AQ_ARTIFACT

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1.2   Amulet of Kroog

Amulet of Kroog

```
Color     = Colorless
Rarity    = AQ(C4) / 4E(C)
Type      = Artifact
Cost      = 2
Artist    = Margaret Organ-Kean
Print run = AQ(372,000) / 4E(3,600,000)
```

Text(4E): <2T>: Prevent 1 damage to any creature or player.

Text(AQ): <2T>: Prevent 1 damage to any target.

Flavor Text: Among the first allies Urza gained were the people
             of Kroog. As a sign of friendship, Urza gave the
             healers of the city potent amulets; afterwards,
             thousands journeyed to Kroog in hope of healing.

   Rulings

1.3   Armageddon Clock

Armageddon Clock

```
Color     = Colorless
Rarity    = AQ(U2) / RV(R) / 4E(R)
Type      = Artifact
Cost      = 6
Artist    = Amy Weber
Print run = AQ(62,000) / RV(289,000) / 4E(353,500)
```

Text(4E): During your upkeep, put one doom counter on Armageddon Clock. At
          the end of your upkeep, Armageddon Clock deals X damage to each
          player, where X is the number of doom counters on Armageddon
          Clock. During any upkeep, any player may pay <4> to remove a
          doom counter from Armageddon Clock.

Text(RV): Put one counter on Armageddon Clock during each of your upkeeps.
          At the end of your upkeep, each player takes damage equal to the
          number of counters on the Clock. Any player may spend <4> during
          any upkeep to remove a counter.

Text(AQ): Put one counter on Armageddon Clock during each of your upkeeps.
          At the end of your upkeep, each player takes damage equal to the
          number of counters on the Clock. Any player may spend <4> during
          any upkeep to remove a counter.

   Rulings

1.4 Ashnod's Altar

```
Ashnod's Altar

Color     = Colorless
Rarity    = AQ(U2) / CR(C2)
Type      = Artifact
Cost      = 3
Artist    = Anson Maddocks
Print run = AQ(62,000) / CR(3,099,000)
```

Text(CR): <0>: Sacrifice a creature to add two colorless mana to your mana
         pool. Play this ability as an interrupt.

Text(AQ): <0>:   Sacrifice one of your creatures to add 2 colorless mana to
         your mana pool. This effect is played as an interrupt. You may
         not sacrifice a creature that is already on its way to the
         graveyard.

  NO RULINGS

1.5 Ashnod's Battle Gear

```
Ashnod's Battle Gear

Color     = Colorless
Rarity    = AQ(U2) / 4E(U)
Type      = Artifact
Cost      = 2
Artist    = Mark Poole
Print run = AQ(62,000) / 4E(1,060,500)
```

Text(4E): <2T>: Target creature you control gets +2/-2 as long as Ashnod's
         Battle Gear remains tapped. You may choose not to untap Ashnod's
         Battle Gear during your untap phase.

Text(AQ): <2T>: Give a creature of yours +2/-2 as long as Ashnod's Battle
         Gear remains tapped. You may choose not to untap Ashnod's Battle
         Gear during untap phase.

Flavor Text: This invention shows why Ashnod was feared by
             her troops as well as her foes.

   Rulings

1.6 Ashnod's Transmogrant

```
Ashnod's Transmogrant

Color     = Colorless
Rarity    = AQ(U3) / CR(C2)
Type      = Artifact
```

```
Cost     = 1
Artist   = Mark Tedin
Print run = AQ(93,000) / CR(3,099,000)
```

Text(CR): <T>: Sacrifice Ashnod's Transmogrant to put a +1/+1 counter on
         target non-artifact creature. That creature becomes an artifact
         creature, although it retains its color.

Text(AQ): <T>: Target non-artifact creature gains +1/+1 and is now
         considered an artifact creature, though it retains its original
         color. Discard Ashnod's Transmogrant after it is used.

Flavor Text: Ashnod found few willing to trade their humanity
             for the power she offered them.

   Rulings

1.7 Battering Ram

```
Battering Ram

Color     = Colorless
Rarity    = AQ(C4) / 4E(C)
Type      = Artifact Creature (1/1)
Cost      = 2
Artist    = Jeff A. Menges
Print run = AQ(372,000) / 4E(3,600,000)
```

Text(4E): Banding when attacking
         At the end of combat, destroy all walls blocking Battering Ram.

