Name: Arcus Acer

Age: 23 (Now 39 AoM time)

Gender: Male

Race: Human

Place of birth: Mirrodin

Physical Appearance: 5' 6” tall, a bit overweight, wears glasses, black hair, brown eyes. Wears a white pair of pants with a black collared shirt and black slip-on shoes. He also wears a canvas backpack which normally holds a wide array of artifacts which he might find useful in a normal day at the Academy. Oddly, the only metal he has on his body is in the shape of a ring around his ring finger of his right hand.

Personality: kind, friendly, helpful, quite, tries to stand up for what is right but not always courageous enough to go through with it, prefers to be alone but likes company also.

Bio: Arcus was brought up in a remote area on Mirrodin where he found that he liked to tinker with artifacts. Arcus wants to become a artifact master that is his goal at Academy of Magic.

[color=green] Possessions

1. Cloaker/teleporter (from Colossus awaits Arcus)

2. White Cloak with hood that has my crest on the back of it, enchanted with environmental rune that will heat or chill the cloak based on the air temperature. (from Twilight's shop 'Infinity's Dawn')

3. Dragonboard (from Phase One, Student Common Room)

4. Skull keychain made of rock (from YM in Lesson Six, Black Class)[/color]

5. A omni tool (can turn into any tool or weapon)

Deck type: Myr deck

[Specialize in Myr]

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Land

Urza’s Tower

Land — Urza’s Tower

Tap: Add (1) to your mana pool. If you control an Urza’s Mine and an Urza’s Power-Plant, add (3) to your mana pool instead.

Urza's Mine

Land — Urza’s Mine

Tap: Add (1) to your mana pool. If you control an Urza’s Power-Plant and an Urza’s Tower, add (2) to your mana pool instead.

Urza's Power Plant

Land — Urza’s Power-Plant

Tap: Add (1) to your mana pool. If you control an Urza’s Mine and an Urza’s Tower, add (2) to your mana pool instead.

Urza’s Factory x2

Land — Urza's

T: Add to your mana pool.

(7), T: Put a 2/2 Assembly-Worker artifact creature token into play.

Mishra’s Factory x2

T: Add 1 to your mana pool.

1: Until end of turn, Mishra's Factory becomes a 2/2 Assembly-Worker artifact creature. It's still a land.

T: Target Assembly-Worker gets +1/+1 until end of turn.

Academy Ruins x2

Legendary Land

T: Add (1) to your mana pool.

(1) U , T: Put target artifact card in your graveyard on top of your library.

Scrubland

Land — Plains Swamp

Riftstone Portal x2

Land

T: Add 1 to your mana pool.

As long as Riftstone Portal is in your graveyard, lands you control have "T: Add G or W to your mana pool."

Gods' Eye, Gate to the Reikai x3

Legendary Land

T: Add (1) to your mana pool.   
When Gods' Eye, Gate to the Reikai is put into a graveyard from play, put a 1/1 colorless Spirit creature token into play.

[color=gray]

Vault of Whispers

Artifact Land

(Vault of Whispers isn't a spell.)

Tap: Add B to your mana pool.

Seat of the Synod

Artifact Land

(Seat of the Synod isn't a spell.)

Tap: Add U to your mana pool.

Great Furnace

Artifact Land

(Great Furnace isn't a spell.)

Tap: Add R to your mana pool.

Tree of Tales

Artifact Land

(Tree of Tales isn't a spell.)

Tap: Add G to your mana pool.

Ancient Den

Artifact Land

(Ancient Den isn't a spell.)

Tap: Add W to your mana pool.

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Artifacts

Myr Moonvessel (1)

Artifact Creature - Myr

When Myr Moonvessel is put into a graveyard from play, add (1) to your mana pool.

1/1

Myr Mindservant (1)

Artifact Creature - Myr

(2), T: Shuffle your library.

1/1

Myr Servitor (1) x4

Artifact Creature - Myr

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.

1/1

Alpha Myr (2)

Artifact Creature - Myr

2/1

Omega Myr (2)

Artifact Creature - Myr

1/2

Myr Retriever (2)

Artifact Creature - Myr

When Myr Retriever is put into a graveyard from play, return target artifact card from your graveyard to your hand.

1/1

Copper Myr (2)

Artifact Creature - Myr

T: Add {G} to your mana pool.

1/1

Gold Myr (2)

Artifact Creature - Myr

T: Add {W} to your mana pool.

1/1

Iron Myr (2)

Artifact Creature - Myr

T: Add {R} to your mana pool.

1/1

Leaden Myr (2)

Artifact Creature - Myr

T: Add {B} to your mana pool.

1/1

Silver Myr (2)

Artifact Creature - Myr

T: Add {U} to your mana pool.

1/1

Coretapper (2)

Artifact Creature – Myr

T: Put a charge counter on target artifact.

Sacrifice Coretapper: Put two charge counters on target artifact.

1/1

Genesis Chamber (2) x4

Artifact

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.

Sarcomite Myr ( 2 U )

Artifact Creature - Myr

(2): Sarcomite Myr gains flying until end of turn.   
(2), Sacrifice Sarcomite Myr: Draw a card.

2/1

Suntouched Myr (3)

Artifact Creature - Myr

Sunburst

0/0

Myr Adapter (3)

Artifact Creature - Myr

Myr Adapter gets +1/+1 for each equipment attached to it.

1/1

Myr Landshaper (3)

Artifact Creature - Myr

T: Target land becomes an artifact in addition to it's other types until end of turn.

1/1

Myr Quadropod (4)

Artifact Creature - Myr

(3): Switch Myr Quadropod's power and toughness until end of turn.

1/4

Lodestone Myr (4)

Artifact Creature - Myr

Trample

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

2/2

Myr Prototype (5)

Artifact Creature - Myr

At the beginning of your upkeep, put a +1/+1 counter on Myr Prototype.

Myr Prototype can't attack or block unless you pay (1) for each +1/+1 counter on it.

2/2

Myr Matrix (5)

Artifact

Myr Matrix is indestructible

All Myr get +1/+1.

(5): Put a 1/1 Myr artifact creature token into play.

Myr Incubator (6)

Artifact

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

Myr Enforcer (7)

Artifact Creature - Myr

Affinity for artifacts

4/4

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Orochi Hatchery ( X X )

Artifact

Orochi Hatchery comes into play with X charge counters on it.

{5} , Tap: Put a 1/1 green Snake creature token into play for each charge counter on Orochi Hatchery.

Chalice of the Void ( X X )

Artifact

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

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

Mox Diamond (0)

Artifact

As an additional cost to play Mox Diamond, discard a land card.

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

Ornithopter (0) x3

Artifact Creature - Thopter

Flying

0/2

Shield Sphere (0)

Artifact Creature - Wall

Defender (This creature can't attack.)

Whenever Shield Sphere blocks, put a -0/-1 counter on it.

0/6

Tormod's Crypt (0) x3

Artifact

Tap, Sacrifice Tormod's Crypt: Remove target player's graveyard from the game.

Lotus Petal (0)

Artifact

Tap, Sacrifice Lotus Petal: Add one mana of any color to your mana pool.

Lotus Bloom

Artifact

Suspend 3 - (0) (Rather than play this card from your hand, pay 0 and remove it from the game with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, play it without paying its mana cost.)

Tap, Sacrifice Lotus Bloom: Add three mana of any one color to your mana pool.

Spellbook (0)

Artifact

You have no maximum hand size.

Fountain of Youth (0) x4

Artifact

2, T: You gain 1 life.

