifacts from the game.
 Flavor Text:
 Rarity: R
 Artist: Matthew D. Wilson

Card Name: Goblin Archaeologist
 Color: R
 Cost: 1R
 Type: Creature - Goblin Artificer
 Pow/Tgh: 1/2
 Rules Text: R, T: Flip a coin. If you win the flip, destroy target artifact and untap Goblin Archaeologist. If you lose the flip, sacrifice Goblin Archaeologist.
 Flavor Text: Always easily impressed, Durg was about to be blown away.
 Rarity: U
 Artist: Jim Nelson

Card Name: Inflame
 Color: R
 Cost: R
 Type: Instant
 Pow/Tgh:
 Rules Text: Inflame deals 2 damage to each creature dealt damage this turn.
 Flavor Text: A Vulshok weapon strikes with the fire of the forge that made it.
 Rarity: C
 Artist: Hugh Jamieson

Card Name: Krark-Clan Stoker
 Color: R
 Cost: 2R
 Type: Creature - Goblin Shaman
 Pow/Tgh: 2/2
 Rules Text: T, Sacrifice an artifact: Add RR to your mana pool.
 Flavor Text: Fallen enemies are fed to the scavengers. Fallen friends are thrown into the Great Furnace, their souls returned to the Great Mother.
 Rarity: C
 Artist: Pete Venters

Card Name: Pulse of the Forge
 Color: R
 Cost: 1RR
 Type: Instant
 Pow/Tgh:
 Rules Text: Pulse of the Forge deals 4 damage to target player.
 Then if that player has more life than you, return
 Pulse of the Forge to its owner's hand.
 Flavor Text: Before wars or weapons, there was anger.
 Rarity: R
 Artist: Paolo Parente

Card Name: Savage Beating
 Color: R
 Cost: 3RR
 Type: Instant
 Pow/Tgh:
 Rules Text: Play Savage Beating only during your turn and only
 during combat.
 Choose one – Creatures you control gain double strike
 until end of turn; or untap all creatures you control
 and after this phase, there is an additional combat
 phase.
 Entwine 1R
 Flavor Text:
 Rarity: R
 Artist: Matt Thompson

Card Name: Shunt
 Color: R
 Cost: 1RR
 Type: Instant
 Pow/Tgh:
 Rules Text: Change the target of target spell with a single target.
 Flavor Text: "You might want to work on your aim."
 Rarity: R
 Artist: Greg Hildebrandt

Card Name: Slobad, Goblin Tinkerer
 Color: R
 Cost: 1R
 Type: Creature – Goblin Artificer Legend
 Pow/Tgh: 1/2
 Rules Text: Sacrifice an artifact: Target artifact becomes indestructible
 until end of turn. ("Destroy" effects and lethal damage
 don't destroy that artifact.)
 Flavor Text: "I used to joke that he had been exiled for being too
 smart. Now I know why he never laughed."
 –Glissa Sunseeker
 Rarity: R
 Artist: Kev Walker

Card Name: Tears of Rage
 Color: R
 Cost: 2RR
 Type: Instant
 Pow/Tgh:
 Rules Text: Play Tears of Rage only during the declare attackers
 step.
 Attacking creatures you control get +X/+0 until end
 of turn, where X is the number of attacking creatures.
 Sacrifice those creatures at end of turn.
 Flavor Text:

Rarity: U
Artist: Pete Venters

Card Name: Unforge
Color: R
Cost: 2R
Type: Instant

Pow/Tgh:
Rules Text: Destroy target Equipment. If that Equipment was attached to a creature, Unforge deals 2 damage to that creature.
Flavor Text: Compared to the fire of the forge, the strength of steel is nothing.

Rarity: C
Artist: Kev Walker

Card Name: Vulshok War Boar
Color: R
Cost: 2RR
Type: Creature – Beast
Pow/Tgh: 5/5

Rules Text: When Vulshok War Boar comes into play, sacrifice it unless you sacrifice an artifact.
Flavor Text: It must eat its weight in metal daily, or its furnacelike belly will consume itself for lack of fuel.