Text(AQ): Bands, but only when attacking.
         Any wall blocking Battering Ram is destroyed. Walls destroyed in
         this way deal their damage before dying.

Flavor Text: By the time Mishra was defeated, no mage was foolish
             enough to rely heavily on walls.

   Rulings

1.8 Bronze Tablet

```
Bronze Tablet

Color     = Colorless
Rarity    = AQ(U1) / 4E(R)
Type      = Artifact
Cost      = 6
Artist    = Tom Wanerstrand
Print run = AQ(31,000) / 4E(353,500)
```

Text(4E): <4T>: Remove Bronze Tablet and target card opponent owns from

the game.   You become owner of opponent's card and opponent
becomes owner of Bronze Tablet.   Opponent may prevent this
exchange by paying 10 life; if he or she does so, destroy Bronze
Tablet.   Effects that prevent or redirect damage cannot be used
to counter this loss of life. Play this ability as an interrupt.
Remove Bronze Tablet from your deck before playing if not playing
for ante.

Text(AQ): <4T>: Target any card opponent has in play; remove it and Bronze
Tablet from game. You become owner of that card, and your
opponent becomes owner of Bronze Tablet. Exchange is permanent;
play as interrupt. Opponent can prevent exchange by spending 10
life; this discards Bronze Tablet. Damage-preventing effects
cannot counter such loss of life. Bronze Tablet comes into play
tapped. Remove this card from deck if not playing for ante.

Rulings

1.9   Candelabra of Tawnos

Candelabra of Tawnos

Color   = Colorless
Rarity   = AQ(U1)
Type   = Artifact
Cost   = 1
Artist   = Douglas Shuler
Print run = AQ(31,000)

Text(AQ): <XT>: Untap X lands.

Flavor Text: Tawnos learned quickly from Urza that utter simplicity
            often led to wondrous, yet subtle utility.

Rulings

1.10   Clay Statue

Clay Statue

Color   = Colorless
Rarity   = AQ(C4) / 4E(C)
Type   = Artifact Creature (3/1)
Cost   = 4
Artist   = Jesper Myrfors
Print run = AQ(372,000) / 4E(3,600,000)

Text(4E): <2>: Regenerate

Text(AQ): <2>: Regenerates

Flavor Text: Tawnos won fame as Urza's greatest assistant. After he

created these warriors, Urza ended his apprenticeship,
promoting him directly to the rank of master.

NO RULINGS

1.11 Clockwork Avian

Clockwork Avian

```
Color     = Colorless
Rarity    = AQ(U1) / 4E(R)
Type      = Artifact Creature (0/4)
Cost      = 5
Artist    = Randy Asplund-Faith
Print run = AQ(31,000) / 4E(353,500)
```

Text(4E): Flying
        When Clockwork Avian comes into play, put four +1/+0 counters on
        it. At the end of any combat in which Clockwork Avian is
        assigned to attack or block, remove a counter.
        <XT>: Put X +1/+0 counters on Clockwork Avian. You may have no
        more than four of these counters on Clockwork Avian. Use only
        during your upkeep.

Text(AQ): Flying
        Put four +1/+0 counters on Avian. After Avian attacks or blocks
        a creature, discard a counter. During his or her upkeep,
        controller may buy back lost counters for <1> per counter; this
        taps Avian.

  Rulings

1.12 Colossus of Sardia

Colossus of Sardia

```
Color     = Colorless
Rarity    = AQ(U1) / 4E(R)
Type      = Artifact Creature (9/9)
Cost      = 9
Artist    = Jesper Myrfors
Print run = AQ(31,000) / 4E(353,500)
```

Text(4E): Trample
        Colossus does not untap during your untap phase.
        <9>: Untap Colossus. Use this ability only during your upkeep.

Text(AQ): Trample
        Colossus does not untap normally during untap phase; you may
        spend <9> during your upkeep to untap Colossus.

Flavor Text: From the Sardian mountains wakes ancient doom:

Warrior born from a rocky womb.

Rulings

1.13 Coral Helm

Coral Helm

```
Color     = Colorless
Rarity    = AQ(U1) / 4E(R)
Type      = Artifact
Cost      = 3
Artist    = Amy Weber
Print run = AQ(31,000) / 4E(353,500)
```

Text(4E): <3>: Discard a card at random from your hand to give target
          creature +2/+2 until end of turn.

