

**Darksteel Citadel**



**Artifact Land**

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

☾: Add 1 to your mana pool.

*Panopticon, forge of the Darksteel Eye, home of Mirrodin's keeper.*

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**Forest**



**Basic Land**  **Forest** ◆

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**Forest**



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**Forest**



**Basic Land** Forest

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**Horizon Canopy**



**Land**

☞, Pay 1 life: Add ♣ or ✱ to your mana pool.  
1, ☞, Sacrifice Horizon Canopy: Draw a card.  
*The day is born within its branches.*

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*The day is born within its branches.*

240/249 R  
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**Inkmoth Nexus**



**Land**

☞: Add 1 to your mana pool.  
1: Inkmoth Nexus becomes a 1/1 Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)

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**Llanowar Reborn**



**Land**

Llanowar Reborn comes into play tapped.  
☞: Add ♣ to your mana pool.  
Graft 1 (This land comes into play with a +1/+1 counter on it. Whenever a creature comes into play, you may move a +1/+1 counter from this land onto it.)

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**Llanowar Reborn**



**Land**

Llanowar Reborn comes into play tapped.  
☞: Add ♣ to your mana pool.  
Graft 1 (This land comes into play with a +1/+1 counter on it. Whenever a creature comes into play, you may move a +1/+1 counter from this land onto it.)

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## Pendelhaven



## Legendary Land

⚔: Add ♣ to your mana pool  
 ⚔: Target 1/1 creature gains +1/+2 until end of turn.

*"This is the forest primeval. The murmuring pines and the hemlocks . . . / Stand like Druids of old." —Henry Wadsworth Longfellow, "Evangeline"*

Illus. © 1994 Bryon Wackwitz

## Phyrexia's Core



## Land

⚔: Add 1 to your mana pool.

1, ⚔, Sacrifice an artifact: You gain 1 life.

*"So even the heart of our world has succumbed."*  
 —Koth of the Hammer

—Franz Vohwinkel

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## Arcbound Ravager

2



## Artifact Creature

Sacrifice an artifact: Put a +1/+1 counter on Arcbound Ravager.

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

—Carl Critchlow

0/0

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## Arcbound Worker

1



## Artifact Creature

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

*The parts are as strong as the whole.*

—Darrell Riche

0/0

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## Arcbound Worker

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**Archbound Worker** 1



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0/0

Darrell Riche

229/272 R  
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**Hangarback Walker** X X



**Artifact Creature — Construct**

Hangarback Walker enters the battlefield with X +1/+1 counters on it.

When Hangarback Walker dies, put a 1/1 colorless Thopter artifact creature token with flying onto the battlefield for each +1/+1 counter on Hangarback Walker.

1, ♣: Put a +1/+1 counter on Hangarback Walker.

0/0

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0/0

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**Metallic Mimic** 2



**Artifact Creature — Shapeshifter**

As Metallic Mimic enters the battlefield, choose a creature type.

Metallic Mimic is the chosen type in addition to its other types.

Each other creature you control of the chosen type enters the battlefield with an additional +1/+1 counter on it.

2/1

164/184 R  
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2/1

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**Walking Ballista** X X



**Artifact Creature — Construct**

Walking Ballista enters the battlefield with X +1/+1 counters on it.

4: Put a +1/+1 counter on Walking Ballista.

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

0/0

181/184 R  
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0/0

181/184 R  
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**Walking Ballista** ⌘⌘



**Artifact Creature — Construct** ⚙️

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4: Put a +1/+1 counter on Walking Ballista.

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181/184 R  
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0/0

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0/0

**Ancient Stirrings** ♣️



**Sorcery** ⚡

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order. *(Cards with no colored mana in their mana costs are colorless. Lands are also colorless.)*

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**Animation Module** 1



**Artifact** ⚙️

Whenever one or more +1/+1 counters are placed on a permanent you control, you may pay 1. If you do, create a 1/1 colorless Servo artifact creature token.

3, ♣️: Choose a counter on target permanent or player. Give that permanent or player another counter of that kind.

*Design leads to progress.*

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**Evolutionary Leap** 1



**Enchantment**

♣, Sacrifice a creature: Reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order.

*The essence of nature is change.*

176/272 R  
ORI • EN • CHRIS RAHN

**Hardened Scales**



**Enchantment**

If one or more +1/+1 counters would be placed on a creature you control, that many plus one +1/+1 counters are placed on it instead.

*"Naga shed their scales. We wear ours with pride."*  
—Golran, dragonscale captain

133/269 R  
KTK • EN • MARK WINTERS

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**Mox Opal** 0



**Legendary Artifact**

**Metalcraft** — ♣: Add one mana of any color to your mana pool. Activate this ability only if you control three or more artifacts.

*The suns of Mirrodin have shone upon perfection only once.*

223/249 M  
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223/249 M  
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**Throne of Geth** 2



**Artifact**

♣, Sacrifice an artifact: Proliferate.  
(You choose any number of permanents and/or players with counters on them, then give each another counter of a kind already there.)

*At the heart of Ish Sah, Geth stokes the dark fires of Phyrexia.*

Jana Schirmer & Johannes Voss  
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**Welding Jar** 0



**Artifact**

Sacrifice Welding Jar: Regenerate target artifact.

*The wires crawl over broken metal and heat themselves to melting, filling cracks quickly and efficiently.*

Mark Brill  
™ & © 1993-2003 Wizards of the Coast, Inc. 274/306

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**Damping Sphere** 2



**Artifact**

If a land is tapped for two or more mana, it produces ♦ instead of any other type and amount.

Each spell a player casts costs 1 more to cast for each other spell that player has cast this turn.

*A Thran relic, it has spent ten thousand years doing absolutely nothing.*

213/269 U  
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**Dismember** 1  



**Instant** 

( can be paid with either  or 2 life.)  
 Target creature gets -5/-5 until end of turn.

*"You serve Phyrexia. Your pieces would better serve Phyrexia elsewhere."*  
 —Azax-Azog, the Demon Thane

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 MM2 • EN • TERESE NIELSEN

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**Grafdigger's Cage** 1



**Artifact** 

Creature cards can't enter the battlefield from graveyards or libraries.  
 Players can't cast cards in graveyards or libraries.

*"If you wind up in one of mine, you can be sure as silver it will be your last."*  
 —Grafdigger Wulmer

—Daniel Ljunggren  
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**Nature's Claim** 



**Instant** 

Destroy target artifact or enchantment.  
 Its controller gains 4 life.

*"On this plane, the use of magic can provoke a ferocious reprisal from nature. Whoever the Eldrazi were, their relics left Zendikar forever enraged."*  
 —Jace Beleren

—Daarken  
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## Torpor Orb

2



Artifact



Creatures entering the battlefield  
don't cause abilities to trigger.

*"Phyrexia is certainly dangerous, but I  
have to admire some of its innovations."*

—Tezzeret

Svetlin Velinov

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