

Magic: The Gathering - Fifth Dawn™ & © 1993-2004 Wizards of the Coast, Inc.
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Number: 165 cards total

Color: 20 white, 20 blue, 20 black, 20 red, 20 green, 65 artifact

Rarity: 55 common, 55 uncommon, 55 rare

Card Name: Anodet Lurker

Color: A

Cost: 5

Type: Artifact Creature

Pow/Tgh: 3/3

Rules Text: When Anodet Lurker is put into a graveyard from play, you gain 3 life.

Flavor Text: These machines build fearsome visages out of scrap metal to scare off predators who would otherwise be eager to consume them.

Rarity: C

Artist: Jeff Easley

Card Name: Arachnoid

Color: A

Cost: 6

Type: Artifact Creature – Spider

Pow/Tgh: 2/6

Rules Text: Arachnoid may block as though it had flying.

Flavor Text: It follows the green sun over Mirrodin's surface, spinning massive webs of whispersilk as it goes.

Rarity: U

Artist: Greg Staples

Card Name: Arcbound Wanderer

Color: A

Cost: 6

Type: Artifact Creature

Pow/Tgh: 0/0

Rules Text: Modular–Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost. When it's put into a graveyard, you may put its +1/+1 counters on target artifact creature.)

Flavor Text:

Rarity: U

Artist: Christopher Moeller

Card Name: Avarice Totem

Color: A

Cost: 1

Type: Artifact

Pow/Tgh:

Rules Text: 5: Exchange control of Avarice Totem and target nonland permanent.

Flavor Text: Souls and steel, the essence of Mirrodin. Memnarch lacks one but has an abundance of the other.

Rarity: U

Artist: Ben Thompson

Card Name: Baton of Courage

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: You may play Baton of Courage any time you could play an instant.

Sunburst (This comes into play with a charge counter

on it for each color of mana used to pay its cost.)
 Remove a charge counter from Baton of Courage: Target
 creature gets +1/+1 until end of turn.

Flavor Text:

Rarity: C
 Artist: Heather Hudson

Card Name: Battered Golem
 Color: A
 Cost: 3
 Type: Artifact Creature – Golem
 Pow/Tgh: 3/2

Rules Text: Battered Golem doesn't untap during your untap step.
 Whenever an artifact comes into play, you may untap
 Battered Golem.

Flavor Text: A dent marks every year of service, and it has as much
 rust as glory.

Rarity: C
 Artist: Carl Critchlow

Card Name: Blasting Station
 Color: A
 Cost: 3
 Type: Artifact
 Pow/Tgh:

Rules Text: T, Sacrifice a creature: Blasting Station deals 1 damage
 to target creature or player.
 Whenever a creature comes into play, you may untap
 Blasting Station.

Flavor Text:

Rarity: U
 Artist: Stephen Tappin

Card Name: Chimeric Coils
 Color: A
 Cost: 1
 Type: Artifact
 Pow/Tgh:

Rules Text: X1: Chimeric Coils becomes an X/X artifact creature.
 Sacrifice it at end of turn.

Flavor Text: The energy that infuses the rings with life also melts
 them away, leaving only useless puddles of slag.

Rarity: U
 Artist: Michael Sutfin

Card Name: Clearwater Goblet
 Color: A
 Cost: 5
 Type: Artifact
 Pow/Tgh:

Rules Text: Sunburst (This comes into play with a charge counter
 on it for each color of mana used to pay its cost.)
 At the beginning of your upkeep, you may gain 1 life
 for each charge counter on Clearwater Goblet.

Flavor Text:

Rarity: R
 Artist: Dany Orizio

Card Name: Clock of Omens
 Color: A
 Cost: 4
 Type: Artifact
 Pow/Tgh:

Rules Text: Tap two untapped artifacts you control: Untap target

artifact.

Flavor Text: Those near the clock don't hear it anymore, but their every movement is in time with its ticking.

Rarity: U

Artist: Alex Horley-Orlandelli

Card Name: Composite Golem

Color: A

Cost: 6

Type: Artifact Creature – Golem

Pow/Tgh: 4/4

Rules Text: Sacrifice Composite Golem: Add WUBRG to your mana pool.

Flavor Text: It binds the five suns in human form.

Rarity: U

Artist: Mark Tedin

Card Name: Conjuror's Bauble

Color: A

Cost: 1

Type: Artifact

Pow/Tgh:

Rules Text: T, Sacrifice Conjuror's Bauble: Put up to one target card from your graveyard on the bottom of your library. Draw a card.

Flavor Text: It is the moment of discovery, the triumph of the mind, the reimagining of past glory.

Rarity: C

Artist: Darrell Riche

Card Name: Cranial Plating

Color: A

Cost: 2

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature gets +1/+0 for each artifact you control.

BB: Attach Cranial Plating to target creature you control.

Equip 1 (1: Attach to target creature you control.

Equip only as a sorcery.)

Flavor Text:

Rarity: C

Artist: Adam Rex

Card Name: Crucible of Worlds

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: You may play land cards from your graveyard as though they were in your hand.

Flavor Text: Amidst the darkest ashes grow the strongest seeds.

Rarity: R

Artist: Ron Spencer

Card Name: Door to Nothingness

Color: A

Cost: 5

Type: Artifact

Pow/Tgh:

Rules Text: Door to Nothingness comes into play tapped.

WWUUBBRRGG, T, Sacrifice Door to Nothingness: Target player loses the game.

Flavor Text: "All memory of your existence will be wiped from reality. You will die, and no one will mourn."

–Memnarch

Rarity: R
Artist: Puddnhead

Card Name: Doubling Cube

Color: A
Cost: 2
Type: Artifact

Pow/Tgh:

Rules Text: 3, T: Double the amount of each type of mana in your mana pool.

Flavor Text: The cube's surface is pockmarked with jagged runes that seem to shift when unobserved.

Rarity: R
Artist: Mark Tedin

Card Name: Energy Chamber

Color: A
Cost: 2
Type: Artifact

Pow/Tgh:

Rules Text: At the beginning of your upkeep, choose one – Put a +1/+1 counter on target artifact creature; or put a charge counter on target noncreature artifact.

Flavor Text:

Rarity: U
Artist: Kev Walker

Card Name: Engineered Explosives

Color: A
Cost: X
Type: Artifact

Pow/Tgh:

Rules Text: Sunburst (This comes into play with a charge counter on it for each color of mana used to pay its cost.)
2, Sacrifice Engineered Explosives: Destroy each nonland permanent with converted mana cost equal to the number of charge counters on Engineered Explosives.

Flavor Text:

Rarity: R
Artist: Ron Spears

Card Name: Ensouled Scimitar

Color: A
Cost: 3
Type: Artifact – Equipment

Pow/Tgh:

Rules Text: 3: Ensouled Scimitar becomes a 1/5 artifact creature with flying until end of turn. (Equipment that's a creature can't equip a creature.)
Equipped creature gets +1/+5.
Equip 2 (2: Attach to target creature you control.
Equip only as a sorcery.)

Flavor Text:

Rarity: U
Artist: Edward P. Beard, Jr.

Card Name: Eon Hub

Color: A
Cost: 5
Type: Artifact

Pow/Tgh:

Rules Text: Players skip their upkeep steps.

Flavor Text: Its power source is time itself. It absorbs unused

minutes and hours, bringing the end of existence always closer.

Rarity: R
Artist: Daren Bader

Card Name: Etched Oracle
Color: A
Cost: 4
Type: Artifact Creature
Pow/Tgh: 0/0

Rules Text: Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)
1, Remove four +1/+1 counters from Etched Oracle: Target player draws three cards.