Text(AQ): <3>: Give target creature +2/+2 until end of turn. Each time
          you use this ability, you must discard one card at random from
          your hand. Coral Helm cannot be used if you have no cards in
          your hand.

Rulings

1.14 Cursed Rack

Cursed Rack

```
Color     = Colorless
Rarity    = AQ(C1) / 4E(U)
Type      = Artifact
Cost      = 4
Artist    = Richard Thomas
Print run = AQ(93,000) / 4E(1,060,500)
```

Text(4E): Target opponent discards down to four cards during his or her
          discard phase.

Text(AQ): Opponent must discard down to four cards during his or her
          discard phase.

Flavor Text: Ashnod invented several torture techniques that
             could make victims even miles away beg for mercy
             as if the End had come.

Rulings

1.15 Dragon Engine

```
Dragon Engine

Color     = Colorless
Rarity    = AQ(C4) / RV(R) / 4E(R)
Type      = Artifact Creature (1/2)
Cost      = 3
Artist    = Anson Maddocks
Print run = AQ(372,000) / RV(289,000) / 4E(353,500)

Text(4E): <2>: +1/+0 until end of turn.

Text(RV): <2>: +1/+0

Text(AQ): <2>: +1/+0 until end of turn.

Flavor Text: Those who believed the city of Kroog would never
             fall to Mishra's forces severely underestimated
             the might of his war machines.

   Rulings
```

1.16 Feldon's Cane

```
Feldon's Cane

Color     = Colorless
Rarity    = AQ(C1) / CR(C2)
Type      = Artifact
Cost      = 1
Artist    = Mark Tedin
Print run = AQ(93,000) / CR(3,099,000)

Text(CR): <T>:  Reshuffle  your  graveyard  into  your  library.  Remove
          Feldon's Cane from the game.

Text(AQ): <0T>:  Reshuffle  your graveyard into your library.  If Feldon's
          Cane  is  used,  remove  it  from  the  game, returning it to its
          owner's deck only when the game is over.

Flavor Text: Feldon found the first of these canes frozen
             in the Ronom Glacier.

   Rulings
```

1.17 Golgothian Sylex

```
Golgothian Sylex

Color     = Colorless
Rarity    = AQ(U1)
Type      = Artifact
```

```
Cost      = 4
Artist    = Kerstin Kaman
Print run = AQ(31,000)
```

```
Text(AQ): <1T>:   All  cards  from  the  _Antiquities_ expansion, including
          Golgothian Sylex, must be discarded from play.
```

```
Flavor Text: From their earliest educations, the brothers had
             known that no human contrivance could stand
             against the true masters of Dominia.
```

Rulings

1.18 Grapeshot Catapult

```
Grapeshot Catapult
```

```
Color     = Colorless
Rarity    = AQ(C4) / 4E(C)
Type      = Artifact Creature (2/3)
Cost      = 4
Artist    = Dan Frazier
Print run = AQ(372,000) / 4E(3,600,000)
```

```
Text(4E): <T>:   Grapeshot  Catapult deals 1 damage to target creature with
          flying.
```

```
Text(AQ): Tap to deal 1 damage to target flying creature.
```

```
Flavor Text: Recent research suggests these creatures were invented
             by Urza's and Mishra's original master, Tocasia, and
             that both brothers used them.
```

Rulings

1.19 Ivory Tower

```
Ivory Tower
```

```
Color     = Colorless
Rarity    = AQ(U3) / RV(R) / 4E(R)
Type      = Artifact
Cost      = 1
Artist    = Margaret Organ-kean
Print run = AQ(93,000) / RV(289,000) / 4E(353,500)
```

```
Text(4E): At  the  beginning  of  your upkeep, gain 1 life for each card in
          your hand in excess of four.
```

```
Text(RV): During  your upkeep phase, gain 1 life for each card in your hand
          above four.
```

```
Text(AQ): During  your upkeep phase, gain 1 life for each card in your hand
          above four.
```

```
Flavor Text: Valuing scholarship above all else, the inhabitants
             of the Ivory Tower reward those who sacrifice power
             for knowledge.
```

  Rulings

1.20 Jalum Tome

```
Jalum Tome
```

```
Color     = Colorless
Rarity    = AQ(U2) / CR(U1)
Type      = Artifact
Cost      = 3
Artist    = Tom Wanerstrand
Print run = AQ(62,000) / CR(516,500)
```

```
Text(CR): <2T>: Draw a card; then, choose and discard a card from your hand.
```

```
Text(AQ): <2T>:  Draw a card from your library, then immediately discard a
          card of your choice to your graveyard.
```

```
Flavor Text: This timeworn relic was responsible for many
             of Urza's victories, though he never fully
             comprehended its mystical runes.
```