Mishra's Bauble (0)

Artifact

T, Sacrifice Mishra's Bauble: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

Herbal Poultice (0) x4

Artifact

(3), Sacrifice Herbal Poultice: Regenerate target creature.

Paradise Mantle (0) x4

Artifact - Equipment

Equipped creature has "T: Add one mana of any color to your mana pool."   
Equip (1)

Sensei's Divining Top (1) x4

Artifact

(1): Look at the top three cards of your library, then put them back in any order.

T: Draw a card, then put Sensei's Divining Top on top of its owner's library.

Ivory Cup (1) x4

Artifact

Whenever a player plays a white spell, you may pay (1). If you do, you gain 1 life.

Crystal Rod (1) x4

Artifact

Whenever a player plays a blue spell, you may pay (1). If you do, you gain 1 life.

Tablet of Epityr (1) x4

Artifact

Whenever an artifact you control is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Juju Bubble (1) x4

Artifact

Cumulative upkeep 1

When you play a card, sacrifice Juju Bubble.

2: You gain 1 life.

Feldon's Cane (1) x2

Artifact

T, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Squee's Toy (1)

Artifact

T: Prevent the next 1 damage that would be dealt to target creature this turn.

Wooden Sphere (1) x2

Artifact

Whenever a player plays a green spell, you may pay (1). If you do, you gain 1 life.

Locket of Yesterdays (1)

Artifact

Spells you play cost 1 less to play for each card with the same name as that spell in your graveyard.

Braidwood Sextant (1) x4

Artifact

(2), T, Sacrifice Braidwood Sextant: Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.

Necrogen Spellbomb (1)

Artifact

( B ) , Sacrifice Necrogen Spellbomb: Target player discards a card.

(1) , Sacrifice Necrogen Spellbomb: Draw a card.

Lifespark Spellbomb (1) x4

Artifact

( G ), Sacrifice Lifespark Spellbomb: Until end of turn, target land becomes a 3/3 creature that's still a land.

(1), Sacrifice Lifespark Spellbomb: Draw a card.

Sunbeam Spellbomb (1) x4

Artifact

( W ), Sacrifice Sunbeam Spellbomb: You gain 5 life.

(1), Sacrifice Sunbeam Spellbomb: Draw a card.

Pyrite Spellbomb (1)

Artifact

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

1, Sacrifice Pyrite Spellbomb: Draw a card.

Æther Spellbomb (1) x2

Artifact

U, Sacrifice Æther Spellbomb: Return target creature to its owner's hand.

1, Sacrifice Æther Spellbomb: Draw a card.

Soul Net (1) x3

Artifact

Whenever a creature is put into a graveyard from play, you may pay 1. If you do, you gain 1 life.

Scrabbling Claws (1)

Artifact

T: Target player removes a card in his or her graveyard from the game.

(1), Sacrifice Scrabbling Claws: Remove target card in a graveyard from the game. Draw a card.

Meekstone (1)

Artifact

Creatures with power 3 or greater don't untap during their controllers' untap steps.

Glasses of Urza (1)

Artifact

T: Look at target player's hand.

Barbed Sextant (1) x3

Artifact

(1), T, Sacrifice Barbed Sextant: Add one mana of any color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Steel Wall (1)

Artifact Creature – Wall

Defender (This creature can't attack.)

0/4

Metallic Sliver (1)

Artifact Creature – Sliver

1/1

Slagwurm Armor (1)

Artifact - Equipment

Equipped creature gets +0/+6.

Equip (3)

Obelisk of Undoing (1)

Artifact

(6), Tap: Return target permanent you own and control to your hand.

Candelabra of Tawnos (1)

Artifact

( X) , Tap: Untap X target lands.

Voltaic Key (1)

Artifact

(1), Tap: Untap target artifact.

Thran Turbine (1)

Artifact

At the beginning of your upkeep, you may add up to 2 to your mana pool. You can't spend this mana to play spells.

Urza's Chalice (1) x3

Artifact

Whenever a player plays an artifact spell, you may pay 1. If you do, you gain 1 life.

Tanglebloom (1) x3

Artifact

(1), T: You gain 1 life.

Delif's Cube (1) x4

Artifact

(2), T: This turn, when target creature you control attacks and isn't blocked, it deals no combat damage this turn and you put a cube counter on Delif's Cube.

(2), Remove a cube counter from Delif's Cube: Regenerate target creature.

Kraken's Eye (2) x4

Artifact

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

Helm of Awakening (2) x4

Artifact

Spells cost (1) less to play.

Toymaker (2)

Artifact Creature - Spellshaper

(1), T, Discard a card: Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. *(It retains its abilities.)*

1/1

Angel’s Feather (2) x4

Artifact

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

Scythe of the Wretched (2) x4

Artifact - Equipment

Equipped creature gets +2/+2.   
Whenever a creature dealt damage by equipped creature this turn is put into a graveyard, return that card to play under your control. Attach Scythe of the Wretched to that creature.   
Equip (4)

Sliversmith (2)

Artifact Creature - Spellshaper

(1), T: Discard a card: Put a 1/1 Sliver artifact creature token named Metallic Sliver into play.

1/1

Crown of the Ages (2)

Artifact

4, T: Attach target Aura attached to a creature to another creature.

Shield of the Ages (2)

Artifact

2: Prevent the next 1 damage that would be dealt to you this turn.

Darksteel Garrison (2) x3

Artifact - Fortification

Fortified land is indestructible.

Whenever fortified land becomes tapped, target creature gets +1/+1 until end of turn.

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

Sun Droplet (2) x4

Artifact

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

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

Ivory Crane Netsuke (2) x4

Artifact

At the beginning of your upkeep, if you have seven or more cards in hand, you gain 4 life.

Ebony Owl Netsuke (2)

Artifact

At the beginning of each opponent’s upkeep, if that player has seven or more cards in hand, Ebony Owl Netsuke deals 4 damage to him or her.

Dolmen Gate (2)

Artifact

Prevent all combat damage that would be dealt to attacking creatures you control.

Copper Gnomes (2)

Artifact Creature - Gnome

(4), Sacrifice Copper Gnomes: Put an artifact card from your hand into play.

1/1

Mystic Compass (2) x4

Artifact

(1), T: Target land's type becomes the basic land type of your choice until end of turn.

Manakin (2) x4

Artifact Creature - Construct

T: Add (1) to your mana pool.

1/1

Leonin Sun Standard (2) x3

Artifact

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

Neurok Stealthsuit (2)

Artifact - Equipment

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

UU: Attach Neurok Stealthsuit to target creature you control.

Equip (1)

Power Conduit (2)

Artifact

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

Skyshaper (2)

Artifact

Sacrifice Skyshaper: Creatures you control gain flying until end of turn.

Spawning Pit (2)

Artifact

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.

Thran Lens (2)

Artifact

All permanents are colorless.

Isochron Scepter (2) x4

Artifact

Imprint — When Isochron Scepter comes into play, you may remove an instant card with converted mana cost 2 or less in your hand from the game. (The removed card is imprinted on this artifact.)

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

Balm of Restoration (2)

Artifact

(1), T, Sacrifice Balm of Restoration: Choose one - You gain 2 life; or prevent the next 2 damage that would be dealt to target creature or player this turn.

Amulet of Kroog (2)

Artifact

(2), T: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Healer's Headdress (2) x4

Artifact - Equipment

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

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

Equip (1)

Malachite Talisman (2) x3

Artifact

Whenever a green spell is played, you may pay (3). If you do, untap target permanent.