Flavor Text:
Rarity: U
Artist: Matt Cavotta

Card Name: Ferropede
Color: A
Cost: 3
Type: Artifact Creature – Insect
Pow/Tgh: 1/1

Rules Text: Ferropede is unblockable.
Whenever Ferropede deals combat damage to a player, you may remove a counter from target permanent.

Flavor Text:
Rarity: U
Artist: Jeff Easley

Card Name: Fist of Suns
Color: A
Cost: 3
Type: Artifact
Pow/Tgh:

Rules Text: You may pay WUBRG rather than pay the mana cost for spells that you play.

Flavor Text: "It is all in my grasp. Every petty dream, every grand scheme, every soul, every fear. It all flows through me and from me."
–Memnarch

Rarity: R
Artist: Arnie Swekel

Card Name: Gemstone Array
Color: A
Cost: 4
Type: Artifact
Pow/Tgh:

Rules Text: 2: Put a charge counter on Gemstone Array.
Remove a charge counter from Gemstone Array: Add one mana of any color to your mana pool.

Flavor Text: Outside, it reflects the suns' light. Inside, it harvests the suns' power.

Rarity: U
Artist: Ittoku

Card Name: Goblin Cannon
Color: A
Cost: 4
Type: Artifact
Pow/Tgh:

Rules Text: 2: Goblin Cannon deals 1 damage to target creature or player. Sacrifice Goblin Cannon.

Flavor Text: Goblin cannon crews are known not for their aim but for their ability to dive for cover.

Rarity: U

Artist: Doug Chaffee

Card Name: Grafted Wargear

Color: A

Cost: 3

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature gets +3/+2.

Whenever Grafted Wargear becomes unattached from a creature, sacrifice that creature.

Equip 0 (0: Attach to target creature you control.

Equip only as a sorcery.)

Flavor Text:

Rarity: U

Artist: Alex Horley-Orlandelli

Card Name: Grinding Station

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: T, Sacrifice an artifact: Target player puts the top three cards of his or her library into his or her graveyard.

Whenever an artifact comes into play, you may untap

Grinding Station.

Flavor Text:

Rarity: U

Artist: Greg Staples

Card Name: Guardian Idol

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Guardian Idol comes into play tapped.

T: Add 1 to your mana pool.

2: Guardian Idol becomes a 2/2 artifact creature until end of turn.

Flavor Text:

Rarity: U

Artist: Edward P. Beard, Jr.

Card Name: Healer's Headdress

Color: A

Cost: 2

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature gets +0/+2 and has "T: Prevent the next 1 damage that would be dealt to target creature or player."

WW: Attach Healer's Headdress to target creature you control.

Equip 1 (1: Attach to target creature you control.

Equip only as a sorcery.)

Flavor Text:

Rarity: C

Artist: Carl Critchlow

Card Name: Heliophial

Color: A

Cost: 5

Type: Artifact
 Pow/Tgh:
 Rules Text: Sunburst (This comes into play with a charge counter on it for each color of mana used to pay its cost.)
 2, Sacrifice Heliophial: Heliophial deals damage to target creature or player equal to the number of charge counters on Heliophial.

Flavor Text:
 Rarity: C
 Artist: Wayne England

Card Name: Helm of Kaldra
 Color: A
 Cost: 3
 Type: Legendary Artifact – Equipment
 Pow/Tgh:
 Rules Text: Equipped creature has first strike, trample, and haste.
 1: If you control Equipment named Helm of Kaldra, Sword of Kaldra, and Shield of Kaldra, put a 4/4 colorless Avatar Legend creature token named Kaldra into play and attach those Equipment to it.
 Equip 2

Flavor Text:
 Rarity: R
 Artist: Donato Giancola

Card Name: Horned Helm
 Color: A
 Cost: 2
 Type: Artifact – Equipment
 Pow/Tgh:
 Rules Text: Equipped creature gets +1/+1 and has trample.
 GG: Attach Horned Helm to target creature you control.
 Equip 1 (1: Attach to target creature you control.
 Equip only as a sorcery.)

Flavor Text:
 Rarity: C
 Artist: Martina Pilcerova

Card Name: Infused Arrows
 Color: A
 Cost: 4
 Type: Artifact
 Pow/Tgh:
 Rules Text: Sunburst (This comes into play with a charge counter on it for each color of mana used to pay its cost.)
 T, Remove X charge counters from Infused Arrows: Target creature gets -X/-X until end of turn.

Flavor Text:
 Rarity: U
 Artist: Stephen Tappin

Card Name: Krark-Clan Ironworks
 Color: A
 Cost: 4
 Type: Artifact
 Pow/Tgh:
 Rules Text: Sacrifice an artifact: Add 2 to your mana pool.

Flavor Text: All the junk, refuse, and offal of the Krark Clan is diligently collected, melted down, and made into more junk, refuse, and offal.

Rarity: U
 Artist: Tim Hildebrandt

Card Name: Lantern of Insight
 Color: A
 Cost: 1
 Type: Artifact
 Pow/Tgh:
 Rules Text: Each player plays with the top card of his or her library revealed.
 T, Sacrifice Lantern of Insight: Target player shuffles his or her library.
 Flavor Text: Each eye sees a different possibility for tomorrow.
 Rarity: U
 Artist: Tim Hildebrandt

Card Name: Lunar Avenger
 Color: A
 Cost: 7
 Type: Artifact Creature – Golem
 Pow/Tgh: 2/2
 Rules Text: Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)
 Remove a +1/+1 counter from Lunar Avenger: Lunar Avenger gains your choice of flying, first strike, or haste until end of turn.
 Flavor Text:
 Rarity: U
 Artist: Paolo Parente

Card Name: Mycosynth Golem
 Color: A
 Cost: 11
 Type: Artifact Creature – Golem
 Pow/Tgh: 4/5
 Rules Text: Affinity for artifacts (This spell costs 1 less to play for each artifact you control.)
 Artifact creature spells you play have affinity for artifacts. (They cost 1 less to play for each artifact you control.)
 Flavor Text:
 Rarity: R
 Artist: Paolo Parente

Card Name: Myr Quadropod
 Color: A
 Cost: 4
 Type: Artifact Creature – Myr
 Pow/Tgh: 1/4
 Rules Text: 3: Switch Myr Quadropod's power and toughness until end of turn.
 Flavor Text: Each myr was designed to fill a specific role. This one, for example, was designed to stomp on other myr.
 Rarity: C
 Artist: Christopher Rush

Card Name: Myr Servitor
 Color: A
 Cost: 1
 Type: Artifact Creature – Myr
 Pow/Tgh: 1/1
 Rules Text: At the beginning of your upkeep, if Myr Servitor is in play, each player returns all cards named Myr Servitor from his or her graveyard to play.
 Flavor Text: The Krark Clan enjoys pulling them apart just to watch them reassemble one another.
 Rarity: C

Artist: John Matson

Card Name: Neurok Stealthsuit

Color: A

Cost: 2

Type: Artifact – Equipment

Pow/Tgh:

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

UU: Attach Neurok Stealthsuit to target creature you control.

Equip 1 (1: Attach to target creature you control.

Equip only as a sorcery.)

Flavor Text:

Rarity: C

Artist: Francis Tsai

Card Name: Opaline Bracers

Color: A

Cost: 4

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Sunburst (This comes into play with a charge counter on it for each color of mana used to pay its cost.)

Equipped creature gets +X/+X, where X is the number of charge counters on Opaline Bracers.