 NO RULINGS

1.21 Mightstone

```
Mightstone
```

```
Color     = Colorless
Rarity    = AQ(U3)
Type      = Artifact
Cost      = 4
Artist    = Pete Venters
Print run = AQ(93,000)
```

```
Text(AQ): All attacking creatures gain +1/+0.
```

```
Flavor Text: While exploring the sacred cave of Koilos with his
             brother Mishra and their master Tocasia, Urza fell
             behind in the Hall of Tagsin, where he discovered
             the remarkable Mightstone.
```

  Rulings

1.22   Millstone

```
Millstone

Color     = Colorless
Rarity    = AQ(U3) / RV(R) / 4E(R)
Type      = Artifact
Cost      = 2
Artist    = Kaja Foglio
Print run = AQ(93,000) / RV(289,000) / 4E(353,500)

Text(4E): <2T>:  Take  the  top two cards from target player's library and
          put them in that player's graveyard.

Text(RV): <2T>:  Take  the  top two cards from target player's library and
          put them in target player's graveyard.

Text(AQ): <2T>:  Take  the  top two cards from target player's library and
          put them in target player's graveyard.

Flavor Text: More than one mage was driven insane by the sound of
             the Millstone relentlessly grinding away.

   Rulings
```

1.23   Mishra's War Machine

```
Mishra's War Machine

Color     = Colorless
Rarity    = AQ(U1) / RV(R) / 4E(R)
Type      = Artifact Creature (5/5)
Cost      = 7
Artist    = Amy Weber
Print run = AQ(31,000) / RV(289,000) / 4E(353,500)

Text(4E): Banding
          During  your  upkeep, choose and discard one card from your hand,
          or  Mishra's  War Machine deals 3 damage to you.  If Mishra's War
          Machine deals damage to you in this way, tap it.

Text(RV): Bands
          During  your  upkeep,  discard  one card of your choice from your
          hand, or Mishra's War Machine becomes tapped and does 3 points of
          damage to you.

Text(AQ): Bands
          During  your  upkeep,  discard  one card of your choice from your
          hand, or Mishra's War Machine becomes tapped and does 3 points of
          damage to you.

   Rulings
```

1.24 Obelisk of Undoing

```
Obelisk of Undoing

Color     = Colorless
Rarity    = AQ(U1) / CR(U1)
Type      = Artifact
Cost      = 1
Artist    = Tom Wanerstrand
Print run = AQ(31,000) / CR(516,500)

Text(CR): <6T>:  Return  any  of  your  permanents  in  play to your hand;
          enchantments  on  that permanent are discarded.  Can only be used
          on permanents you cast.

Text(AQ): <6T>: Return target permanent you control and own to your hand.

Flavor Text: The Battle of Tomakul taught Urza not to rely
             on fickle reinforcements.

   Rulings
```

1.25 Onulet

```
Onulet

Color     = Colorless
Rarity    = AQ(U3) / RV(R) / 4E(R)
Type      = Artifact Creature (2/2)
Cost      = 3
Artist    = Anson Maddocks
Print run = AQ(93,000) / RV(289,000) / 4E(353,500)

Text(4E): If Onulet is put into the graveyard from play, you gain 2 life.

Text(RV): If Onulet is placed in the graveyard, its controller gains 2 life.

Text(AQ): If Onulet goes to the graveyard, its controller gains 2 life.

Flavor Text: An early inspiration for Urza, Tocasia's Onulets
             contained magical essences that could be
             cannibalized after they stopped functioning.

   Rulings
```

1.26 Ornithopter

```
Ornithopter

Color  = Colorless
Rarity    = AQ(C4) / RV(U) / 4E(U)
Type      = Artifact Creature (0/2)
```

```
Cost      = 0
Artist    = Amy Weber
Print run = AQ(372,000) / RV(1,012,000) / 4E(1,060,500)


Text(4E): Flying


Text(RV): Flying


Text(AQ): Flying


Flavor Text: Many scholars believe that these creatures were
             the result of Urza's first attempt at mechanical
             life, perhaps created in his early days as an
             apprentice to Tocasia.
```