Rarity: U
Artist: Pete Venters

Card Name: Carry Away
Color: U
Cost: UU
Type: Enchant Equipment
Pow/Tgh:

Rules Text: When Carry Away comes into play, unattach enchanted Equipment.
You control enchanted Equipment.
Flavor Text: Stealing goblin weapons would be easier if the goblins were smart enough to let go.

Rarity: U
Artist: Jim Nelson

Card Name: Chromescale Drake
Color: U
Cost: 6UUU
Type: Creature – Drake
Pow/Tgh: 3/4

Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)
Flying
When Chromescale Drake comes into play, reveal the top three cards of your library. Put all artifact cards revealed this way into your hand and the rest into your graveyard.

Flavor Text:
Rarity: R
Artist: Ben Thompson

Card Name: Echoing Truth
Color: U
Cost: 1U
Type: Instant
Pow/Tgh:

Rules Text: Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

Flavor Text: A single lie unleashes a tide of disbelief.

Rarity: C

Artist: Greg Staples

Card Name: Hoverguard Observer

Color: U

Cost: 2UU

Type: Creature – Drone

Pow/Tgh: 3/3

Rules Text: Flying

Hoverguard Observer can block only creatures with flying.

Flavor Text: It could be made to run silently, but its low hum reminds the Neurok that they are always watched.

Rarity: U

Artist: Kev Walker

Card Name: Last Word

Color: U

Cost: 2UU

Type: Instant

Pow/Tgh:

Rules Text: Last Word can't be countered by spells or abilities. Counter target spell.

Flavor Text: "Someday, someone will best me. But it won't be today, and it won't be you."

Rarity: R

Artist: Scott M. Fischer

Card Name: Machinate

Color: U

Cost: 1UU

Type: Instant

Pow/Tgh:

Rules Text: Look at the top X cards of your library, where X is the number of artifacts you control. Put one of those cards into your hand and the rest on the bottom of your library in any order.

Flavor Text: As long as there are questions to be asked, the vedalken will ask them.

Rarity: C

Artist: Wayne England

Card Name: Magnetic Flux

Color: U

Cost: 2U

Type: Instant

Pow/Tgh:

Rules Text: Artifact creatures you control gain flying until end of turn.

Flavor Text: After the researcher's astonishing success, his assistants spent six hours finding a way to return the specimens safely to the ground.

Rarity: C

Artist: Alan Rabinowitz

Card Name: Neurok Prodigy

Color: U

Cost: 2U

Type: Creature – Human Wizard

Pow/Tgh: 2/1

Rules Text: Flying

Discard an artifact card from your hand: Return Neurok Prodigy to its owner's hand.

Flavor Text: "Why should I be bound by rules when I can see so far

beyond them?"

Rarity: C

Artist: Puddnhead

Card Name: Neurok Transmuter

Color: U

Cost: 2U

Type: Creature – Human Wizard

Pow/Tgh: 2/2

Rules Text: U: Target creature becomes an artifact in addition to its other types until end of turn.

U: Until end of turn, target artifact creature becomes blue and isn't an artifact.

Flavor Text:

Rarity: U

Artist: Mark Zug

Card Name: Psychic Overload

Color: U

Cost: 3U

Type: Enchant Permanent

Pow/Tgh:

Rules Text: When Psychic Overload comes into play, tap enchanted permanent.

Enchanted permanent doesn't untap during its controller's untap step.

Enchanted permanent has "Discard two artifact cards from your hand: Untap this permanent."

Flavor Text:

Rarity: U

Artist: Jeremy Jarvis

Card Name: Pulse of the Grid

Color: U

Cost: 1UU

Type: Instant

Pow/Tgh:

Rules Text: Draw two cards, then discard a card from your hand.

Then if an opponent has more cards in hand than you, return Pulse of the Grid to its owner's hand.

Flavor Text: Before labs or lectures, there was insight.

Rarity: R

Artist: Wayne England

Card Name: Quicksilver Behemoth

Color: U

Cost: 6U

Type: Creature – Beast

Pow/Tgh: 4/5

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

When Quicksilver Behemoth attacks or blocks, return it to its owner's hand at end of combat. (Return it only if it's in play.)