Equip 2 (2: Attach to target creature you control.

Equip only as a sorcery.)

Flavor Text:

Rarity: C

Artist: Anthony S. Waters

Card Name: Paradise Mantle

Color: A

Cost: 0

Type: Artifact – Equipment

Pow/Tgh:

Rules Text: Equipped creature has "T: Add one mana of any color to your mana pool."

Equip 1 (1: Attach to target creature you control.

Equip only as a sorcery.)

Flavor Text:

Rarity: U

Artist: Greg Hildebrandt

Card Name: Pentad Prism

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: Sunburst (This comes into play with a charge counter on it for each color of mana used to pay its cost.)

Remove a charge counter from Pentad Prism: Add one mana of any color to your mana pool.

Flavor Text:

Rarity: C

Artist: David Martin

Card Name: Possessed Portal

Color: A

Cost: 8

Type: Artifact

Pow/Tgh:

Rules Text: If a player would draw a card, that player skips that

draw instead.

At the end of each turn, each player sacrifices a permanent unless he or she discards a card from his or her hand.

Flavor Text:

Rarity: R

Artist: Tony Szczudlo

Card Name: Razorgrass Screen

Color: A

Cost: 1

Type: Artifact Creature – Wall

Pow/Tgh: 2/1

Rules Text: (Walls can't attack.)

Razorgrass Screen blocks each turn if able.

Flavor Text: Hand-stitched, and marked by the blood of the Auriok.

Rarity: C

Artist: Tony Szczudlo

Card Name: Razormane Masticore

Color: A

Cost: 5

Type: Artifact Creature

Pow/Tgh: 5/5

Rules Text: First strike

At the beginning of your upkeep, sacrifice Razormane Masticore unless you discard a card from your hand.

At the beginning of your draw step, you may have Razormane Masticore deal 3 damage to target creature.

Flavor Text:

Rarity: R

Artist: Jim Murray

Card Name: Relic Barrier

Color: A

Cost: 2

Type: Artifact

Pow/Tgh:

Rules Text: T: Tap target artifact.

Flavor Text: Its transmissions are the word of Memnarch. It speaks, and metal bows.

Rarity: U

Artist: Nottsuo

Card Name: Salvaging Station

Color: A

Cost: 6

Type: Artifact

Pow/Tgh:

Rules Text: T: Return target noncreature artifact card with converted mana cost 1 or less from your graveyard to play.

Whenever a creature is put into a graveyard from play, you may untap Salvaging Station.

Flavor Text:

Rarity: R

Artist: Greg Staples

Card Name: Sawtooth Thresher

Color: A

Cost: 6

Type: Artifact Creature

Pow/Tgh: 1/1

Rules Text: Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)

Remove two +1/+1 counters from Sawtooth Thresher: Sawtooth

Thresher gets +4/+4 until end of turn.

Flavor Text:

Rarity: C

Artist: Alan Pollack

Card Name: Silent Arbiter

Color: A

Cost: 4

Type: Artifact Creature

Pow/Tgh: 1/5

Rules Text: No more than one creature may attack each combat.

No more than one creature may block each combat.

Flavor Text: Scholars say that arbiters exist on every world, created by an unknown hand to enforce justice.

Rarity: R

Artist: Mark Zug

Card Name: Skullcage

Color: A

Cost: 4

Type: Artifact

Pow/Tgh:

Rules Text: At the beginning of each opponent's upkeep, Skullcage deals 2 damage to that player unless he or she has exactly three or exactly four cards in hand.

Exactly three or exactly four cards in hand.

Flavor Text: Only a focused mind can survive it.

Rarity: U

Artist: Ron Spencer

Card Name: Skyreach Manta

Color: A

Cost: 5

Type: Artifact Creature

Pow/Tgh: 0/0

Rules Text: Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)

Flying

Flavor Text: As the dawns break, the manta soars.

Rarity: C

Artist: Christopher Moeller

Card Name: Solarion

Color: A

Cost: 7

Type: Artifact Creature

Pow/Tgh: 0/0

Rules Text: Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)

T: Double the number of +1/+1 counters on Solarion.

Flavor Text:

Rarity: R

Artist: Jim Murray

Card Name: Sparring Collar

Color: A

Cost: 2

Type: Artifact - Equipment

Pow/Tgh:

Rules Text: Equipped creature has first strike.

RR: Attach Sparring Collar to target creature you control.

Equip 1 (1: Attach to target creature you control.)

Equip only as a sorcery.)

Flavor Text:

Rarity: C

Artist: Christopher Moeller

Card Name: Spinal Parasite

Color: A

Cost: 5

Type: Artifact Creature – Insect

Pow/Tgh: -1/-1

Rules Text: Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)
Remove two +1/+1 counters from Spinal Parasite: Remove a counter from target permanent.

Flavor Text:

Rarity: U

Artist: Cyril Van Der Haegen

Card Name: Staff of Domination

Color: A

Cost: 3

Type: Artifact

Pow/Tgh:

Rules Text: 1: Untap Staff of Domination.
2, T: You gain 1 life.
3, T: Untap target creature.
4, T: Tap target creature.
5, T: Draw a card.

Flavor Text:

Rarity: R

Artist: Ben Thompson

Card Name: Summoner's Egg

Color: A

Cost: 4

Type: Artifact Creature

Pow/Tgh: 0/4

Rules Text: Imprint – When Summoner's Egg comes into play, you may remove a card in your hand from the game face down. When Summoner's Egg is put into a graveyard from play, turn the imprinted face-down card face up. If that card is a creature card, put it into play under your control.

Flavor Text:

Rarity: R

Artist: Jim Nelson

Card Name: Summoning Station

Color: A

Cost: 7

Type: Artifact

Pow/Tgh:

Rules Text: T: Put a 2/2 colorless Pincher creature token into play.
Whenever an artifact is put into a graveyard from play, you may untap Summoning Station.

Flavor Text:

Rarity: R

Artist: Stephen Tappin

Card Name: Suncrusher

Color: A

Cost: 9

Type: Artifact Creature

Pow/Tgh: 3/3

Rules Text: Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)

4, T, Remove a +1/+1 counter from Suncrusher: Destroy target creature.
 2, Remove a +1/+1 counter from Suncrusher: Return Suncrusher to its owner's hand.

Flavor Text:

Rarity: R
 Artist: Dave Dorman

Card Name: Suntouched Myr
 Color: A
 Cost: 3
 Type: Artifact Creature – Myr
 Pow/Tgh: 0/0

Rules Text: Sunburst (This comes into play with a +1/+1 counter on it for each color of mana used to pay its cost.)

Flavor Text: As the fifth sun joins the other four, new abilities awaken in the creatures of Mirrodin.

Rarity: C
 Artist: Greg Hildebrandt

Card Name: Synod Centurion
 Color: A
 Cost: 4
 Type: Artifact Creature
 Pow/Tgh: 4/4

Rules Text: When you control no other artifacts, sacrifice Synod Centurion.

Flavor Text: "We order them to stand, they stand. We order them to wait, they wait. We order them to die, they die."
 –Pontifex, elder researcher

Rarity: U
 Artist: Kev Walker

Card Name: Thermal Navigator
 Color: A
 Cost: 3
 Type: Artifact Creature
 Pow/Tgh: 2/2

Rules Text: Sacrifice an artifact: Thermal Navigator gains flying until end of turn.

Flavor Text: It takes off with a roar of superheated wind, startling wild pterons as they survey the ground below.

