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Tribes in *Mirrodin*

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The artifact-heavy impact of *Mirrodin* has begun tearing up metagames, but the tribal mechanics of the *Onslaught* block still hold sway in Standard and casual play alike. *Mirrodin* is the artifact block, but it still meshes with today's tribal-icious environment nicely (even if you don't count the [Replica cycle](#)).

Here's a master list of all the *Mirrodin* creatures belonging to the eight major *Onslaught* block tribes, ranked by number of creatures in each tribe. Enjoy integrating *Mirrodin* into your tribal decks.



Soldiers

Auriok Bladewarden	Creature — Human Soldier
Auriok Steelshaper	Creature — Human Soldier
Leonin Den-Guard	Creature — Cat Soldier
Loxodon Peacekeeper	Creature — Elephant Soldier
Loxodon Punisher	Creature — Elephant Soldier
Soldier Replica	Artifact Creature — Soldier
Taj-Nar Swordsmith	Creature — Cat Soldier
Yotian Soldier	Artifact Creature — Soldier

Soldiers were the big winner in *Mirrodin*, spanning three races (Cats, Elephants and Humans) and showing up on eight cards. Their compatibility with Equipment may help Soldiers make a smooth transition to the artifact block.

Beasts

Arc-Slogger	Creature — Beast
Broodstar	Creature — Beast
Clockwork Vorrac	Artifact Creature — Beast
Copperhoof Vorrac	Creature — Beast
Fangren Hunter	Creature — Beast
Groffskithur	Creature — Beast
Molder Slug	Creature — Beast

Beasts, Elves and Zombies tie for second with seven creatures each. *Mirrodin* Beasts such as **Arc-Slogger** and **Molder Slug** have already showed up in tournament decks that take advantage of their synergy with **Ravenous Baloth** and **Contested Cliffs**.

Elves

Elf Replica	Artifact Creature — Elf
Glissa Sunseeker	Creature — Elf Legend
Tel-Jilad Archers	Creature — Elf Archer
Tel-Jilad Chosen	Creature — Elf Warrior
Viridian Joiner	Creature — Elf Druid
Viridian Shaman	Creature — Elf Shaman
Wurmskin Forger	Creature — Elf Warrior

Glissa and **Viridian Shaman** are two Elves that will certainly see tournament play in the artifact block.

Zombies

Dross Prowler	Creature — Zombie
Nim Devourer	Creature — Zombie
Nim Lasher	Creature — Zombie
Nim Replica	Artifact Creature — Zombie

The Nim could play center stage in an artifact-centric Zombie beatdown deck.

Nim Shambler	Creature — Zombie	
Nim Shrieker	Creature — Zombie	
Woebearer	Creature — Zombie	
Wizards		
Fatespinner	Creature — Human Wizard	Wizards come in next with six. Could Lumengrid Augur and Vedalken Archmage fuel a new artifact-based Wizard deck?
Lumengrid Augur	Creature — Vedalken Wizard	
Lumengrid Sentinel	Creature — Human Wizard	
Lumengrid Warden	Creature — Human Wizard	
Vedalken Archmage	Creature — Vedalken Wizard	
Wizard Replica	Artifact Creature — Wizard	
Goblins		
Goblin Replica	Artifact Creature — Goblin	The creature type Goblin only appears on five cards (the War Wagon , Dirigible and Charbelcher don't actually help with the tribal mechanic; leave them for your Goblin theme deck). Perhaps the Goblin tribe didn't need much additional help after <i>Onslaught</i> block.
Goblin Striker	Creature — Goblin Berserker	
Krark-Clan Grunt	Creature — Goblin Warrior	
Krark-Clan Shaman	Creature — Goblin Shaman	
Spikeshot Goblin	Creature — Goblin Shaman	
Clerics		
Disciple of the Vault	Creature — Human Cleric	Clerics occupy the penultimate spot with four cards. Look for the deceptively simple Disciple of the Vault in future tournament play.
Leonin Abunas	Creature — Cat Cleric	
Leonin Elder	Creature — Cat Cleric	
Loxodon Mender	Creature — Elephant Cleric	
Birds		
Clockwork Condor	Artifact Creature — Bird	<i>Mirrodon</i> doesn't supply much for Bird fans — just two cards.
Neurok Familiar	Creature — Bird	

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