Nacre Talisman (2) x4

Artifact

Whenever a white spell is played, you may pay (3). If you do, untap target permanent.

Candles of Leng (2)

Artifact

4, T: Reveal the top card of your library. If it has the same name as a card in your graveyard, put it into your graveyard. Otherwise, draw a card.

Prismatic Lens (2)

Artifact

T: Add 1 to your mana pool.

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

Relic Barrier (2)

Artifact

T: Tap target artifact.

Wurm's Tooth (2)

Artifact

Whenever a player plays a green spell, you may gain one life.

Cranial Plating (2) x3

Artifact – Equipment

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

{B} {B} :Attach Cranial Plating to target creature you control.

Equip (1)

Defense Grid (2)

Artifact

Each spell costs (3) more to play except during its controller's turn.

Howling Mine (2)

Artifact

At the beginning of each player's draw step, if Howling Mine is untapped, that player draws a card.

Winter Orb (2)

Artifact

As long as Winter Orb is untapped, players can't untap more than one land during their untap steps.

Pit Trap (2)

Artifact

(2), T, Sacrifice Pit Trap: Destroy target attacking creature without flying. It can't be regenerated.

Ankh of Mishra (2)

Artifact

Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.

Lotus Blossom (2)

Artifact

At the beginning of your upkeep, you may put a petal counter on Lotus Blossom.

T, Sacrifice Lotus Blossom: Add X mana of any one color to your mana pool, where X is the number of petal counters on Lotus Blossom.

Scrying Glass (2)

Artifact

(3), T: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.

Millstone (2)

Artifact

(2), T: Target player puts the top two cards of his or her library into his or her graveyard.

Copper Tablet (2)

Artifact

At the beginning of each player's upkeep, Copper Tablet deals 1 damage to that player.

Horned Helm (2) x3

Artifact - Equipment

Equipped creature gets +1/+1 and has trample.

G G: Attach Horned Helm to target creature you control.

Equip (1)

Empyrial Plate (2)

Artifact - Equipment

Equipped creature gets +1/+1 for each card in your hand.

Equip (2)

Pearl Medallion (2) x4

Artifact

White spells you play cost (1) less to play.

Jet Medallion (2)

Artifact

Black spells you play cost (1) less to play.

Sapphire Medallion (2)

Artifact

Blue spells you play cost (1) less to play.

Ruby Medallion (2)

Artifact

Red spells you play cost (1) less to play.

Emerald Medallion (2) x3

Artifact

Green spells you play cost (1) less to play.

Time Vault (2)

Artifact

Time Vault comes into play tapped.

If Time Vault would become untapped, instead choose one - untap Time Vault and you skip your next turn; or Time Vault remains tapped.

T: Take an extra turn after this one.

Hivestone (2)

Artifact

Creatures you control are Slivers in addition to their other creature types.

Charcoal Diamond (2)

Artifact

Charcoal Diamond comes into play tapped.

T: Add ( B ) to your mana pool.

Demon’s Horn (2)

Artifact

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

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.

Doubling Cube (2)

Artifact

(3), T: Double the amount of each type of mana in your mana pool.

Wand of Denial (2)

Artifact

T: Look at the top card of target player's library. If it's a nonland card, you may pay 2 life. If you do, put it into that player's graveyard.

Temporal Aperture (2) x3

Artifact

5, T: Shuffle your library and reveal the top card. Until end of turn, as long as that card remains on top of your library, you may play the card without paying its mana cost. (If it has X in its mana cost, X is 0.)

Star Compass (2) x4

Artifact

Star Compass comes into play tapped.

T: Add to your mana pool one mana of any color a basic land you control could produce.

Jeweled Torque (2) x4

Artifact

As Jeweled Torque comes into play, choose a color.

Whenever a player plays a spell of the chosen color, you may pay 2. If you do, you gain 2 life.

Essence Bottle (2) x4

Artifact

3, T: Put an elixir counter on Essence Bottle.

T, Remove all elixir counters from Essence Bottle: You gain 2 life for each elixir counter removed this way.

Magewright's Stone (2)

Artifact

(1), T: Untap target creature that has an activated ability with (T) in its cost.

Coldsteel Heart (2)

Snow Artifact

Coldsteel Heart comes into play tapped.   
As Coldsteel Heart comes into play, choose a color.   
T: Add one mana of the chosen color to your mana pool.

Blight Sickle (2)

Artifact - Equipment

Equipped creature gets +1/+0 and has wither. *(It deals damage to creatures in the form of -1/-1 counters.)*   
Equip (2)

Mana Prism (3) x4

Artifact

T: Add (1) to your mana pool.

T, (1): Add one mana of any color to your mana pool.

Sunglasses of Urza (3) x4

Artifact

You may spend white mana as though it were red mana.

Umbral Mantle (3)

Artifact - Equipment

Equipped creature has "(3), Q: This creature gets +2/+2 until end of turn." *( Q is the untap symbol.)*   
Equip (0)

Loxodon Warhammer (3) x4

Artifact - Equipment

Equipped creature gets +3/+0 and has lifelink and trample.

Equip (3)

Sunforger (3) x4

Artifact - Equipment

Equipped creature gets +4/+0.

( R ) ( W ), Unattach Sunforger: Search your library for a red or white instant card with converted mana cost 4 or less and play that card without paying its mana cost. Then shuffle your library.

Equip (3)

Proteus Staff (3) x4

Artifact

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

Medicine Bag (3) x4

Artifact

(1), T, Discard a card: Regenerate target creature.

Tooth of Ramos (3) x4

Artifact

T: Add (W) to your mana pool.

Sacrifice Tooth of Ramos: Add (W) to your mana pool.

Staff of the Ages (3)

Artifact

Creatures with landwalk abilities can be blocked as though they didn't have those abilities.

Draconian Cylix (3) x4

Artifact

2, T, Discard a card at random: Regenerate target creature.

Coalition Relic (3)

Artifact

T: Add one mana of any color to your mana pool.   
T: Put a charge counter on Coalition Relic.   
At the beginning of your precombat main phase, remove all charge counters from Coalition Relic. Add one mana of any color to your mana pool for each counter removed this way.

Cloud Key (3)

Artifact

As Cloud Key comes into play, choose artifact, creature, enchantment, instant, or sorcery.   
Spells you play of the chosen type cost (1) less to play.

Jester's Scepter (3)

Artifact

When Jester's Scepter comes into play, remove the top five cards of target player's library from the game face down. You may look at those cards as long as they remain removed from the game.

(2), T, Put a card removed from the game with Jester's Scepter into its owner's graveyard: Counter target spell if it has the same name as that card.

Walking Archive (3)

Artifact Creature - Golem

Defender  
Walking Archive comes into play with a +1/+1 counter on it.   
At the beginning of each player's upkeep, that player draws a card for each +1/+1 counter on Walking Archive.   
(2) (W) (U): Put a +1/+1 counter on Walking Archive.

1/1

Evolution Vat (3)

Artifact

(3), T: Tap target creature and put a +1/+1 counter on it. Until end of turn, that creature gains "(2) (G) (U): Double the number of +1/+1 counters on this creature."

Phyrexian Soulgorger (3)

Snow Artifact Creature - Construct

Cumulative upkeep-Sacrifice a creature.

8/8

Well of Knowledge (3) x4

Artifact

(2): Draw a card. Any player may play this ability but only during his or her draw step.