Rarity: C
 Artist: Jim Murray

Card Name: Vedalken Orrery
 Color: A
 Cost: 4
 Type: Artifact
 Pow/Tgh:

Rules Text: You may play nonland cards any time you could play an instant.

Flavor Text: The model incorporated the fifth sun effortlessly, as if it had always known.

Rarity: R
 Artist: John Avon

Card Name: Vedalken Shackles
 Color: A
 Cost: 3
 Type: Artifact
 Pow/Tgh:

Rules Text: You may choose not to untap Vedalken Shackles during your untap step.

2, T: Gain control of target creature with power less than or equal to the number of Islands you control as long as Vedalken Shackles remains tapped.

Flavor Text:

Rarity: R
Artist: Mark Zug

Card Name: Wayfarer's Bauble

Color: A
Cost: 1
Type: Artifact

Pow/Tgh:

Rules Text: 2, T, Sacrifice Wayfarer's Bauble: Search your library for a basic land card and put that card into play tapped. Then shuffle your library.

Flavor Text: It is the forest beyond the horizon, the mountain waiting to be climbed, the new land across the endless sea.

Rarity: C
Artist: Darrell Riche

Card Name: Beacon of Unrest

Color: B
Cost: 3BB
Type: Sorcery

Pow/Tgh:

Rules Text: Put target artifact or creature card from a graveyard into play under your control. Shuffle Beacon of Unrest into its owner's library.

Flavor Text: A vertical scream pierces the night air and echoes doom through the clouds.

Rarity: R
Artist: Alan Pollack

Card Name: Blind Creeper

Color: B
Cost: 1B
Type: Creature — Zombie Beast

Pow/Tgh: 3/3

Rules Text: Whenever a player plays a spell, Blind Creeper gets -1/-1 until end of turn.

Flavor Text: It shuns everything except its next meal.

Rarity: C
Artist: Carl Critchlow

Card Name: Bringer of the Black Dawn

Color: B
Cost: 7BB
Type: Creature — Bringer

Pow/Tgh: 5/5

Rules Text: You may pay WUBRG rather than pay Bringer of the Black Dawn's mana cost.

Trample

At the beginning of your upkeep, you may pay 2 life.

If you do, search your library for a card, then shuffle your library and put that card on top of it.

Flavor Text:

Rarity: R
Artist: Carl Critchlow

Card Name: Cackling Imp

Color: B
Cost: 2BB
Type: Creature — Imp

Pow/Tgh: 2/2

Rules Text: Flying
 T: Target player loses 1 life.
 Flavor Text: Its laughter drives needles through your mind.
 Rarity: C
 Artist: Matt Thompson

Card Name: Desecration Elemental
 Color: B
 Cost: 3B
 Type: Creature – Elemental
 Pow/Tgh: 8/8
 Rules Text: Fear
 Whenever a player plays a spell, sacrifice a creature.
 Flavor Text: Its precious corpses dance like puppets to attract
 mindless nim prey.
 Rarity: R
 Artist: Pete Venters

Card Name: Devour in Shadow
 Color: B
 Cost: BB
 Type: Instant
 Pow/Tgh:
 Rules Text: Destroy target creature. It can't be regenerated. You
 lose life equal to that creature's toughness.
 Flavor Text: "Feel the burn of the mists. Master them. They will
 devour your enemies."
 –Geth, keeper of the Vault
 Rarity: U
 Artist: Thomas M. Baxa

Card Name: Dross Crocodile
 Color: B
 Cost: 3B
 Type: Creature – Zombie Crocodile
 Pow/Tgh: 5/1
 Rules Text:
 Flavor Text: The necrogen may have taken its sight, but it can still
 taste the fear of its prey.
 Rarity: C
 Artist: Edward P. Beard, Jr.

Card Name: Ebon Drake
 Color: B
 Cost: 2B
 Type: Creature – Drake
 Pow/Tgh: 3/3
 Rules Text: Flying
 Whenever a player plays a spell, you lose 1 life.
 Flavor Text: The deadliest killers serve only those who are not
 afraid to die.
 Rarity: U
 Artist: Pete Venters

Card Name: Endless Whispers
 Color: B
 Cost: 2BB
 Type: Enchantment
 Pow/Tgh:
 Rules Text: Each creature has "When this creature is put into a
 graveyard from play, choose target opponent. That player
 puts this creature card from that graveyard into play
 under his or her control at end of turn."
 Flavor Text: Those who find death under the black sun's shadow cannot

escape its pull.

Rarity: R

Artist: Carl Critchlow

Card Name: Fill with Fright

Color: B

Cost: 3B

Type: Sorcery

Pow/Tgh:

Rules Text: Target player discards two cards from his or her hand.
Scry 2 (Look at the top two cards of your library.
Put any number of them on the bottom of your library
and the rest on top in any order.)

Flavor Text:

Rarity: C

Artist: Luca Zontini

Card Name: Fleshgrafter

Color: B

Cost: 2B

Type: Creature – Human Warrior

Pow/Tgh: 2/2

Rules Text: Discard an artifact card from your hand: Fleshgrafter
gets +2/+2 until end of turn.

Flavor Text: Necrogen enflames certain emotional centers in the
Morioks' brains: hate, aggression, and especially greed.

Rarity: C

Artist: Jim Murray

Card Name: Lose Hope

Color: B

Cost: B

Type: Instant

Pow/Tgh:

Rules Text: Target creature gets -1/-1 until end of turn.
Scry 2 (Look at the top two cards of your library.
Put any number of them on the bottom of your library
and the rest on top in any order.)

Flavor Text:

Rarity: C

Artist: Matt Cavotta

Card Name: Mephidross Vampire

Color: B

Cost: 4BB

Type: Creature – Vampire

Pow/Tgh: 3/4

Rules Text: Flying
Each creature you control is a Vampire in addition
to its other creature types and has "Whenever this
creature deals damage to a creature, put a +1/+1 counter
on this creature."

Flavor Text:

Rarity: R

Artist: Matthew D. Wilson

Card Name: Moriok Rigger

Color: B

Cost: 2B

Type: Creature – Human Rogue

Pow/Tgh: 2/2

Rules Text: Whenever an artifact is put into a graveyard from play,
you may put a +1/+1 counter on Moriok Rigger.

Flavor Text: The Moriok scavenge for weapons, for armor, for food—and

ultimately for their souls.

Rarity: R

Artist: Wayne England

Card Name: Night's Whisper

Color: B

Cost: 1B

Type: Sorcery

Pow/Tgh:

Rules Text: You draw two cards and you lose 2 life.

Flavor Text: The Moriok call the black moon the Whisperer. At her apex, she whispers of power.

Rarity: U

Artist: David Martin

Card Name: Nim Grotesque

Color: B

Cost: 6B

Type: Creature – Zombie

Pow/Tgh: 3/6

Rules Text: Nim Grotesque gets +1/+0 for each artifact you control.

Flavor Text: In the swirling mists, you could walk right up to one and not know until its teeth are in your throat.

Rarity: U

Artist: Anthony S. Waters

Card Name: Plunge into Darkness

Color: B

Cost: 1B

Type: Instant

Pow/Tgh:

Rules Text: Choose one – Sacrifice any number of creatures, then you gain 3 life for each sacrificed creature; or pay X life, then look at the top X cards of your library, put one of those cards into your hand, and remove the rest from the game.

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

Flavor Text:

Rarity: R

Artist: Justin Sweet

Card Name: Relentless Rats

Color: B

Cost: 1BB

Type: Creature – Rat

Pow/Tgh: 2/2

Rules Text: Relentless Rats gets +1/+1 for each other creature in play named Relentless Rats.