   Rulings

1.27 Primal Clay

```
Primal Clay

Color     = Colorless
Rarity    = AQ(U3) / RV(R) / 4E(R)
Type      = Artifact Creature (*/*)
Cost      = 4
Artist    = Kaja Foglio
Print run = AQ(93,000) / RV(289,000) / 4E(353,500)

Text(4E): When Primal Clay comes into play, choose whether to make it a 1/6
          wall, a 2/2 creature with flying, or a 3/3 creature.

Text(RV): When  you  cast Primal Clay, you must choose whether to make it a
          1/6  wall, a 3/3 creature, or a 2/2 flying creature.  Primal Clay
          then  remains  in  this  form  until  altered  by another card or
          removed from play.

Text(AQ): When  you  cast Primal Clay, you must choose whether to make it a
          1/6  wall, a 3/3 creature, or a 2/2 flying creature.  Primal Clay
          then  remains  in  this  form  until  altered  by another card or
          removed from play.
```

   Rulings

1.28 Rakalite

```
Rakalite

Color     = Colorless
Rarity    = AQ(U3) / CR(U1)
Type      = Artifact
Cost      = 6
Artist    = Christopher Rush
```

Print run = AQ(93,000) / CR(516,500)

Text(CR): <2>: Prevent 1 damage to any creature or player. Return
          Rakalite to owner's hand at end of turn.

Text(AQ): <2>:   Prevent 1 damage to any target. If rakalite is used, it
          returns to its owner's hand at end of turn; all enchantments on
          Rakalite are then discarded.

Flavor Text: Urza was the first to understand that the war would
             not be lost for lack of power, but for lack of troops.

   Rulings

1.29   Rocket Launcher

Rocket Launcher

Color   = Colorless
Rarity   = AQ(U3) / RV(R)
Type   = Artifact
Cost   = 4
Artist   = Pete Venters
Print run = AQ(93,000) / RV(289,000)

Text(RV): <2>: Do 1 damage to any target. Rocket Launcher may not be used
          until it begins a turn in play on your side. If it is used,
          Rocket Launcher is destroyed at end of turn.

Text(AQ): <2>: Do 1 damage to any target. Rocket Launcher may not be used
          until it begins a turn in play on your side. If it is used,
          Rocket Launcher is destroyed at end of turn.

Flavor Text: What these devices lacked in subtlety,
             they made up in strength.

   Rulings

1.30   Shapeshifter

Shapeshifter

Color   = Colorless
Rarity   = AQ(U1) / 4E(U)
Type   = Artifact Creature (*/(7-*))
Cost   = 6
Artist   = Dan Frazier
Print run = AQ(31,000) / 4E(1,060,500)

Text(4E): Shapeshifter has power and toughness that add up to seven, but
          neither may be more than seven. Set them when Shapeshifter comes
          into play; you may change them during your upkeep.

Text(AQ): The *s below represent any number from 0 to 6. You set * when
         Shapeshifter is cast, and you may change it during your upkeep.

   Rulings

1.31   Staff of Zegon

Staff of Zegon

Color   = Colorless
Rarity   = AQ(C4)
Type   = Artifact
Cost   = 4
Artist   = Mark Poole
Print run = AQ(372,000)

Text(AQ): <3T>:   Target creature loses -2/-0 until end of turn. Creatures
         with power less than 1 deal no damage.

Flavor Text: Though Mishra was impressed by the staves Ashnod had
            created for Zegon's defense, he understood they only
            hinted at her full potential.

 NO RULINGS

1.32   Su-Chi

Su-Chi

Color   = Colorless
Rarity   = AQ(U3)
Type   = Artifact Creature (4/4)
Cost   = 4
Artist   = Christopher Rush
Print run = AQ(93,000)

Text(AQ): If Su-Chi goes to the graveyard, its controller gains 4 colorless
         mana.

Flavor Text: Flawed copies of relics from the Thran Empire, the
            Su-Chi were inherently unstable but provided useful
            knowledge for Tocasia's students.