Rings of Brighthearth (3)

Artifact

Whenever you play an activated ability, if it isn't a mana ability, you may pay (3). If you do, copy that ability. You may choose new targets for the copy.

Thousand-Year Elixir (3)

Artifact

You may play the activated abilities of creatures you control as though those creatures had haste.   
(1), T: Untap target creature.

Braidwood Cup (3) x4

Artifact

T: You gain 1 life.

Assembly-Worker (3)

Artifact Creature - Assembly-Worker

T: Target Assembly-Worker gets +1/+1 until end of turn.

2/2

Horn of Ramos (3) x3

Artifact

T: Add G to your mana pool.

Sacrifice Horn of Ramos: Add G to your mana pool.

Worn Powerstone (3) x4

Artifact

Worn Powerstone comes into play tapped.

T: Add (2) to your mana pool.

Wizard Replica (3)

Artifact Creature - Wizard

Flying

U, Sacrifice Wizard Replica: Counter target spell unless its controller pays (2).

1/3

Soldier Replica (3)

Artifact Creature - Soldier

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

1/3

Nim Replica (3)

Artifact Creature - Zombie

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

3/1

Goblin Replica (3)

Artifact Creature - Goblin

(3) R, Sacrifice Goblin Replica: Destroy target artifact.

2/2

Elf Replica (3)

Artifact Creature - Elf

(1) G, Sacrifice Elf Replica: Destroy target enchantment.

2/2

Weatherseed Totem (3) x3

Artifact

T: Add G to your mana pool.

(2) GGG: Weatherseed Totem becomes a 5/3 green Treefolk artifact creature with trample until end of turn.

When Weatherseed Totem is put into a graveyard from play, if it was a creature, return this card to its owner's hand.

Thunder Totem (3) x4

Artifact

T: Add ( W ) to your mana pool.   
( 1 W W ): Thunder Totem becomes a 2/2 white Spirit artifact creature with flying and first strike until end of turn.

Barbed Wire (3)

Artifact

At the beginning of each player’s upkeep, Barbed Wire deals 1 damage to that player.

(2) : Prevent the next 1 damage that would be dealt by Barbed Wire this turn.

Sculpting Steel (3)

Artifact

As Sculpting Steel comes into play, you may choose an artifact in play. If you do, Sculpting Steel comes into play as a copy of that artifact.

Thunderstaff (3)

Artifact

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.

Lightning Coils (3)

Artifact

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

[I]Sarpadian Empires, Vol. VII[/I] (3) x2

Artifact

As Sarpadian Empires, Vol. VII comes into play, choose white Citizen, blue Camarid, black Thrull, red Goblin, or green Saproling.

3, T: Put a 1/1 creature token of the chosen color and type into play.

Fireshrieker (3) x4

Artifact - Equipment

Equipped creature has double strike. (It deals both first-strike and regular combat damage.)

Equip (2)

Horrible Hordes (3) x2

Artifact Creature - Spirit

Rampage 1 (Whenever this creature becomes blocked, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)

2/2

Mana Web (3)

Artifact

Whenever a land an opponent controls is tapped for mana, tap all lands that player controls that can produce any type of mana that land could produce.

Static Orb (3) x3

Artifact

If Static Orb is untapped, players can't untap more than two permanents during their untap steps.

Crawlspace (3)

Artifact

No more than two creatures can attack you each combat.

Urza’s Incubator (3)

Artifact

As Urza’s Incubator comes into play, choose a creature type.

Creature spells of the chosen type cost (2) less to play.

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-Mutated Spell-

Life Burst (3) [counts as the white spell Life Burst]

Artifact

(2) , Sacrifice Life Burst: Target player gains 4 life, then gains 4 life for each card named Life Burst in each graveyard.

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Mizzium Transreliquat (3)

Artifact

(3) : Mizzium Transreliquat becomes a copy of target artifact until end of turn.

(1) ( U ) ( R ) : Mizzium Transreliquat becomes a copy of target artifact and gains this ability.

Wheel of Torture (3)

Artifact

At the beginning of each opponent's upkeep, Wheel of Torture deals 1 damage to that player for each card fewer than three in his or her hand.

Iron Maiden (3)

Artifact

At the beginning of each opponent's upkeep, Iron Maiden deals 1 damage to that player for each card more than four in his or her hand.

Caltrops (3)

Artifact

Whenever a creature attacks, Caltrops deals 1 damage to it.

Forcefield (3)

Artifact

(1): Prevent all but 1 combat damage that would be dealt this turn by target unblocked creature attacking you.

Disrupting Scepter (3)

Artifact

(3), T: Target player discards a card. Play this ability only during your turn.

Sword of Fire and Ice (3)

Artifact - Equipment

Equipped creature gets +2/+2 and has protection from red and 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

Sword of Light and Shadow (3)

Artifact - Equipment

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

Phyrexian Portal (3)

Artifact

3: Target opponent looks at the top ten cards of your library and separates them into two face-down piles, then you choose one of those piles and remove it from the game. Search the other pile, put a card from it into your hand, then shuffle the rest of that pile into your library. Play this ability only if you have ten or more cards in your library.

Skeleton Shard (3)

Artifact

(3), T or ( B ), T: Return target artifact creature card from your graveyard to your hand.

Pearl Shard (3) x4

Artifact

(3), T or ( W ), T: Prevent the next 2 damage that would be dealt to target creature or player this turn.

Battered Golem (3)

Artifact Creature – Golem

Battered Golem doesn't untap during your untap step.

Whenever an artifact comes into play, you may untap Battered Golem.

3/2

Bottle Gnomes (3)

Artifact Creature – Gnomes

Sacrifice Bottle Gnomes: You gain 3 life.

1/3

Grafted Wargear (3)

Artifact – Equipment

Equipped creature gets +3/+2.

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

Equip (0)

Ensouled Scimitar (3)

Artifact – Equipment

(3): Ensouled Scimitar becomes a 1/5 artifact creature with flying until end of turn.

Equipped creature gets +1/+5.

Equip (2)

Whispersilk Cloak (3)

Artifact – Equipment

Equipped creature is unblockable and can't be the target of spells or abilities.

Equip (2)

Spellweaver Helix (3)

Artifact

Imprint - When Spellweaver Helix comes into play, you may remove two target sorcery cards in a single graveyard from the game. (The removed cards are imprinted on this artifact.)

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

Trinisphere (3)

Artifact

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.)

Skull of Orm (3)

Artifact

(5), T: Return target enchantment card from your graveyard to your hand.

Phyrexian Altar (3)

Artifact

Sacrifice a creature: Add one mana of any color to your mana pool.

Phyrexian Vault (3)

Artifact

(2), T, Sacrifice a creature: Draw a card.

Skull of Ramos (3)

Artifact

T: Add ( B ) to your mana pool.

Sacrifice Skull of Ramos: Add ( B ) to your mana pool.

Eye of Ramos (3)

Artifact

T: Add ( U ) to your mana pool.

Sacrifice Eye of Ramos: Add ( U ) to your mana pool.

Heart of Ramos (3)

Artifact

T: Add ( R ) to your mana pool.

Sacrifice Heart of Ramos: Add ( R ) to your mana pool.

Heartstone (3)

Artifact

Creatures' activated abilities cost (1) less to play. If this would make an ability cost (0) or less mana to play, it costs (1), plus any nonmana costs.

Blasting Station (3)

Artifact

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.

Ashnod's Altar (3)

Artifact

Sacrifice a creature: Add (2) to your mana pool.

