

Blinkmoth Nexus



Land

☞: Add 1 to your mana pool.

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

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

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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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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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Mountain



Basic Land Mountain

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Mountain



Basic Land Mountain

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Spire of Industry



Land

☞: Add ♦ to your mana pool.

☞, Pay 1 life: Add one mana of any color to your mana pool. Activate this ability only if you control an artifact.

A beacon of prosperity to some, a shadow of oppression to others.

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Arcbound Ravager



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
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0/0

Arcbound Ravager 2



Artifact Creature

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Master of Etherium 2



Artifact Creature — Vedalken Wizard

Master of Etherium's power and toughness are each equal to the number of artifacts you control.

Other artifact creatures you control get +1/+1.

"Only a mind unfettered with the concerns of the flesh can see the world as it truly is."

—Matt Cavotta

★/★

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Memnite 0



Artifact Creature — Construct

Reminders of Memnarch's reign still skirr across Mirrodin, reminiscent of his form if not his power.

—Svetlin Velinov

1/1

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Ornithopter 0



Artifact Creature — Thopter

Flying

"You want to know what we are fighting for? Look at the wonder in that child's eyes."

—Pia Nalaar

0/2

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Signal Pest 1



Artifact Creature — Pest

Battle cry (Whenever this creature attacks, each other attacking creature gets +1/+0 until end of turn.)

Signal Pest can't be blocked except by creatures with flying or reach.

It leaps from tree to tree, revealing the enemy's positions.

0/1

Mark Zug
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Steel Overseer 2



Artifact Creature — Construct

☞: Put a +1/+1 counter on each artifact creature you control.

"The world is already run by all manner of machines. One day, they'll remind us of that fact."
—Sargis Haz, artificer

1/1

Chris Rahn
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Vault Skirge 1 



Artifact Creature — Imp 

( can be paid with either  or 2 life.)

Flying

Lifelink (*Damage dealt by this creature also causes you to gain that much life.*)

From the remnants of the dead, Geth forged a swarm to safeguard his throne.

Brad Rigney 1/1

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Galvanic Blast 



Instant 

Galvanic Blast deals 2 damage to target creature or player.

Metalcraft — Galvanic Blast deals 4 damage to that creature or player instead if you control three or more artifacts.

Mirrodin has little weather, but it certainly has lightning.

Marc Simonetti

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Cranial Plating 2 



Artifact — Equipment 

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

 : Attach Cranial Plating to target creature you control.

Equip 1 (1: Attach to target creature you control. Equip only as a sorcery.)

Adam Rex

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Experimental Frenzy 3



Enchantment

You may look at the top card of your library any time.

You may play the top card of your library.

You can't play cards from your hand.

3: Destroy Experimental Frenzy.

Turns out coffee is the weird aunt of invention.

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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.

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Springleaf Drum

1



Artifact

♣, Tap an untapped creature you control: Add one mana of any color to your mana pool.

After trying mudskippers for an afternoon, Scratch decided that crickcarp made the best noise.

Cyril Van Der Haegen

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Welding Jar

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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

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Ancient Grudge

1



Instant

Destroy target artifact.

Flashback ♣ (You may play this card from your graveyard for its flashback cost. Then remove it from the game.)

The time rifts remind Yavimaya of the enemies of its past and provide fresh fuel for its fires.

Jim Nelson

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Destroy target artifact.

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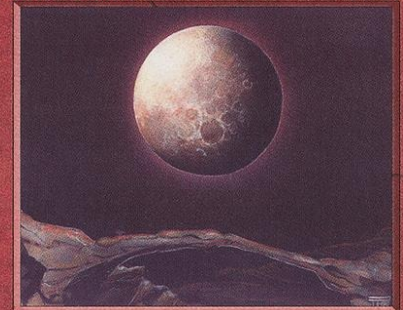
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Jim Nelson

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Blood Moon

2



Enchantment

All non-basic lands are now basic mountains.
Heavy light flooded across the landscape, cloaking everything in deep crimson.

Illus. © 1994 Tom Wänerstrand

Blood Moon 2



Enchantment

All non-basic lands are now basic mountains.
Heavy light flooded across the landscape, cloaking everything in deep crimson.

Illus. © 1994 Tom Wänerstrand

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
 DOM • EN ADAM PAQUETTE

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213/269 U
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Dispatch



Instant

Tap target creature.
Metalcraft — If you control three or more artifacts, exile that creature.

Venser wondered if it could still be called a teleportation spell if the destination is oblivion.

— Erica Yang

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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

Karn, Scion of Urza 4



Legendary Planeswalker — Karn

+1 : Reveal the top two cards of your library. An opponent chooses one of them. Put that card into your hand and exile the other with a silver counter on it.
 -1 : Put a card you own with a silver counter on it from exile into your hand.
 -2 : Create a 0/0 colorless Construct artifact creature token with "This creature gets +1/+1 for each artifact you control."

5

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Rest in Peace 1



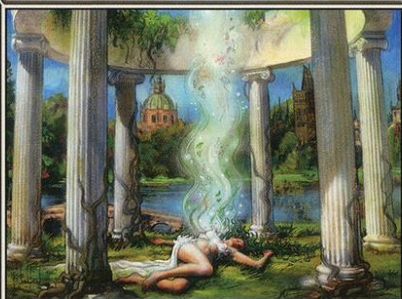
Enchantment

When Rest in Peace enters the battlefield, exile all cards from all graveyards.
 If a card or token would be put into a graveyard from anywhere, exile it instead.

Some corpses the Golgari cannot claim. Some souls the Orzhov cannot shackle.

— Terese Nielsen

Rest in Peace



Enchantment



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—Terese Nielsen

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Thoughtseize



Sorcery



Target player reveals his or her hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

“Any dream is a robust harvest. Still, I prefer the timeworn dreams, heavy with import, that haunt the obsessive mind.”

—Aleksi Briclot

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