Flavor Text:

Rarity: C

Artist: Anthony S. Waters

Card Name: Reshape

Color: U

Cost: XUU

Type: Sorcery

Pow/Tgh:

Rules Text: As an additional cost to play Reshape, sacrifice an

artifact.

Search your library for an artifact card with converted mana cost X or less and put it into play. Then shuffle your library.

Flavor Text: "Today's paperweight, tomorrow's leveler."
—Bruenna, Neurok leader

Rarity: R

Artist: Jon Foster

Card Name: Retract

Color: U

Cost: U

Type: Instant

Pow/Tgh:

Rules Text: Return all artifacts you control to their owner's hand.

Flavor Text: "Secrets are meant to remain secret."
—Memnarch

Rarity: R

Artist: Matt Cavotta

Card Name: Second Sight

Color: U

Cost: 2U

Type: Instant

Pow/Tgh:

Rules Text: Choose one — Look at the top five cards of target opponent's library, then put them back in any order; or look at the top five cards of your library, then put them back in any order.

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

Flavor Text:

Rarity: U

Artist: Luca Zontini

Card Name: Synod Artificer

Color: U

Cost: 2U

Type: Creature — Vedalken Artificer

Pow/Tgh: 1/2

Rules Text: X, T: Tap X target noncreature artifacts.

X, T: Untap X target noncreature artifacts.

Flavor Text: Memnarch shared a touch of his power with the vedalken in return for their service. It is a debt he intends to collect.

Rarity: R

Artist: Mark Zug

Card Name: Vedalken Engineer

Color: U

Cost: 1U

Type: Creature — Vedalken Artificer

Pow/Tgh: 1/1

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

Spend this mana only to play artifact spells or activated abilities of artifacts.

Flavor Text: Art is unknown to the vedalken—for them, all creations must serve a purpose.

Rarity: C

Artist: Lars Grant-West

Card Name: Vex

Color: U

Cost: 2U

Type: Instant

Pow/Tgh:

Rules Text: Counter target spell. That spell's controller may draw a card.

Flavor Text: "The druids would be better off if they spent more time in the lab and less time watching trees grow."
—Pontifex, elder researcher

Rarity: C

Artist: Brian Snoddy

Card Name: Auriok Glaivemaster

Color: W

Cost: W

Type: Creature — Human Soldier

Pow/Tgh: 1/1

Rules Text: As long as Auriok Glaivemaster is equipped, it gets +1/+1 and has first strike.

Flavor Text: "Give me a bit of steel and I'll deliver it into the hearts of my enemies."

Rarity: C

Artist: John Matson

Card Name: Echoing Calm

Color: W

Cost: 1W

Type: Instant

Pow/Tgh:

Rules Text: Destroy target enchantment and all other enchantments with the same name as that enchantment.

Flavor Text: A single light unleashes a hail of cleansing.

Rarity: C

Artist: Greg Staples

Card Name: Emissary of Hope

Color: W

Cost: 1WW

Type: Creature — Spirit

Pow/Tgh: 2/1

Rules Text: Flying

Whenever Emissary of Hope deals combat damage to a player, you gain 1 life for each artifact that player controls.

Flavor Text:

Rarity: U

Artist: rk post

Card Name: Hallow

Color: W

Cost: W

Type: Instant

Pow/Tgh:

Rules Text: Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

Flavor Text: "Bend with the storm, then reply in kind."

Rarity: C

Artist: Alex Horley-Orlandelli

Card Name: Leonin Battlemage

Color: W

Cost: 3W

Type: Creature — Cat Wizard

Pow/Tgh: 2/3

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

Whenever you play a spell, you may untap Leonin Battlemage.

Flavor Text: The strongest of the pride are measured not by the

steel in their hands but by the steel in their souls.

Rarity: U

Artist: Stephen Tappin

Card Name: Leonin Shikari

Color: W

Cost: 1W

Type: Creature – Cat Soldier

Pow/Tgh: 2/2

Rules Text: You may play equip abilities any time you could play an instant.

Flavor Text: Her instinct is as sharp as her blade.

Rarity: R

Artist: Wayne England

Card Name: Loxodon Mystic

Color: W

Cost: 3WW

Type: Creature – Elephant Cleric

Pow/Tgh: 3/3

Rules Text: W, T: Tap target creature.