Staff of Domination (3)

Artifact

(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.

Quicksilver Fountain (3)

Artifact

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

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

Tangleroot (3)

Artifact

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

Phyrexian Totem (3)

Artifact

T: Add B to your mana pool.

( (2) ( B ) ): Phyrexian Totem becomes a 5/5 black Horror artifact creature with trample until end of turn.

Whenever Phyrexian Totem is dealt damage, if it's a creature, sacrifice that many permanents.

Chimeric Egg (3)

Artifact

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 Construct artifact creature with trample until end of turn.

Serum Tank (3)

Artifact

Whenever Serum Tank or another artifact comes into play, put a charge counter on Serum Tank.

(3), T, Remove a charge counter from Serum Tank: Draw a card.

Cloudstone Curio (3)

Artifact

Whenever a nonartifact permanent comes into play under your control, you may return another permanent you control that shares a permanent type with it to its owner's hand.

Nemesis Mask (3) x3

Artifact - Equipment

All creatures able to block equipped creature do so.

Equip (3)

Helm of Kaldra (3)

Legendary Artifact - Equipment

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 legendary 4/4 colorless Avatar creature token named Kaldra into play and attach those Equipment to it.

Equip (2)

Scrapheap (3) x4

Artifact

Whenever an artifact or enchantment is put into your graveyard from play, you gain 1 life.

Rejuvenation Chamber (3) x4

Artifact

Fading 2 (This artifact comes into play with two fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)

T: You gain 2 life.

Scarecrone (3)

Artifact Creature - Scarecrow

(1), Sacrifice a Scarecrow: Draw a card.

(4), T: Return target artifact creature card from your graveyard to play.

1/2

Diamond Kaleidoscope (4) x4

(3), T: Put a 0/1 Prism artifact creature token into play.

Sacrifice a Prism token: Add one mana of any color to your mana pool.

Gauntlet of Might (4) x4

Artifact

Red creatures get +1/+1.   
Whenever a Mountain is tapped for mana, its controller adds to his or her mana pool.



Door of Destinies (4)

Artifact

As Door of Destinies comes into play, choose a creature type.   
Whenever you play a spell of that type, put a charge counter on Door of Destinies.   
Creatures you control of that type get +1/+1 for each charge counter on Door of Destinies.

Pentagram of the Ages (4)

Artifact

4, T: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Helm of Possession (4) x4

Artifact

You may choose not to untap Helm of Possession during your untap step.

(2), T, Sacrifice a creature: Gain control of target creature as long as you control Helm of Possession and Helm of Possession remains tapped.

Echo Chamber (4) x4

Artifact

(4), T: An opponent chooses target creature he or she controls. Put a token into play as a copy of that creature. The token has haste. Remove the token from the game at end of turn. Play this ability only any time you could play a sorcery.

Soul Foundry (4) x3

Artifact

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

Bronze Bombshell (4)

Artifact Creature - Construct

When a player other than Bronze Bombshell's owner controls it, that player sacrifices it. If the player does, Bronze Bombshell deals 7 damage to him or her.

4/1

Well of Life (4) x4

Artifact

At the end of your turn, if you control no untapped lands, you gain 2 life.

Transguild Courier (4)

Artifact Creature - Golem

Transguild Courier is all colors.

3/3

Skullmead Cauldron (4) x4

Artifact

T: You gain 1 life.

T, Discard a card: You gain 3 life.

Shield of Kaldra (4)

Legendary Artifact - Equipment

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)

Sword of Kaldra (4)

Legendary Artifact - Equipment

Equipped creature gets +5/+5.

Whenever equipped creature deals damage to a creature, remove that creature from the game.

Equip (4)

Arcbound Crusher (4) x2

Artifact Creature - Juggernaut

Trample

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

Modular 1

0/0

Dancing Scimitar (4) x2

Artifact Creature - Spirit

Flying.

1/5

Paradise Plume (4)

Artifact

As Paradise Plume comes into play, choose a color.

Whenever a player plays a spell of the chosen color, you may gain 1 life.

T: Add one mana of the chosen color to your mana pool.

Thran Dynamo (4) x4

Artifact

T: Add (3) to your mana pool.

Sisay's Ring (4) x4

Artifact

T: Add (2) to your mana pool.

Ur-Golem's Eye (4) x4

Artifact

T: Add (2) to your mana pool.

Snake Basket (4) x4

Artifact

(X), Sacrifice Snake Basket: Put X 1/1 green Snake creature tokens into play. Play this ability only any time you could play a sorcery.

Icy Manipulator (4)

Artifact

(1), T: Tap target artifact, creature, or land.

Bubble Matrix (4) x3

Artifact

Prevent all damage that would be dealt to creatures.

Elixir of Vitality (4) x3

Artifact

Elixir of Vitality comes into play tapped.

T, Sacrifice Elixir of Vitality: You gain 4 life.

(8), T, Sacrifice Elixir of Vitality: You gain 8 life.

Cursed Rack (4)

Artifact

As Cursed Rack comes into play, choose an opponent.

The chosen player’s maximum hand size is 4.

Quicksilver Amulet (4)

Artifact

(4), T: Put a creature card from your hand into play.

Rod of Ruin (4)

Artifact

(3), T: Rod of Ruin deals 1 damage to target creature or player.

Nevinyrral's Disk (4)

Artifact

Nevinyrral's Disk comes into play tapped.

(1), T: Destroy all artifacts, creatures, and enchantments.

Portcullis (4)

Artifact

Whenever a creature comes into play, if there are two or more other creatures in play, remove that creature from the game, when Portcullis leaves play, return to play under their owner's control all creatures removed from the game with Portcullis.

Chimeric Staff (4)

Artifact

(X): Chimeric Staff becomes an X/X artifact creature until end of turn.

Dingus Egg (4)

Artifact

Whenever a land is put into a graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Cyclopean Tomb (4)

Artifact

(2), T: Put a mire counter on target land. That land is a swamp as long as it has a mire counter on it. Play this ability only during your upkeep.

Metrognome (4)

Artifact

When a spell or ability an opponent controls causes you to discard Metrognome, put four 1/1 Gnome artifact creature tokens into play.

(4), T: Put a 1/1 Gnome artifact creature token into play.

Phyrexian Processor (4)

Artifact

As Phyrexian Processor comes into play, pay any amount of life.

(4), T: Put a black Minion creature token into play. Its power and toughness are each equal to the amount of life paid.

Gemstone Array (4)

Artifact

(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.

White Mana Battery (4)

Artifact

(2), T: Put a charge counter on White Mana Battery.

T: Remove any number of charge counters from White Mana Battery: Add W to your mana pool, then add an additional W to your mana pool for each charge counter removed this way.

Red Mana Battery (4)

Artifact

(2), T: Put a charge counter on Red Mana Battery.

T: Remove any number of charge counters from Red Mana Battery: Add R to your mana pool, then add an additional R to your mana pool for each charge counter removed this way.

Green Mana Battery (4)

Artifact

(2), T: Put a charge counter on Green Mana Battery.

T: Remove any number of charge counters from Green Mana Battery: Add G to your mana pool, then add an additional G to your mana pool for each charge counter removed this way.

Blue Mana Battery (4)

Artifact

(2), T: Put a charge counter on Blue Mana Battery.

T: Remove any number of charge counters from Blue Mana Battery: Add U to your mana pool, then add an additional U to your mana pool for each charge counter removed this way.

Black Mana Battery (4)

Artifact

(2), T: Put a charge counter on Black Mana Battery.