A deck can have any number of cards named Relentless Rats.

Flavor Text:

Rarity: U

Artist: Thomas M. Baxa

Card Name: Shattered Dreams

Color: B

Cost: B

Type: Sorcery

Pow/Tgh:

Rules Text: Target opponent reveals his or her hand. Choose an artifact card from it. That player discards that card.

Flavor Text: Victims are lucky if they remember ever having had what was lost.

Rarity: U

Artist: Greg Staples

Card Name: Vicious Betrayal

Color: B

Cost: 3BB

Type: Sorcery

Pow/Tgh:

Rules Text: As an additional cost to play Vicious Betrayal, sacrifice any number of creatures.

Target creature gets +2/+2 until end of turn for each creature sacrificed this way.

Flavor Text:

Rarity: C

Artist: Tomas Giorello

Card Name: All Suns' Dawn

Color: G

Cost: 4G

Type: Sorcery

Pow/Tgh:

Rules Text: For each color, return up to one target card of that color from your graveyard to your hand. Then remove All Suns' Dawn from the game.

Flavor Text:

Rarity: R

Artist: Glen Angus

Card Name: Beacon of Creation

Color: G

Cost: 3G

Type: Sorcery

Pow/Tgh:

Rules Text: Put a 1/1 green Insect creature token into play for each Forest you control. Shuffle Beacon of Creation into its owner's library.

Flavor Text: A chorus of life heralds the arrival of Mirrodin's final sun.

Rarity: R

Artist: Mark Tedin

Card Name: Bringer of the Green Dawn

Color: G

Cost: 7GG

Type: Creature – Bringer

Pow/Tgh: 5/5

Rules Text: You may pay WUBRG rather than pay Bringer of the Green Dawn's mana cost.

Trample

At the beginning of your upkeep, you may put a 3/3 green Beast creature token into play.

Flavor Text:

Rarity: R

Artist: Jim Murray

Card Name: Channel the Suns

Color: G

Cost: 3G

Type: Sorcery

Pow/Tgh:

Rules Text: Add WUBRG to your mana pool.

Flavor Text: To some the birth of the fifth sun was a sign of doom. To others it was a sign of salvation. But to all it was a sign.

Rarity: U

Artist: Rob Alexander

Card Name: Dawn's Reflection

Color: G

Cost: 3G

Type: Enchant Land

Pow/Tgh:

Rules Text: Whenever enchanted land is tapped for mana, its controller adds two mana of any combination of colored mana to his or her mana pool.

Flavor Text: Only Sylvok magic could truly capture the perfection of a Mirrodin sunrise.

Rarity: C

Artist: John Avon

Card Name: Eternal Witness

Color: G

Cost: 1GG

Type: Creature – Human Shaman

Pow/Tgh: 2/1

Rules Text: When Eternal Witness comes into play, you may return target card from your graveyard to your hand.

Flavor Text: She remembers every word spoken, from the hero's oath to the baby's cry.

Rarity: U

Artist: Terese Nielsen

Card Name: Fangren Pathcutter

Color: G

Cost: 4GG

Type: Creature – Beast

Pow/Tgh: 4/6

Rules Text: Whenever Fangren Pathcutter attacks, attacking creatures gain trample until end of turn.

Flavor Text: "Tracking a fangren pack is easy. Catching up to one is fatal."

–Viridian scout

Rarity: U

Artist: Rob Alexander

Card Name: Ferocious Charge

Color: G

Cost: 2G

Type: Instant

Pow/Tgh:

Rules Text: Target creature gets +4/+4 until end of turn.
Scry 2 (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)

Flavor Text:

Rarity: C

Artist: Anthony S. Waters

Card Name: Joiner Adept

Color: G

Cost: 1G

Type: Creature – Elf Druid

Pow/Tgh: 2/1

Rules Text: Lands you control have "T: Add one mana of any color to your mana pool."

Flavor Text: A talented apprentice makes all things. The master makes all things possible.

Rarity: R

Artist: Christopher Rush

Card Name: Ouphe Vandals
 Color: G
 Cost: 2G
 Type: Creature – Ouphe
 Pow/Tgh: 2/2
 Rules Text: G, Sacrifice Ouphe Vandals: Counter target activated ability from an artifact source and destroy that artifact if it's in play. (Mana abilities can't be targeted.)
 Flavor Text: The ouphes finally managed to still the clockwork monstrosity by catching themselves in its cogs.
 Rarity: U
 Artist: Thomas M. Baxa

Card Name: Rite of Passage
 Color: G
 Cost: 2G
 Type: Enchantment
 Pow/Tgh:
 Rules Text: Whenever a creature you control is dealt damage, put a +1/+1 counter on it. (The damage is dealt before the counter is put on.)
 Flavor Text: Every scar is a lesson, every battle a test of what you have learned.
 Rarity: R
 Artist: Kev Walker

Card Name: Rude Awakening
 Color: G
 Cost: 4G
 Type: Sorcery
 Pow/Tgh:
 Rules Text: Choose one – Untap all lands you control; or until end of turn, lands you control become 2/2 creatures that are still lands.
 Entwine 2G (Choose both if you pay the entwine cost.)
 Flavor Text:
 Rarity: R
 Artist: Ittoku

Card Name: Sylvok Explorer
 Color: G
 Cost: 1G
 Type: Creature – Human Druid
 Pow/Tgh: 1/1
 Rules Text: T: Add to your mana pool one mana of any color that a land an opponent controls could produce.
 Flavor Text: Any creature on a druid's shoulder is his family, any land under his feet his home.
 Rarity: C
 Artist: Wayne England

Card Name: Tangle Asp
 Color: G
 Cost: 1G
 Type: Creature – Snake
 Pow/Tgh: 1/2
 Rules Text: Whenever Tangle Asp blocks or becomes blocked by a creature, destroy that creature at end of combat.
 Flavor Text: "I have no fangs, yet I constantly bite. I have no scales, yet I slither through you. What am I?"
 –Riddle of the viper's venom
 Rarity: C
 Artist: Daren Bader

Card Name: Tel-Jilad Justice
 Color: G
 Cost: 1G
 Type: Instant
 Pow/Tgh:
 Rules Text: Destroy target artifact.
 Scry 2 (Look at the top two cards of your library.
 Put any number of them on the bottom of your library
 and the rest on top in any order.)
 Flavor Text:
 Rarity: U
 Artist: Alex Horley-Orlandelli

Card Name: Tel-Jilad Lifebreather
 Color: G
 Cost: 4G
 Type: Creature – Troll Shaman
 Pow/Tgh: 3/2
 Rules Text: G, T, Sacrifice a Forest: Regenerate target creature.
 Flavor Text: "The Tangle loans you life. Spend it well."
 Rarity: C
 Artist: Jim Nelson

Card Name: Tornado Elemental
 Color: G
 Cost: 5GG
 Type: Creature – Elemental
 Pow/Tgh: 6/6
 Rules Text: When Tornado Elemental comes into play, it deals 6
 damage to each creature with flying.
 You may have Tornado Elemental deal its combat damage
 to defending player as though it weren't blocked.
 Flavor Text:
 Rarity: R
 Artist: Alex Horley-Orlandelli

Card Name: Tyrranax
 Color: G
 Cost: 4GG
 Type: Creature – Beast
 Pow/Tgh: 5/4
 Rules Text: 1G: Tyrranax gets -1/+1 until end of turn.
 Flavor Text: It outnumbers you one to many.
 Rarity: C
 Artist: Carl Critchlow

Card Name: Viridian Lorebearers
 Color: G
 Cost: 3G
 Type: Creature – Elf Shaman
 Pow/Tgh: 3/3
 Rules Text: 3G, T: Target creature gets +X/+X until end of turn,
 where X is the number of artifacts your opponents control.
 Flavor Text: A small band of elves pledged many years ago to avoid
 the Edges of Forgetting. They have remained hidden
 until now.
 Rarity: U
 Artist: Darrell Riche

Card Name: Viridian Scout
 Color: G
 Cost: 3G
 Type: Creature – Elf Warrior

Pow/Tgh: 1/2

Rules Text: 2G, Sacrifice Viridian Scout: Viridian Scout deals 2 damage to target creature with flying.