   Rulings

1.33   Tablet of Epityr

```
Tablet of Epityr

Color     = Colorless
Rarity    = AQ(C4)
Type      = Artifact
Cost      = 1
Artist    = Chistopher Rush
Print run = AQ(372,000)

Text(AQ): <1>:   You  gain  1 life every time one of your artifacts goes to
          the  graveyard.  Can  only  give  1  life  each time an artifact
          reaches the graveyard.

Flavor Text: Originally considered the work of Urza, this tablet
             was created by forgers seeking to imitate Urza's
             masterpieces.

   Rulings
```

1.34 Tawnos's Coffin

```
Tawnos's Coffin

Color     = Colorless
Rarity    = AQ(U1)
Type      = Artifact
Cost      = 4
Artist    = Chistopher Rush
Print run = AQ(31,000)

Text(AQ): <3T>:  Select a creature in play; that creature is considered out
          of  play  as  long  as Coffin remains tapped.  Hence the creature
          cannot  be  the  target  of spells and cannot receive damage, use
          special powers, attack, or defend.  All counters and enchantments
          on  the  creature  remain but are also out of play.  If coffin is
          untapped  or  removed,  creature returns to play tapped.  You may
          choose not to untap coffin during the untap phase.

   Rulings
```

1.35 Tawnos's Wand

```
Tawnos's Wand

Color     = Colorless
Rarity    = AQ(U3) / 4E(U)
Type      = Artifact
Cost      = 4
Artist    = Douglas Shuler
Print run = AQ(93,000) / 4E(1,060,500)
```

```
Text(4E): <2T>:  Target  creature  with  power  no  greater  than  2  becomes
          unblockable  until  end of turn.  Other effects may later be used
          to increase the creature's power beyond 2.
```

```
Text(AQ): <2T>:   Make a creature of power no greater than 2 unblockable by
          all creatures except artifact creatures until end of turn.  Other
          cards  may  be  used to increase target creature's power beyond 2
          after defense is chosen.
```

   Rulings

1.36   Tawnos's Weaponry

```
Tawnos's Weaponry

Color     = Colorless
Rarity    = AQ(U3) / 4E(U)
Type      = Artifact
Cost      = 2
Artist    = Dan Frazier
Print run = AQ(93,000) / 4E(1,060,500)
```

```
Text(4E): <2T>:  Target  creature  gets +1/+1 as long as Tawnos's Weaponry
          remains  tapped.   You  may choose not to untap Tawnos's Weaponry
          during your untap phase.
```

```
Text(AQ): <2T>:   Target  creature gains +1/+1 as long as Tawnos's Weaponry
          remains  tapped.   You  may choose not to untap Tawnos's Weaponry
          during untap phase.
```

```
Flavor Text: When war machines became too costly, Tawnos's
             weaponry replaced them.
```

   Rulings

1.37   Tetravus

```
Tetravus

Color     = Colorless
Rarity    = AQ(U1) / 4E(R)
Type      = Artifact Creature (1/1)
Cost      = 6
Artist    = Mark Tedin
Print run = AQ(31,000) / 4E(353,500)
```

```
Text(4E): Flying
          When  Tetravus  comes  into play, put three +1/+1 counters on it.
          During your upkeep, you may move each of these counters on or off
          of  Tetravus, regardless of who controls them.  Counters that are
          removed  become  Tetravite  tokens.  Treat  these  tokens as 1/1
          artifact  creatures  with  flying.   These  creatures cannot have
```

enchantments played on them and do not share any enchantments on
        Tetravus.

Text(AQ): Flying
        Tetravus gets three +1/+1 counters when cast.   During your
        upkeep, you may move each of these counters on or off of
        Tetravus.   Counters moved off of Tetravus become independent 1/1
        flying artifact creatures. If such a creature dies, the counter
        is removed from play. Such creatures may not have enchantments
        cast on them, and they do not share any enchantments on Tetravus.

    Rulings

1.38 The Rack

The Rack

```
Color     = Colorless
Rarity    = AQ(U3) / RV(U) / 4E(U)
Type      = Artifact
Cost      = 1
Artist    = Richard Thomas
Print run = AQ(93,000) / RV(1,012,000) / 4E(1,060,500)
```

Text(4E): At the end of target opponent's upkeep, The Rack deals that
        player 1 damage for each card in his hand fewer than three.

Text(RV): If opponent has fewer than three cards in hand during his or her
        upkeep, the Rack does 1 damage to opponent for each card fewer
        than three.

Text(AQ): If opponent has fewer than three cards in hand during his or her
        upkeep, the Rack does 1 damage to opponent for each card fewer
        than three.

Flavor Text: Invented in Mishra's earlier days, the Rack was
        once his most feared creation.