T: Remove any number of charge counters from Black Mana Battery: Add B to your mana pool, then add an additional B to your mana pool for each charge counter removed this way.

General's Kabuto (4) x4

Artifact - Equipment

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

Prevent all combat damage that would be dealt to equipped creature.

Equip (2)

Erratic Portal (4) x2

Artifact

(1), T: Return target creature to its owner's hand unless its controller pays (1).

Tawnos's Coffin (4)

Artifact

You may choose not to untap Tawnos's Coffin during your untap step.

3, T: Target creature phases out. It can't phase in as long as Tawnos's Coffin remains tapped. When Tawnos's Coffin leaves play or becomes untapped, the creature phases in tapped.

Amber Prison (4)

Artifact

You may choose not to untap Amber Prison during your untap step.

4, T: Tap target artifact, creature, or land. As long as Amber Prison remains tapped, that permanent doesn't untap during its controller's untap step.

Eater of Days (4)

Artifact Creature – Leviathan

Flying, trample

When Eater of Days comes into play, you skip your next two turns.

9/8

Etched Oracle (4)

Artifact Creature - Wizard

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.

0/0

Solemn Simulacrum (4)

Artifact Creature - Golem

When Solemn Simulacrum comes into play, you may search your library for a basic land card and put that card into play tapped. If you do, shuffle your library.

When Solemn Simulacrum is put into a graveyard from play, you may draw a card.

2/2

Silent Arbiter (4)

Artifact Creature - Golem

No more than one creature can attack each combat.

No more than one creature can block each combat.

1/5

Dodecapod (4)

Artifact Creature – Golem

If a spell or ability an opponent controls causes you to discard Dodecapod, put it into play with two +1/+1 counters on it instead of putting it into your graveyard.

3/3

Synod Centurion (4)

Artifact Creature - Construct

When you control no other artifacts, sacrifice Synod Centurion.

4/4

Summoner's Egg (4)

Artifact Creature - Egg

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.

0/4

Wand of the Elements (4)

Artifact

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.

Slate of Ancestry (4)

Artifact

(4), T, Discard your hand: Draw a card for each creature you control.

Clock of Omens (4)

Artifact

Tap two untapped artifacts you control: Untap target artifact.

Darksteel Reactor (4)

Artifact

Darksteel Reactor is indestructible.

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.

Tower of Fortunes (4)

Artifact

(8), T: Draw four cards.

Jester’s Cap (4)

Artifact

(2), T, Sacrifice Jester's Cap: Search target player's library for three cards and remove them from the game. Then that player shuffles his or her library.

Muse Vessel (4)

Artifact

(3), T: Target player removes a card in his or her hand from the game. Play this ability only any time you could play a sorcery.

(1): Choose a card removed from the game with Muse Vessel. You may play that card this turn.

Vedalken Orrery (4)

Artifact

You may play nonland cards as though they had flash.

Helm of Obedience (4) x4

Artifact

(1) (X), T: Put the top card of target opponent's library into his or her graveyard. Repeat this process an additional X times or until you put a creature card into that graveyard, whichever comes first. If the last card put into that graveyard this way is a creature card, sacrifice Helm of Obedience and put that card into play under your control.

Gnarled Effigy (4)

Artifact

(4), T: Put a -1/-1 counter on target creature.

Wicker Warcrawler (5)

Artifact Creature - Scarecrow

Whenever Wicker Warcrawler attacks or blocks, put a -1/-1 counter on it at end of combat.

6/6

Dragon Arch (5)

Artifact

2, T: Put a multicolored creature card from your hand into play.

Cryptic Gateway (5) x2

Artifact

Tap two untapped creatures you control: You may put a creature card from your hand into play that shares a creature type with each creature tapped this way.

Dross Golem (5)

Artifact Creature - Golem

Affinity for Swamps

Fear

3/2

Stuffy Doll (5)

Artifact Creature - Construct

As Stuffy Doll comes into play, choose a player.

Stuffy Doll is indestructible.

Whenever damage is dealt to Stuffy Doll, it deals that much damage to the chosen player.

T: Stuffy Doll deals 1 damage to itself.

0/1

Monkey Cage (5) x3

Artifact

When a creature comes into play, sacrifice Monkey Cage and put into play a number of 2/2 green Ape creature tokens equal to that creature's converted mana cost.

Coat of Arms (5)

Artifact

Each creature gets +1/+1 for each other creature in play that shares a creature type with it.

Naked Singularity (5)

Artifact

Cumulative upkeep (3)

If tapped for mana, Plains produce ( R ), Islands produce (G), Swamps produce (W), Mountains produce (U), and Forests produce ( B ) instead of their normal type.

Belbe's Portal (5) x3

Artifact

As Belbe's Portal comes into play, choose a creature type.

3, T: Put a creature card of the chosen type from your hand into play.

Lifeline (5)

Artifact

Whenever a creature is put into a graveyard from play and another creature is in play, return the first creature from that graveyard to play under its owner's control at end of turn.

Pariah's Shield (5)

Artifact - Equipment

All damage that would be dealt to you is dealt to equipped creature instead.

Equip (3)

The Hive (5)

Artifact

(5), T: Put a 1/1 Insect artifact creature token with flying named Wasp into play.

Ring of Immortals (5)  
Artifact  
(3), T: Counter target instant or Aura spell that targets a permanent you control.

Mirari (5)

Legendary Artifact

Whenever you play an instant or sorcery spell, you may pay 3. If you do, copy that spell. You may choose new targets for the copy.

Karn, Silver Golem (5)

Legendary Artifact Creature - Golem

Whenever Karn, Silver Golem blocks or becomes blocked, it gets -4/+4 until end of turn.

(1): Target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost until end of turn. (That artifact retains its abilities.)

4/4

Skyreach Manta (5)

Artifact Creature - Fish

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

Flying

0/0

Razormane Masticore (5)

Artifact Creature - Masticore

First strike

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

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

5/5

Pewter Golem (5)

Artifact Creature – Golem

((1) ( B )): Regenerate Pewter Golem.

4/2

Worldslayer (5)

Artifact – Equipment

Whenever equipped creature deals combat damage to a player, destroy all permanents other than Worldslayer.

Equip (5)

Gilded Lotus (5)

Artifact

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

Clearwater Goblet (5)

Artifact

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.

Door to Nothingness (5)

Artifact

Door to Nothingness comes into play tapped.

( WWUUBBGGRR ), T, Sacrifice Door to Nothingness: Target player loses the game.

Mind’s Eye (5)

Artifact

Whenever an opponent draws a card, you may pay (1). If you do, draw a card.

Thran Tome (5)

Artifact

(5), T: Reveal the top three cards of your library. Target opponent chooses one of those cards. Put that card into your graveyard and draw the rest.

Stone Calendar (5)

Artifact

Spells you play cost up to (1) less to play.

Eon Hub (5)

Artifact

Players skip their upkeep steps.

Panoptic Mirror (5)

Artifact

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. If you do, you may play the copy without paying its mana cost.

Storm Cauldron (5)

Artifact

Each player may play an additional land during each of his or her turns.

Whenever a land is tapped for mana, return it to its owner's hand.

Phyrexian Snowcrusher (6)

Snow Artifact Creature - Juggernaut

Phyrexian Snowcrusher attacks each turn if able.

(1) (S): Phyrexian Snowcrusher gets +1/+0 until end of turn.

6/5

Planar Gate (6) x2

Artifact

Creature spells you play cost up to 2 less to play.