Flavor Text: They know a hoverguard's only blind spot is directly above it.

Rarity: C

Artist: Daren Bader

Card Name: Beacon of Destruction

Color: R

Cost: 3RR

Type: Instant

Pow/Tgh:

Rules Text: Beacon of Destruction deals 5 damage to target creature or player. Shuffle Beacon of Destruction into its owner's library.

Flavor Text: The Great Furnace's blessing is a spectacular sight, but the best view comes at a high cost.

Rarity: R

Artist: Greg Hildebrandt

Card Name: Bringer of the Red Dawn

Color: R

Cost: 7RR

Type: Creature – Bringer

Pow/Tgh: 5/5

Rules Text: You may pay WUBRG rather than pay Bringer of the Red Dawn's mana cost.

Trample

At the beginning of your upkeep, you may untap target creature and gain control of it until end of turn.

That creature gains haste until end of turn.

Flavor Text:

Rarity: R

Artist: Christopher Moeller

Card Name: Cosmic Larva

Color: R

Cost: 1RR

Type: Creature – Beast

Pow/Tgh: 7/6

Rules Text: Trample

At the beginning of your upkeep, sacrifice Cosmic Larva unless you sacrifice two lands.

Flavor Text: For millennia they wandered from plane to plane, devouring all metal. Finally, their wanderings are over.

Rarity: R

Artist: Jeff Easley

Card Name: Feedback Bolt

Color: R

Cost: 4R

Type: Instant

Pow/Tgh:

Rules Text: Feedback Bolt deals damage to target player equal to the number of artifacts you control.

Flavor Text: The path of least resistance is often through your enemies.

Rarity: U

Artist: Ron Spencer

Card Name: Furnace Whelp

Color: R

Cost: 2RR

Type: Creature – Dragon
 Pow/Tgh: 2/2
 Rules Text: Flying
 R: Furnace Whelp gets +1/+0 until end of turn.
 Flavor Text: Baby dragons can't figure out humans—if they didn't want to be killed, why were they made of meat and treasure?
 Rarity: U
 Artist: Matt Cavotta

Card Name: Goblin Brawler
 Color: R
 Cost: 2R
 Type: Creature – Goblin Warrior
 Pow/Tgh: 2/2
 Rules Text: First strike
 Goblin Brawler can't be equipped.
 Flavor Text: Perhaps he shuns technology. Perhaps he appreciates nature. Perhaps he doesn't know the difference.
 Rarity: C
 Artist: Heather Hudson

Card Name: Granulate
 Color: R
 Cost: 2RR
 Type: Sorcery
 Pow/Tgh:
 Rules Text: Destroy each nonland artifact with converted mana cost 4 or less.
 Flavor Text: There aren't that many ways to destroy a solid steel weapon, but somehow the goblins keep finding new ones.
 Rarity: R
 Artist: Brian Snoddy

Card Name: Ion Storm
 Color: R
 Cost: 2R
 Type: Enchantment
 Pow/Tgh:
 Rules Text: 1R, Remove a +1/+1 counter or a charge counter from a permanent you control: Ion Storm deals 2 damage to target creature or player.
 Flavor Text: When enough artifacts lie too long in the same place, their magical radiation weakens reality, opening rifts of unpredictable destructive power.
 Rarity: R
 Artist: Michael Sutfin

Card Name: Iron-Barb Hellion
 Color: R
 Cost: 5R
 Type: Creature – Beast
 Pow/Tgh: 5/4
 Rules Text: Haste
 Iron-Barb Hellion can't block.
 Flavor Text: When you feel a rumble in the ground, hold perfectly still. One sound will bring the hellion.
 Rarity: U
 Artist: Doug Chaffee

Card Name: Krark-Clan Engineers
 Color: R
 Cost: 3R
 Type: Creature – Goblin Artificer
 Pow/Tgh: 2/2

Rules Text: R, Sacrifice two artifacts: Destroy target artifact.
 Flavor Text: "Well, I jammed the whatsit into the whackdoodle, but I think I broke the thingamajigger."
 Rarity: U
 Artist: Pete Venters

Card Name: Krark-Clan Ogre
 Color: R
 Cost: 3RR
 Type: Creature – Ogre
 Pow/Tgh: 3/3
 Rules Text: R, Sacrifice an artifact: Target creature can't block this turn.
 Flavor Text: The Krark Clan believes it's caught an ogre. The ogre believes he's caught seven goblins.
 Rarity: C
 Artist: Paolo Parente

Card Name: Magma Giant
 Color: R
 Cost: 5RR
 Type: Creature – Giant
 Pow/Tgh: 5/5
 Rules Text: When Magma Giant comes into play, it deals 2 damage to each creature and each player.
 Flavor Text: Its open mouth is a furnace blast that blisters the skin. Its smoking fists are meteors that split the earth.
 Rarity: R
 Artist: Nottsuo

Card Name: Magma Jet
 Color: R
 Cost: 1R
 Type: Instant
 Pow/Tgh:
 Rules Text: Magma Jet deals 2 damage to target creature or player. Scry 2 (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)
 Flavor Text:
 Rarity: U
 Artist: Justin Sweet

Card Name: Magnetic Theft
 Color: R
 Cost: R
 Type: Instant
 Pow/Tgh:
 Rules Text: Attach target Equipment to target creature. (Control of the Equipment doesn't change.)
 Flavor Text: Among the Vulshok, the most prized blades are those that killed their original owners.
 Rarity: U
 Artist: Dave Dorman

Card Name: Mana Geyser
 Color: R
 Cost: 3RR
 Type: Sorcery
 Pow/Tgh:
 Rules Text: Add R to your mana pool for each tapped land your opponents control.
 Flavor Text: The Quicksilver Sea hissed and bubbled at the indignity.

The Vulshok shaman just smiled.

Rarity: C

Artist: Martina Pilcerova

Card Name: Rain of Rust

Color: R

Cost: 3RR

Type: Instant

Pow/Tgh:

Rules Text: Choose one – Destroy target artifact; or destroy target land.

Entwine 3R (Choose both if you pay the entwine cost.)

Flavor Text: On Mirrodin, mages who call upon the power of rust are shunned by their people and often turn mercenary to survive.

Rarity: C

Artist: Tim Hildebrandt

Card Name: Reversal of Fortune

Color: R

Cost: 4RR

Type: Sorcery

Pow/Tgh:

Rules Text: Target opponent reveals his or her hand. You may copy an instant or sorcery card in it and play the copy without paying its mana cost.

Flavor Text: "Why learn hundreds of spells when you can learn only one and use it to steal hundreds?"

Rarity: R

Artist: Greg Hildebrandt

Card Name: Screaming Fury

Color: R

Cost: 2R

Type: Sorcery

Pow/Tgh:

Rules Text: Target creature gets +5/+0 and gains haste until end of turn.

Flavor Text: He's got an axe to grind.