    Rulings

1.39 Triskelion

Triskelion

```
Color     = Colorless
Rarity    = AQ(U1) / 4E(R)
Type      = Artifact Creature (1/1)
Cost      = 6
Artist    = Douglas Shuler
Print run = AQ(31,000) / 4E(353,500)
```

Text(4E): When Triskelion comes into play, put three +1/+1 counters on it.

```
            <0>:   Remove  one  of  these  counters  from  Triskelion  to  have
                   Triskelion deal 1 damage to target creature or player.
```

```
Text(AQ): Triskelion  gets  three +1/+1 counters when cast.  Controller may
          discard a +1/+1 counter at any time to do 1 damage to any target.
```

```
Flavor Text: A brainchild of Tawnos, the Triskelion later proved
             both versatile and useful.
```

   Rulings

1.40   Urza's Avenger

```
Urza's Avenger
```

```
Color     = Colorless
Rarity    = AQ(U1) / 4E(R)
Type      = Artifact Creature (4/4)
Cost      = 6
Artist    = Amy Weber
Print run = AQ(31,000) / 4E(353,500)
```

```
Text(4E): <0>:  Urza's Avenger gets -1/-1 until end of turn and your choice
          of flying, banding, first strike, or trample until end of turn.
```

```
Text(AQ): <0>:  Avenger loses -1/-1 and gains one of your choice of flying,
          banding,  first  strike, or trample until end of turn.  Attribute
          losses and ability gains are cumulative.
```

```
Flavor Text: Unable to settle on just one design, Urza decided
             to create one versatile being.
```

   Rulings

1.41   Urza's Chalice

```
Urza's Chalice
```

```
Color     = Colorless
Rarity    = AQ(C4)
Type      = Artifact
Cost      = 1
Artist    = Jeff A. Menges
Print run = AQ(372,000)
```

```
Text(AQ): <1>:  Any artifact cast by any player gives you 1 life.  Can only
          give 1 life each time an artifact is cast.
```

```
Flavor Text: When sorely wounded or tired, Urza would often retreat
             to the workshops of his apprentices. They were greatly
             amazed at how much better he looked each time he took
             a sip of water.
```

Rulings

1.42 Urza's Miter

```
Urza's Miter

Color     = Colorless
Rarity    = AQ(U1)
Type      = Artifact
Cost      = 4
Artist    = Randy Aspund-Faith
Print run = AQ(31,000)

Text(AQ): <3>:  Draw  one card from your library every time an artifact of
          yours  goes to the graveyard.  Can only let you draw one card per
          artifact  destruction.   May  not  be  used  when  you destroy an
          artifact to gain benefits from another card.
```

  Rulings

1.43 Wall of Spears

```
Wall of Spears

Color     = Colorless
Rarity    = AQ(U3) / 4E(C)
Type      = Artifact Creature (2/3)
Cost      = 3
Artist    = Sandra Everingham
Print run = AQ(93,000) / 4E(3,600,000)

Text(4E): First Strike, counts as a wall.

Text(AQ): First Strike, counts as a wall.

Flavor Text: Even the most conservative generals revised their
             tactics after the Battle of Sarinth, during which
             a handful of peasant-pikemen held off a trio of
             rampaging Craw Wurms.
```

  Rulings

1.44 Weakstone

```
Weakstone

Color     = Colorless
Rarity    = AQ(U3)
Type      = Artifact
```

```
Cost     = 4
Artist   = Justin Hampton
Print run = AQ(93,000)

Text(AQ): All attacking creatures lose -1/-0.  Creatures with power less
          than 1 deal no damage.

Flavor Text: During the brothers' childhood, Tocasia took them to
             explore the sacred cave of Koilos. There, in the Hall
             of Tagsin, Mishra discovered the mysterious Weakstone.
```

   Rulings

1.45   Yotian Soldier

```
Yotian Soldier

Color    = Colorless
Rarity   = AQ(C4) / 4E(C)
Type     = Artifact Creature (1/4)
Cost     = 3
Artist   = Christopher Rush
Print run = AQ(372,000) / 4E(3,600,000)

Text(4E): Attacking does not cause Yotian Soldier to tap.

Text(AQ): Attacking does not cause Yotian Soldier to tap.

Flavor Text: After Kroog was destroyed while most of its defenders
             were at his side, Urza vowed that none of his allies
             would ever need to fear for their own defense again,
             even while laying siege to a city far from their homes.
```

 NO RULINGS