

AI_ARTIFACT

Tom de Ruyter

COLLABORATORS

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| | <i>TITLE :</i> AI_ARTIFACT | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
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REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
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Chapter 1

AI_ARTIFACT

1.1 Alliances - Artifact Cards

Alliances - Artifact Cards

Aesthir Glider

Ashnod's Cylix

Astrolabe

Floodwater Dam

Gustha's Scepter

Helm of Obedience

Lodestone Bauble

Mishra's Groundbreaker

Mystic Compass

Phyrexian Devourer

Phyrexian Portal

Phyrexian War Beast

Scarab of the Unseen

Shield Sphere

Sol Grail

Soldevi Digger

Soldevi Sentry

Soldevi Steam Beast
Storm Cauldron
Urza's Engine
Whirling Catapult

1.2 Aesthir Glider

Aesthir Glider

Color = Colorless
Rarity = AI(C2)
Type = Artifact Creature (2/1)
Cost = 3
Artist = Ruth Thompson / Ruth Thompson
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Flying
Cannot be assigned to block.

Flavor Text: "A fine example of the rewards of artifice: a thoroughly obedient steed with wings of Soldevi steel."
---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.3 Ashnod's Cylix

Ashnod's Cylix

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 2
Artist = Nicola Leonard
Print run =

Text (AI): <3T>: Target player looks at the top three cards of his or her library and puts one of them on top of that library. Remove the remaining two from the game.

Flavor Text: Few remember that Ashnod's defilement of Terisiare's resources outstripped even that of her peers.

NO RULINGS

1.4 Astrolabe

Astrolabe

Color = Colorless
Rarity = AI(C2)
Type = Artifact
Cost = 3
Artist = Amy Weber / Amy Weber
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): <1T>: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Play this ability as an interrupt. Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

1.5 Floodwater Dam

Floodwater Dam

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 3
Artist = Randy Gallegos
Print run =

Text(AI): <XX1T>: Tap X target lands.

NO RULINGS

1.6 Gustha's Scepter

Gustha's Scepter

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 0
Artist = Sandra Everingham
Print run =

Text(AI): If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard.
<T>: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time.
<T>: Return any card under Gustha's Scepter to your hand.

NO RULINGS

1.7 Helm of Obedience

Helm of Obedience

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 4
Artist = Brian Snoddy
Print run =

Text(AI): <XT>: Put the top card of target opponent's library into his or her graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature card, bury Helm of Obedience and put that creature into play under your control as though it were just cast. X cannot be equal to 0.

Rulings

1.8 Lodestone Bauble

Lodestone Bauble

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 0
Artist = Douglas Shuler
Print run =

Text(AI): <1T>: Sacrifice Lodestone Bauble to put up to four target basic lands from any player's graveyard on top of his or her library in any order. That player draws a card at the beginning of the next turn's upkeep.

NO RULINGS

1.9 Mishra's Groundbreaker

Mishra's Groundbreaker

Color = Colorless
Rarity = AI(U2)
Type = Artifact
Cost = 4
Artist = Randy Gallegos
Print run =

Text(AI): <T>: Sacrifice Mishra's Groundbreaker. Target land becomes a 3/3 artifact creature. That creature still counts as a land.

NO RULINGS

1.10 Mystic Compass

Mystic Compass

Color = Colorless
Rarity = AI(U2)
Type = Artifact
Cost = 2
Artist = Amy Weber
Print run =

Text(AI): <1T>: Target mana-producing land becomes a basic land type of your choice until end of turn.

NO RULINGS

1.11 Phyrexian Devourer

Phyrexian Devourer

Color = Colorless
Rarity = AI(R2)
Type = Artifact Creature (1/1)
Cost = 6
Artist = Mark Tedin
Print run =

Text(AI): If Phyrexian Devourer's power is 7 or greater, bury it.
<0>: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost.

Rulings

1.12 Phyrexian Portal

Phyrexian Portal

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 3
Artist = Pete Venters
Print run =

Text(AI): <3>: Target opponent looks at the top ten cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from the game. Search the remaining pile and

put one of those cards into your hand. Shuffle the remaining cards into your library. Ignore this effect if you have fewer than ten cards in your library.

Rulings

1.13 Phyrexian War Beast

Phyrexian War Beast

Color = Colorless
Rarity = AI(C2)
Type = Artifact Creature
Cost = 3
Artist = Bill Sienkiewicz / Bill Sienkiewicz
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals 1 damage to you.

NO RULINGS

1.14 Scarab of the Unseen

Scarab of the Unseen

Color = Colorless
Rarity = AI(U2)
Type = Artifact
Cost = 2
Artist = Sandra Everingham
Print run =

Text(AI): <T>: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

1.15 Shield Sphere

Shield Sphere

Color = Colorless
Rarity = AI(U2)
Type = Artifact Creature (0/6)
Cost = 0
Artist = Alan Rabinowitz

Print run =

Text(AI): Counts as a wall. If Shield Sphere is assigned as a blocker, put a -0/-1 counter on it.

Rulings

1.16 Sol Grail

Sol Grail

Color = Colorless
Rarity = AI(R6)
Type = Artifact
Cost = 3
Artist = Christopher Rush
Print run =

Text(AI): When Sol Grail Comes into play, choose a color.
<T>: Add one mana of the chosen color to your mana pool. Play this ability as an interrupt.

NO RULINGS

1.17 Soldevi Digger

Soldevi Digger

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 2
Artist = Amy Weber
Print run =

Text(AI): <2>: Put the top card of your graveyard on the bottom of your library.

NO RULINGS

1.18 Soldevi Sentry

Soldevi Sentry

Color = Colorless
Rarity = AI(C2)
Type = Artifact Creature (1/1)
Cost = 1
Artist = Alan Rabinowitz / Alan Rabinowitz
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): <1>: Regenerate. Target opponent may draw a card.

NO RULINGS

1.19 Soldevi Steam Beast

Soldevi Steam Beast

Color = Colorless
Rarity = AI(C2)
Type = Artifact Creature (4/2)
Cost = 5
Artist = Bill Sienkiewicz / Bill Sienkiewicz
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Whenever Soldevi Steam Beast becomes tapped, target opponent gains 2 life.
<2>: Regenerate

NO RULINGS

1.20 Storm Cauldron

Storm Cauldron

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 5
Artist = Dan Frazier
Print run =

Text (AI): During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return that land to owner's hand.

Rulings

1.21 Urza's Engine

Urza's Engine

Color = Colorless
Rarity = AI(R6)
Type = Artifact Creature (1/5)

Cost = 5
Artist = Greg Simanson
Print run =

Text (AI): Trample
<3>: Banding until end of turn.
<3>: All creatures banded with Urza's Engine gain trample until end of turn.

NO RULINGS

1.22 Whirling Catapult

Whirling Catapult

Color = Colorless
Rarity = AI (R6)
Type = Artifact
Cost = 4
Artist = Dan Frazier
Print run =

Text (AI): <2>: Remove the top two cards of your library from the game to have Whirling Catapult deal 1 damage to each creature with flying and each player.

Flavor Text: "Direct confrontation never was to the Orcs' taste."
---General Varchild

NO RULINGS