Flavor Text: As the nim storm across the plains, a lone priest stands in their path. At his silent gesture, the battle line breaks, and the tide turns.

Rarity: C

Artist: Edward P. Beard, Jr.

Card Name: Metal Fatigue

Color: W

Cost: 2W

Type: Instant

Pow/Tgh:

Rules Text: Tap all artifacts.

Flavor Text: The Auriok have fought the metal hordes for so long now that knowing how to cripple them has become an instinct.

Rarity: C

Artist: Arnie Swekel

Card Name: Pristine Angel

Color: W

Cost: 4WW

Type: Creature – Angel

Pow/Tgh: 4/4

Rules Text: Flying

As long as Pristine Angel is untapped, it has protection from artifacts and from all colors.

Whenever you play a spell, you may untap Pristine Angel.

Flavor Text:

Rarity: R

Artist: Scott M. Fischer

Card Name: Pteron Ghost

Color: W

Cost: 1W

Type: Creature – Spirit

Pow/Tgh: 1/1

Rules Text: Flying

Sacrifice Pteron Ghost: Regenerate target artifact.

Flavor Text: Defending to the death isn't always enough.

Rarity: C

Artist: Edward P. Beard, Jr.

Card Name: Pulse of the Fields

Color: W
 Cost: 1WW
 Type: Instant

Pow/Tgh:

Rules Text: You gain 4 life. Then if an opponent has more life than you, return Pulse of the Fields to its owner's hand.

Flavor Text: Before religion or civilization, there was order.

Rarity: R

Artist: Paolo Parente

Card Name: Purge

Color: W
 Cost: 1W
 Type: Instant

Pow/Tgh:

Rules Text: Destroy target artifact creature or black creature. It can't be regenerated.

Flavor Text: For the first and last time, the horrific creature experienced terror.

Rarity: U

Artist: Pete Venters

Card Name: Ritual of Restoration

Color: W
 Cost: W
 Type: Sorcery

Pow/Tgh:

Rules Text: Return target artifact card from your graveyard to your hand.

Flavor Text: Leonin raising ceremonies take place at the white sun's dawn, the rebirth of artifacts mirroring the birth of a new day.

Rarity: C

Artist: Dany Orizio

Card Name: Soulscour

Color: W
 Cost: 7WWW
 Type: Sorcery

Pow/Tgh:

Rules Text: Destroy all nonartifact permanents.

Flavor Text: "I have seen the end of times, a future in which all our kind are torn from this world."
 —Ushanti, leonin shaman

Rarity: R

Artist: Kev Walker

Card Name: Steelshaper Apprentice

Color: W
 Cost: 2WW
 Type: Creature — Human Soldier

Pow/Tgh: 1/3

Rules Text: W, T, Return Steelshaper Apprentice to its owner's hand: Search your library for an Equipment card, reveal that card, and put it into your hand. Then shuffle your library.

Flavor Text: Theirs is a craft brought about by necessity, now raised to the level of art.

Rarity: R

Artist: Tim Hildebrandt

Card Name: Stir the Pride

Color: W

Cost: 4W

Type: Instant

Pow/Tgh:

Rules Text: Choose one – Creatures you control get +2/+2 until end of turn; or until end of turn, creatures you control gain "Whenever this creature deals damage, you gain that much life."
Entwine 1W (Choose both if you pay the entwine cost.)

Flavor Text:

Rarity: U

Artist: Matt Cavotta

Card Name: Test of Faith

Color: W

Cost: 1W

Type: Instant

Pow/Tgh:

Rules Text: Prevent the next 3 damage that would be dealt to target creature this turn, and put a +1/+1 counter on that creature for each 1 damage prevented this way.

Flavor Text: Those who survive the test bear a mark of power anyone can recognize.

Rarity: U

Artist: Vance Kovacs

Card Name: Turn the Tables

Color: W

Cost: 3WW

Type: Instant

Pow/Tgh:

Rules Text: All combat damage that would be dealt to you this turn is dealt to target attacking creature instead.

Flavor Text: "Your arrogance is my best weapon."

Rarity: R

Artist: Christopher Moeller

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