

Viridian Acolyte 1



Creature — Elf Shaman

1, ♣: Add one mana of any color to your mana pool.

"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."

— D. Alexander Gregory 1/1

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Joiner Adept 1



Creature — Elf Druid **X**

Lands you control have **♣:** Add one mana of any color to your mana pool.

A talented apprentice makes all things. The master makes all things possible.

— Heather Hudson 2/1

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Sylvok Explorer 1



Creature — Human Druid

♣: Add to your mana pool one mana of any color that a land an opponent controls could produce.

Any creature on a druid's shoulder is his family, any land under his feet his home.

1/1

169/351 C
C16 • EN • WAYNE ENGLAND
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Suntouched Myr 3



Artifact Creature — Myr

Sunburst (This enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.)

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

— Greg Hildebrandt 0/0

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Etched Oracle 4



Artifact Creature — Wizard

Sunburst (This enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.)

1, Remove four +1/+1 counters from Etched Oracle: Target player draws three cards.

0/0

252/351 U
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Skyreach Manta 5



Artifact Creature — Fish **♣**

Sunburst (This enters the battlefield with a +1/+1 counter on it for each color of mana spent to cast it.)


Flying

As the dawns break, the manta soars.

0/0

229/249 C
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Spinal Parasite 5



Artifact Creature — Insect

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.

-1/-1

— Cyril Van Der Haegen
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Sawtooth Thresher 6



Artifact Creature

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.

1/1

— Alan Pollack
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Lunar Avenger 7



Artifact Creature — Golem

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.

2/2

— Paolo Parente
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Suncrusher 9



Artifact Creature

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

4, ☼, 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.

3/3

Dave Dorman

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Tel-Jilad Justice 1



Instant

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.)

Alex Horley-Orlandelli

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Journey of Discovery 2



Sorcery

Choose one — Search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle your library; or you may play up to two additional lands this turn.

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

John Matson

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Dawn's Reflection 3



Enchantment — Aura

Enchant land

Whenever enchanted land is tapped for mana, its controller adds an additional two mana in any combination of colors.

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

139/307 C

C18 • EN • JOHN AVON

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Chromatic Sphere 1



Artifact

1, ☼, Sacrifice Chromatic Sphere: Add one mana of any color. Draw a card.

"As expected, this sphere's design reflects the colors of the four moons . . . plus another?"

—Pontifex, elder researcher

462 JMP • EN • BRIAN SNODDY

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Wayfarer's Bauble 1



Artifact

2, ☼, Sacrifice Wayfarer's Bauble: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

Druids hold certain plants to be sacred, and use their leaves and wood as a spellcasting focus.

222 AFC • EN • TOMAS DUCHEK

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Darksteel Pendant 2



Artifact

Darksteel Pendant is indestructible. ("Destroy" effects and lethal damage don't destroy it.)

1, ☼: Look at the top card of your library. You may put that card on the bottom of your library.

Terese Nielsen

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Energy Chamber 2



Artifact

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.

Key Walker

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Pentad Prism 2



Artifact

Sunburst (This enters the battlefield with a charge counter on it for each color of mana spent to cast it.)

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

281/332 U

2XM • EN • DAVID MARTIN

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Darksteel Ingot 3



Artifact

Indestructible
 ☞: Add one mana of any color.

The lich poured his soul into a new phylactery. True immortality was finally at his fingertips.

204 R
SLD • EN THEODORU

Infused Arrows 4



Artifact

Sunburst (This comes into play with a charge counter on it for each color of mana used to pay its cost.)
 ☞, Remove X charge counters from Infused Arrows: Target creature gets -X/-X until end of turn.

Stephen Tappin

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Heliophial 5




Artifact

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.

Wayne England

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Plains




Basic Land Plains

268/277 L
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Island

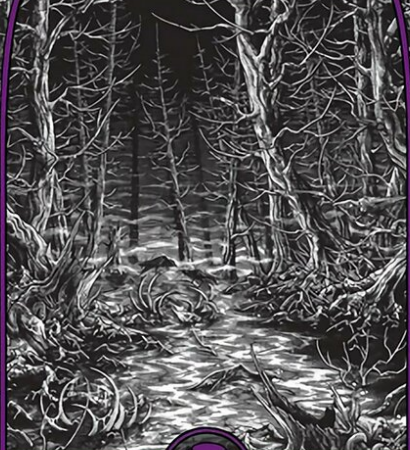


Basic Land Island

270/277 L
VOW • EN ALAYNA DANNER

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Swamp



Basic Land Swamp

272/277 L
VOW • EN PIG HANDS

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Mountain



Basic Land Mountain

274/277 L
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Forest



Basic Land Forest

276/277 L
VOW • EN PIG HANDS

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Mirrodin's Core



Land

☞: Add ♦.
 ☞: Put a charge counter on Mirrodin's Core.
 ☞, Remove a charge counter from Mirrodin's Core: Add one mana of any color.

492 U
JMP • EN GREG STAPLES

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