Rarity: C

Artist: Edward P. Beard, Jr.

Card Name: Spark Elemental

Color: R

Cost: R

Type: Creature – Elemental

Pow/Tgh: 3/1

Rules Text: Trample, haste

At end of turn, sacrifice Spark Elemental.

Flavor Text: Vulshok shamans summon spark elementals to burn paths through thick underbrush—or through goblin salvage squads.

Rarity: C

Artist: John Avon

Card Name: Vulshok Sorcerer

Color: R

Cost: 1RR

Type: Creature – Human Shaman

Pow/Tgh: 1/1

Rules Text: Haste

T: Vulshok Sorcerer deals 1 damage to target creature or player.

Flavor Text: Vulshok sorcerers train by leaping into electrified

storm clouds. Dead or alive, they come back down with smiles on their faces.

Rarity: C
Artist: rk post

Card Name: Acquire
Color: U
Cost: 3UU
Type: Sorcery

Pow/Tgh:

Rules Text: Search target opponent's library for an artifact card and put that card into play under your control. Then that player shuffles his or her library.

Flavor Text: Sometimes "innovation" means "stealing another's secret before anyone else can."

Rarity: R
Artist: Daren Bader

Card Name: Advanced Hoverguard
Color: U
Cost: 3U
Type: Creature – Drone

Pow/Tgh: 2/2

Rules Text: Flying

U: Advanced Hoverguard can't be the target of spells or abilities this turn.

Flavor Text: "They are like their vedalken masters: untouchable, aloof, and omnipresent."
–Bruenna, Neurok leader

Rarity: C
Artist: Scott M. Fischer

Card Name: Artificer's Intuition
Color: U
Cost: 1U
Type: Enchantment

Pow/Tgh:

Rules Text: U, Discard an artifact card from your hand: Search your library for an artifact card with converted mana cost 1 or less, reveal that card, and put it into your hand. Then shuffle your library.

Flavor Text:

Rarity: R
Artist: Wayne England

Card Name: Beacon of Tomorrows
Color: U
Cost: 6UU
Type: Sorcery

Pow/Tgh:

Rules Text: Target player takes an extra turn after this one. Shuffle Beacon of Tomorrows into its owner's library.

Flavor Text: To look into its light is to meet the gaze of history.

Rarity: R
Artist: Jeremy Jarvis

Card Name: Blinkmoth Infusion
Color: U
Cost: 12UU
Type: Instant

Pow/Tgh:

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

Flavor Text: Power begets power.
 Rarity: R
 Artist: Alan Pollack

Card Name: Bringer of the Blue Dawn
 Color: U
 Cost: 7UU
 Type: Creature – Bringer
 Pow/Tgh: 5/5
 Rules Text: You may pay WUBRG rather than pay Bringer of the Blue Dawn's mana cost.
 Trample
 At the beginning of your upkeep, you may draw two cards.

Flavor Text:
 Rarity: R
 Artist: Greg Staples

Card Name: Condescend
 Color: U
 Cost: XU
 Type: Instant
 Pow/Tgh:
 Rules Text: Counter target spell unless its controller pays X.
 Scry 2 (Look at the top two cards of your library.
 Put any number of them on the bottom of your library
 and the rest on top in any order.)

Flavor Text:
 Rarity: C
 Artist: Ron Spears

Card Name: Disruption Aura
 Color: U
 Cost: 2U
 Type: Enchant Artifact
 Pow/Tgh:
 Rules Text: Enchanted artifact has "At the beginning of your upkeep,
 sacrifice this artifact unless you pay its mana cost."
 Flavor Text: Vedalken weapons sold to outsiders are as dependable
 as the vedalken themselves.
 Rarity: U
 Artist: Ron Spears

Card Name: Early Frost
 Color: U
 Cost: 1U
 Type: Instant
 Pow/Tgh:
 Rules Text: Tap up to three target lands.
 Flavor Text: Under its mists, the earth sleeps.
 Rarity: C
 Artist: Ben Thompson

Card Name: Eyes of the Watcher
 Color: U
 Cost: 2U
 Type: Enchantment
 Pow/Tgh:
 Rules Text: Whenever you play an instant or sorcery spell, you
 may pay 1. If you do, scry 2. (Look at the top two
 cards of your library, then put any number of them
 on the bottom of your library and the rest on top in
 any order.)
 Flavor Text:
 Rarity: U

Artist: Ron Spears

Card Name: Fold into Æther

Color: U

Cost: 2UU

Type: Instant

Pow/Tgh:

Rules Text: Counter target spell. If you do, that spell's controller may put a creature card from his or her hand into play.

Flavor Text: Æther portals drift across Mirrodin's surface, dragging creatures across time and space.

Rarity: U

Artist: Anthony S. Waters

Card Name: Hoverguard Sweepers

Color: U

Cost: 6UU

Type: Creature – Drone

Pow/Tgh: 5/6

Rules Text: Flying

When Hoverguard Sweepers comes into play, you may return up to two target creatures to their owners' hands.

Flavor Text: They only appear in emergencies, and emergencies never last long.

Rarity: R

Artist: Mark A. Nelson

Card Name: Into Thin Air

Color: U

Cost: 5U

Type: Instant

Pow/Tgh:

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

Return target artifact to its owner's hand.

Flavor Text: "Perhaps I should take Mirrodin apart and begin again."
–Memnarch

Rarity: C

Artist: Ittoku

Card Name: Plasma Elemental

Color: U

Cost: 5U

Type: Creature – Elemental

Pow/Tgh: 4/1

Rules Text: Plasma Elemental is unblockable.

Flavor Text: "I watched a ship sail right through it. I thought it was harmless . . . until I saw what it had done to the crew."

–Bruenna, Neurok leader

Rarity: U

Artist: Kev Walker

Card Name: Qumulox

Color: U

Cost: 6UU

Type: Creature – Beast

Pow/Tgh: 5/4

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

Flying

Flavor Text: Even the clouds bend themselves to Memnarch's will, eager to swallow those who oppose him.

Rarity: U

Artist: Carl Critchlow

Card Name: Serum Visions

Color: U

Cost: U

Type: Sorcery

Pow/Tgh:

Rules Text: Draw a card.

Scry 2 (Look at the top two cards of your library.

Put any number of them on the bottom of your library and the rest on top in any order.)

Flavor Text:

Rarity: C

Artist: Ben Thompson

Card Name: Spectral Shift

Color: U

Cost: 1U

Type: Instant

Pow/Tgh:

Rules Text: Choose one – Change the text of target spell or permanent by replacing all instances of one basic land type with another; or change the text of target spell or permanent by replacing all instances of one color word with another. (These effects don't end at end of turn.)

Entwine 2

Flavor Text:

Rarity: R

Artist: John Avon

Card Name: Thought Courier

Color: U

Cost: 1U

Type: Creature – Human Wizard

Pow/Tgh: 1/1

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

Flavor Text: It is telling of the vedalkens' culture that they trust human couriers more than their own comrades.

Rarity: C

Artist: Stephen Tappin

Card Name: Trinket Mage

Color: U

Cost: 2U

Type: Creature – Human Wizard

Pow/Tgh: 2/2

Rules Text: When Trinket Mage comes into play, you may search your library for an artifact card with converted mana cost 1 or less, reveal that card, and put it into your hand. If you do, shuffle your library.

Flavor Text:

Rarity: C

Artist: Mark A. Nelson

Card Name: Vedalken Mastermind

Color: U

Cost: UU

Type: Creature – Vedalken Wizard

Pow/Tgh: 1/2

Rules Text: U, T: Return target permanent you control to its owner's hand.