Serpent Generator (6)

Artifact

(4), Tap: Put a 1/1 Poison-Snake artifact creature token into play. This creature has “Whenever this creature deals damage to a player, that player gets a poison counter.” (A player with ten or more poison counters loses the game.)

Brass Herald (6)

Artifact Creature - Golem

As Brass Herald comes into play, choose a creature type.

When Brass Herald comes into play, reveal the top four cards of your library. Put all creature cards of the chosen type revealed this way into your hand and the rest on the bottom of your library in any order.

Creatures of the chosen type get +1/+1.

2/2

Urza's Armor (6)

Artifact

If a source would deal damage to you, prevent 1 of that damage.

Pyramids (6) x4

Artifact

(2): Destroy target Aura attached to a land.

(2): Regenerate target land.

Planar Portal (6) x4

Artifact

(6), T: Search your library for a card and put that card into your hand. Then shuffle your library.

Triskelion (6)

Artifact Creature - Construct

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

Remove a +1/+1 counter from Triskelion: Triskelion deals 1 damage to target creature or player.

1/1

Composite Golem (6)

Artifact Creature – Golem

Sacrifice Composite Golem: Add ( WUBRG ) to your mana pool.

4/4

Workhorse (6)

Artifact Creature - Horse

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

Remove a +1/+1 counter from Workhorse: Add (1) to your mana pool.

0/0

Salvaging Station (6)

Artifact

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.

Mana Matrix (6)

Artifact

Instant and enchantment spells you play cost up to (2) less to play.

Book of Rass (6)

Artifact

(2), Pay 2 life: Draw a card.

Gate to the Æther (6) x2

Artifact

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

Ward of Bones (6)

Artifact

Each opponent who controls more creatures than you can't play creature cards. The same is true for artifacts, enchantments, and lands.

Platinum Angel (7)

Artifact Creature - Angel

Flying

You can't lose the game and your opponents can't win the game.

4/4

Clockwork Dragon (7)

Artifact Creature - Dragon

Flying

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

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

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

0/0

Altar of Shadows (7)

Artifact

At the beginning of your precombat main phase, add B to your mana pool for each charge counter on Altar of Shadows.

(7), T: Destroy target creature. Then put a charge counter on Altar of Shadows.

Solarion (7)

Artifact Creature - Construct

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.

0/0

Triskelavus (7)

Artifact Creature – Construct

Flying

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

(1), Remove a +1/+1 counter from Triskelavus: Put a 1/1 Triskelavite artifact creature token with flying into play. It has "Sacrifice this creature: This creature deals 1 damage to target creature or player."

1/1

Pentavus (7)

Artifact Creature - Construct

Pentavus comes into play with five +1/+1 counters on it.

(1), Remove a +1/+1 counter from Pentavus: Put a 1/1 Pentavite artifact creature token with flying into play.

(1), Sacrifice a Pentavite: Put a +1/+1 counter on Pentavus.

0/0

Phyrexian Colossus (7)

Artifact Creature - Golem

Phyrexian Colossus doesn't untap during your untap step.

Pay 8 life: Untap Phyrexian Colossus.

Phyrexian Colossus can't be blocked except by three or more creatures.

8/8

Lotus Guardian (7)

Artifact Creature - Dragon

Flying

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

4/4

Darksteel Forge (9) [ritual spell]

Artifact

Artifacts you control are indestructible. ("Destroy" effects and lethal damage don't destroy them.)[/color]

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Black Spells

Dread of Night ( B )

Enchantment

White creatures get -1/-1.

Vampiric Link ( B )

Enchantment - Aura

Enchant creature

Whenever enchanted creature deals damage, you gain that much life.

Circle of Affliction ( 1 B )

Enchantment

As Circle of Affliction comes into play, choose a color.

Whenever a source of the chosen color deals damage to you, you may pay 1. If you do, target player loses 1 life and you gain 1 life.

Word of Command ( B B )

Instant

Look at target opponent's hand and choose a card from it. That player plays that card with his or her own mana, but you make all decisions it calls for. The player is required only to use mana in his or her mana pool and mana that can be drawn from lands.

Razortooth Rats ( (2) B )

Creature - Rat

Fear

2/1

Zodiac Rat ( B )

Creature - Rat

Swampwalk

1/1

Terror ( (1) B )

Instant

Destroy target nonartifact, nonblack creature. It can’t be regenerated.

Wei Scout ( (1) {B} )

Creature — Soldier

Horsemanship

1/1

Shred Memory ( (1) B )

Instant

Remove up to four target cards in a single graveyard from the game.

Transmute ( (1) B B )

Cover of Darkness ( 1 B ) x3

Enchantment

As Cover of Darkness comes into play, choose a creature type.

Creatures of the chosen type have fear.

Drain Life ( X 1 B ) x4

Sorcery

Spend only black mana on X.

Drain Life deals X damage to target creature or player. You gain life equal to the damage dealt, but not more life than the player's life total before Drain Life dealt damage or the creature's toughness.

Stench of Decay ( (1) B B )

Instant

Nonartifact creatures get -1/-1 until end of turn.

Wei Strike Force ( (2) {B} )

Creature — Soldier

Horsemanship

2/1

Royal Assassin ( (1) B B )

Creature — Human Assassin

T: Destroy target tapped creature.

1/1

Suq’Ata Assassin ( (1) {B} {B} )

Creature — Human Assassin

Fear

Whenever Suq’Ata Assassin attacks and isn’t blocked, defending player gets a poison counter. (A player with ten or more poison counters loses the game.)

1/1

Xenic Poltergeist ( (1) B B ) x2

Creature - Spirit

T: Until your next upkeep, target noncreature artifact becomes an artifact creature with power and toughness each equal to its converted mana cost.

1/1

Ghosts of the Damned ( (1) B B ) x2

Creature - Spirit

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

0/2

Chilling Apparition ( (2) B )

Creature - Spirit

B: Regenerate Chilling Apparition.   
Whenever Chilling Apparition deals combat damage to a player, that player discards a card.

1/1

Headless Horseman ( (2) B )

Creature - Zombie Knight

2/2

Nim Lasher ( (2) B )

Creature — Zombie

Nim Lasher gets +1/+0 for each artifact you control.

1/1

Wail of the Nim ( (2) {B} )

Instant

Choose one — Regenerate each creature you control; or Wail of the Nim deals 1 damage to each creature and each player.

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

Rend Flesh (2 {B} )

Instant — Arcane

Destroy target non-Spirit creature.

Lurking Evil ( {B} {B} {B} )

Enchantment

Pay half your life, rounded up: Lurking Evil becomes a 4/4 Horror creature with flying.

Oubliette ( (1) B B ) x3

Enchantment

When Oubliette comes into play, target creature phases out. That creature can't phase in as long as Oubliette remains in play.

When Oubliette leaves play, the creature phases in tapped.

Necromancy ( 2 {B} ) x3

Enchantment

You may play Necromancy any time you could play an instant. If it was played any time a sorcery couldn’t have been played, it gains substance until end of turn and when it loses substance, sacrifice it.

When Necromancy comes into play, if it’s in play, it becomes an Aura with enchant creature. Put target creature card from a graveyard into play under your control and attach Necromancy to it.

When Necromancy leaves play, destroy enchanted creature. It can’t be regenerated.

Stupor ( (2) B ) x2

Sorcery

Target opponent discards a card at random, then discards a card.

Hypnotic Specter ( (3) B B )

Creature - Specter

Flying (This creature can't be blocked except by creatures with flying or reach.)

Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random.

2/2

Stronghold Taskmaster ( (2) {B} {B} )

Creature — Minion

All other black creatures get -1/-1.

4/3

Damnation ( (2) B B )

Sorcery

Destroy all creatures. They can't be regenerated.

The Fallen ( (1) B B B )

Creature - Zombie

At the beginning of your upkeep, The Fallen deals 1 damage to each opponent it has dealt damage to this game.

2/3

Temporal Extortion ( B B B B )

Sorcery

When you play Temporal Extortion, any player may pay half his or her life, rounded up. If a player does, counter Temporal Extortion.

Take an extra turn after this one.

Guardian Beast ( 3 B )

Creature - Beast

As long as Guardian Beast is untapped, noncreature artifacts you control can't be enchanted, they're indestructible, and other players can't gain control of them.

2/4

Conspiracy ( 3 B B ) x3

Enchantment

As Conspiracy comes into play, choose a creature type.

Creature cards you own that aren't in play, creature spells you control, and creatures you control are the chosen type.

Highway Robber ( 2 B B )

Creature - Human Mercenary

When Highway Robber comes into play, you gain 2 life and target opponent loses 2 life.

2/2

Abomination ( (3) B B )

Creature - Horror

Whenever Abomination blocks or becomes blocked by a green or white creature, destroy that creature at end of combat.

2/6

Enslave ( 4 B B )

Enchantment - Aura

Enchant creature

You control enchanted creature.

At the beginning of your upkeep, enchanted creature deals 1 damage to its owner.

Keeper of Tresserhorn ( 5 B ) x2

Creature - Avatar

Whenever Keeper of Tresserhorn attacks and isn't blocked, it deals no combat damage this turn and defending player loses 2 life.

6/6

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[color=red] Red Spells

Shock ( R ) x2

Instant

Shock deals 2 damage to target creature or player.

Lightning Bolt ( R ) x2

Instant

Lightning Bolt deals 3 damage to target creature or player.

Artifact Blast ( R )

Instant

Counter target artifact spell.

Disintegrate ( X R ) x2

Sorcery

Disintegrate deals X damage to target creature or player. That creature can’t be regenerated this turn. If the creature would be put into a graveyard this turn, remove it from the game instead.

Fireball ( X R ) x4

Sorcery

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 Mana for each target beyond the first.

Dwarven Weaponsmith (1 R ) x4

Creature - Dwarf Artificer

T, Sacrifice an artifact: Put a +1/+1 counter on target creature. Play this ability only during your upkeep.

1/1

Æther Membrane ( 1 R R )

Creature - Wall

Defender

Æther Membrane can block as though it had flying.

Whenever Æther Membrane blocks a creature, return that creature to its owner's hand at end of combat.

0/5

Hyperion Blacksmith ( 1 R R ) x4

Creature - Human Artificer

T: You may tap or untap target artifact an opponent controls.

2/2

Rage Forger ( 2 R ) x4

Creature - Elemental Shaman

When Rage Forger comes into play, put a +1/+1 counter on each other Shaman creature you control.   
Whenever a creature you control with a +1/+1 counter on it attacks, you may have that creature deal 1 damage to target player.

2/2

Furious Assault ( 2 R ) x2

Enchantment

Whenever you play a creature spell, Furious Assault deals 1 damage to target player.

Squee, Goblin Nabob ( 2 R )

Legendary Creature - Goblin

At the beginning of your upkeep, if Squee, Goblin Nabob is in your graveyard, you may return Squee to your hand.

1/1

Pardic Swordsmith ( 2 R ) x4

Creature - Dwarf

( R ), Discard a card at random: Pardic Swordsmith gets +2/+0 until end of turn.

1/1

Æther Flash ( 2 R R ) x4

Enchantment

Whenever a creature comes into play, Æther Flash deals 2 damage to it.

Bomb Squad ( 3 R ) x4

Creature - Dwarf

T: Put a fuse counter on target creature.   
At the beginning of your upkeep, put a fuse counter on each creature with a fuse counter on it.   
Whenever a creature has four or more fuse counters on it, remove all fuse counters from it and destroy it. That creature deals 4 damage to its controller.

1/1

Viashino Weaponsmith ( 3 R ) x2

Creature - Viashino

Whenever Viashino Weaponsmith becomes blocked, it gets +2/+2 until end of turn for each creature blocking it.

2/2

Æther Sting ( 3 R ) x4

Enchantment

Whenever an opponent plays a creature spell, Æther Sting deals 1 damage to that player.

Furnace of Rath ( 1 R R R )

Enchantment

If a source would deal damage to a creature or player, it deals double that damage to that creature or player instead.

Hostility ( 3 R R R )

Creature - Elemental Incarnation

Haste   
If a spell you control would deal damage to an opponent, prevent that damage. Put a 3/1 red Elemental Shaman creature token with haste into play for each 1 damage prevented this way.   
When Hostility is put into a graveyard from anywhere, shuffle it into its owner's library.

6/6

[/color]

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[color=orange] White Spells (using orange for white since white letters don't tend to show up well on a white or near white background.)

Ethereal Haze ( W )

Instant — Arcane

Prevent all damage that would be dealt by creatures this turn.

Hope Charm ( W ) x2

Instant

Choose one — Target creature gains first strike until end of turn; or target player gains 2 life; or destroy target Aura.

Strip Bare ( W )

Instant

Destroy all Auras and Equipment attached to target creature.

Weight of Conscience ( (1) W )

Enchantment - Aura

Enchant creature   
Enchanted creature can't attack.   
Tap two untapped creatures you control that share a creature type: Remove enchanted creature from the game.

Story Circle ( (1) W W )

Enchantment

As Story Circle comes into play, choose a color.

W: The next time a source of your choice of the chosen color would deal damage to you this turn, prevent that damage.

Words of Worship ( 2 W )

Enchantment

(1): The next time you would draw a card this turn, you gain 5 life instead.

Indomitable Ancients ( (2) W W )

Creature - Treefolk Warrior

2/10

Ivory Mask ( (2) W W )

Enchantment

You can’t be the target of spells and abilities.

Wrath of God ( 2 W W )

Sorcery

Destroy all creatures. They can't be regenerated.

Worship ( (3) W )

Enchantment

If you control a creature, damage that would reduce your life total to less than 1 reduces it to 1 instead.

Stonehewer Giant ( (3) W W )

Creature - Giant Warrior

Vigilance   
(1) W, T: Search your library for an Equipment card and put it into play. Attach it to a creature you control. Then shuffle your library.

4/4

Feudkiller's Verdict ( (4) W W )

Tribal Sorcery - Giant

You gain 10 life. Then if you have more life than an opponent, put a 5/5 white Giant Warrior creature token into play.

Spirit of the Hearth ( (4) W W )

Creature - Cat Spirit

Flying   
You can't be the target of spells or abilities your opponents control.

4/5

Purity ( (3) W W W )

Creature - Elemental Incarnation

Flying   
If a spell or ability would deal damage to you, prevent that damage. You gain life equal to the damage prevented this way.   
When Purity is put into a graveyard from anywhere, shuffle it into its owner's library.

6/6[/color]

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Multicolored Spells

Unmake ( W/B ) ( W/B ) ( W/B )

Instant

Remove target creature from the game.

Pyrrhic Revival (3) ( W/B ) ( W/B ) ( W/B )

Sorcery

Each player returns each creature card in his or her graveyard to play with an additional -1/-1 counter on it.