Flavor Text: The vedalken see other beings from a cold distance, as either experimental subjects or objects of study.

Rarity: U

Artist: Darrell Riche

Card Name: Abuna's Chant

Color: W

Cost: 3W

Type: Instant

Pow/Tgh:

Rules Text: Choose one – You gain 5 life; or prevent the next 5 damage that would be dealt to target creature this turn.

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

Flavor Text:

Rarity: C

Artist: John Matson

Card Name: Armed Response

Color: W

Cost: 2W

Type: Instant

Pow/Tgh:

Rules Text: Armed Response deals damage to target attacking creature equal to the number of Equipment you control.

Flavor Text: Raksha watched as the goblins continued to pour onto the Razor Fields. "They just don't know when to stop, do they?"

Rarity: C

Artist: Doug Chaffee

Card Name: Auriok Champion

Color: W

Cost: WW

Type: Creature – Human Cleric

Pow/Tgh: 1/1

Rules Text: Protection from black and from red
Whenever another creature comes into play, you may gain 1 life.

Flavor Text: "Her will shall banish the shadows. Her might shall punish the lawless. Her beauty shall restore the light."
–Ushanti, leonin seer

Rarity: R

Artist: Michael Sutfin

Card Name: Auriok Salvagers

Color: W

Cost: 3W

Type: Creature – Human Soldier

Pow/Tgh: 2/4

Rules Text: 1W: Return target artifact card with converted mana cost 1 or less from your graveyard to your hand.

Flavor Text: "Memnarch or the vedalken salvage most of the large machines, leaving us only scraps. Scraps are enough."

Rarity: U

Artist: Randy Gallegos

Card Name: Auriok Windwalker

Color: W

Cost: 3W

Type: Creature – Human Wizard

Pow/Tgh: 2/3

Rules Text: Flying

T: Attach target Equipment you control to target creature you control.

Flavor Text: Each generation, a handful of Auriok girls are allowed to visit the Cave of Light. They return riding the

wind and brandishing steel.

Rarity: R

Artist: Jeremy Jarvis

Card Name: Beacon of Immortality

Color: W

Cost: 5W

Type: Instant

Pow/Tgh:

Rules Text: Double target player's life total. Shuffle Beacon of Immortality into its owner's library.

Flavor Text: The cave floods with light. A thousand rays shine forth and meld into one.

Rarity: R

Artist: Rob Alexander

Card Name: Bringer of the White Dawn

Color: W

Cost: 7WW

Type: Creature – Bringer

Pow/Tgh: 5/5

Rules Text: You may pay WUBRG rather than pay Bringer of the White Dawn's mana cost.

Trample

At the beginning of your upkeep, you may return target artifact card from your graveyard to play.

Flavor Text:

Rarity: R

Artist: Kev Walker

Card Name: Circle of Protection: Artifacts

Color: W

Cost: 1W

Type: Enchantment

Pow/Tgh:

Rules Text: 2: The next time an artifact source of your choice would deal damage to you this turn, prevent that damage.

Flavor Text: "Memnarch shall rage against us. We shall endure."

Rarity: U

Artist: Terese Nielsen

Card Name: Leonin Squire

Color: W

Cost: 1W

Type: Creature – Cat Soldier

Pow/Tgh: 2/2

Rules Text: When Leonin Squire comes into play, return target artifact card with converted mana cost 1 or less from your graveyard to your hand.

Flavor Text: "I may be kha, but without my soldiers, my people, I am nothing."

–Raksha Golden Cub

Rarity: C

Artist: Pete Venters

Card Name: Loxodon Anchorite

Color: W

Cost: 2WW

Type: Creature – Elephant Cleric

Pow/Tgh: 2/3

Rules Text: T: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Flavor Text: The loxodon ascribe religious superiority to those born albino, believing them to be spiritually pure.

Rarity: C
Artist: Jim Nelson

Card Name: Loxodon Stalwart
Color: W
Cost: 3WW
Type: Creature – Elephant Soldier
Pow/Tgh: 3/3
Rules Text: Attacking doesn't cause Loxodon Stalwart to tap.
W: Loxodon Stalwart gets +0/+1 until end of turn.
Flavor Text: Long ago, the Auriok attempted peace with the loxodons.
The leonin attempted war. Neither succeeded.
Rarity: U
Artist: Paolo Parente

Card Name: Raksha Golden Cub
Color: W
Cost: 5WW
Type: Creature – Cat Soldier Legend
Pow/Tgh: 3/4
Rules Text: Attacking doesn't cause Raksha Golden Cub to tap.
As long as Raksha is equipped, Cats you control get +2/+2 and have double strike.
Flavor Text: Some believe that Raksha, youngest of the kha, is the reincarnation of Dakan, the first and mightiest of leonin leaders.
Rarity: R
Artist: Pete Venters

Card Name: Retaliate
Color: W
Cost: 2WW
Type: Instant
Pow/Tgh:
Rules Text: Destroy all creatures that dealt damage to you this turn.
Flavor Text: The Auriok learned perseverance from their forebears.
They learned justice from the leonin.
Rarity: R
Artist: Vance Kovacs

Card Name: Roar of Reclamation
Color: W
Cost: 5WW
Type: Sorcery
Pow/Tgh:
Rules Text: Each player returns all artifact cards from his or her graveyard to play.
Flavor Text: "Yesterday's relics will determine the outcome of tomorrow's war."
–Ushanti, leonin seer
Rarity: R
Artist: Justin Sweet

Card Name: Skyhunter Prowler
Color: W
Cost: 2W
Type: Creature – Cat Knight
Pow/Tgh: 1/3
Rules Text: Flying
Attacking doesn't cause Skyhunter Prowler to tap.
Flavor Text: "If what I have seen comes to pass, we will need our guardians more than ever."
–Ushanti, leonin seer

Rarity: C
Artist: Vance Kovacs

Card Name: Skyhunter Skirmisher
Color: W
Cost: 1WW
Type: Creature – Cat Knight
Pow/Tgh: 1/1
Rules Text: Flying, double strike
Flavor Text: "Like dawn's first light, blind the unprepared and banish the shadows."
–Skyhunter creed
Rarity: U
Artist: Greg Staples

Card Name: Stand Firm
Color: W
Cost: W
Type: Instant
Pow/Tgh:
Rules Text: Target creature gets +1/+1 until end of turn.
Scry 2 (Look at the top two cards of your library. Put any number of them on the bottom of your library and the rest on top in any order.)
Flavor Text:
Rarity: C
Artist: Matt Cavotta

Card Name: Stasis Cocoon
Color: W
Cost: 1W
Type: Enchant Artifact
Pow/Tgh:
Rules Text: Enchanted artifact's activated abilities can't be played. If enchanted artifact is a creature, it can't attack or block.
Flavor Text: Though the grip of a golem is strong, the grip of Auriok magic is far stronger.
Rarity: C
Artist: Kev Walker

Card Name: Steelshaper's Gift
Color: W
Cost: W
Type: Sorcery
Pow/Tgh:
Rules Text: Search your library for an Equipment card, reveal that card, and put it into your hand. Then shuffle your library.
Flavor Text: Some blades seek their own wielders.
Rarity: U
Artist: Tim Hildebrandt

Card Name: Vanquish
Color: W
Cost: 2W
Type: Instant
Pow/Tgh:
Rules Text: Destroy target blocking creature.
Flavor Text: "All beings have an inner light. Let me show you yours."
–Ushanti, leonin seer
Rarity: U
Artist: Carl Critchlow