

UL_ARTIFACT

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COLLABORATORS

	<i>TITLE :</i> UL_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

UL_ARTIFACT

1.1 Unlimited Edition - Artifact Cards

Unlimited Edition - Artifact Cards

Ankh of Mishra	Basalt Monolith	
Black Lotus		
Black Vise		
Celestial Prism		
Chaos Orb		
	Clockwork Beast	Conservator
Copper Tablet		
Crystal Rod		
Cyclopean Tomb		
Dingus Egg		
Disrupting Scepter		
Forcefield		
Gauntlet of Might		
Glasses of Urza		
Helm of Chatzuk	Howling Mine	
Icy Manipulator		
Illusionary Mask		
	Iron Star	Ivory Cup
Jade Monolith		
Jade Statue		
	Jayemdae Tome	Juggernaut
Kormus Bell	Library of Leng	
Living Wall	Mana Vault	
Meekstone		
Mox Emerald		
Mox Jet		
Mox Pearl		

Mox Ruby
 Mox Sapphire
 Rod of Ruin Nevinyrral's Disk Obsidian Golem
 Soul Net Sol Ring
 The Hive Sunglasses of Urza
 Throne of Bone
 Time Vault
 Winter Orb
 Wooden Sphere

1.2 Black Lotus

Black Lotus

Color = Colorless
 Rarity = A/B/UL(R)
 Type = Artifact
 Cost = 0
 Artist = Christopher Rush
 Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>: Adds 3 mana of any single color of your choice to your mana pool, then is discarded. Tapping this artifact can be played as an interrupt.

Rulings

1.3 Chaos Orb

Chaos Orb

Color = Colorless
 Rarity = A/B/UL(R)
 Type = Artifact
 Cost = 2
 Artist = Mark Tedin
 Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <1T>: Flip Chaos Orb onto the playing area from a height of at least one foot. Chaos Orb must turn completely over at least once or it is discarded with no effect. When Chaos Orb lands, any cards in play that it touches are destroyed, as is Chaos Orb.

Rulings

1.4 Copper Tablet

Copper Tablet

Color = Colorless
Rarity = A/B/UL(U)
Type = Artifact
Cost = 2
Artist = Amy Weber
Print run = A(4,500) / B(13,500) / UL(68,000)

Text(UL): Copper Tablet does 1 damage to each player during his or her upkeep.

NO RULINGS

1.5 Cyclopean Tomb

Cyclopean Tomb

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 4
Artist = Anson Maddocks
Print run = A(1,100) / B(3,200) / UL(18,500)

NOTE: Casting cost is missing on the Alpha version !!

Text(UL): <2T>: Turn any one non-swamp land into swamp during upkeep. Mark the changed lands with tokens. If Cyclopean Tomb is destroyed, remove one token of your choice each upkeep, returning that land to its original nature.

Rulings

1.6 Forcefield

Forcefield

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 3
Artist = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <1>: Lose only 1 life to an unblocked creature.

Rulings

1.7 Gauntlet of Might

Gauntlet of Might

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 4
Artist = Christopher Rush
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): All red creatures gain +1/+1, and all mountains provide an extra red mana when tapped.

Rulings

1.8 Icy Manipulator

Icy Manipulator

Color = Colorless
Rarity = A/B/UL(U) / IA(U)
Type = Artifact
Cost = 4
Artist = Douglas Shuler (A/B/UL) / Amy Weber (IA)
Print run = A(4,500) / B(13,500) / UL(68,000) / IA(606,000)

NOTE: The Ice Age card has different artwork. It also had Flavor Text added to the card's text.

Text(IA): <1T>: Tap target artifact, creature, or land.

Text(UL): <1T>: You may tap any land, creature, or artifact in play on either side. No effects are generated by the target card.

Text(AL): <1T>: You may tap any land, creature, or artifact in play on either side.

Flavor Text: "The scavengers who first found it called it the 'Bone Crank.'
Not a bad name, I'd say."
---Arcum Dagsson, Soldevi Machinist

Rulings

1.9 Illusionary Mask

Illusionary Mask

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 2

Artist = Amy Weber
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <X>: You can summon a creature face down so opponent doesn't know what it is. The X cost can be any amount of mana, even 0; it serves to hide the true casting cost of the creature, which you still have to spend. As soon as a face-down creature receives damage, deals damage, or is tapped, you must turn it face up.

Rulings

1.10 Jade Statue

Jade Statue

Color = Colorless
Rarity = A/B/UL(U)
Type = Artifact (3/6)
Cost = 4
Artist = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000)

Text(UL): <2>: Jade Statue becomes a creature for the duration of the current attack exchange. Can be a creature only during an attack or defense.

Flavor Text: "Some of the other guys dared me to touch it, but I knew it weren't no ordinary hunk o' rock."
---Norin the Wary

Rulings

1.11 Mox Emerald

Mox Emerald

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 0
Artist = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>: Add 1 green mana to your mana pool. Tapping this artifact can be played as an interrupt.

Rulings

1.12 Mox Jet

Mox Jet

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 0
Artist = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>: Add 1 black mana to your mana pool. Tapping this artifact can be played as an interrupt.

Rulings

1.13 Mox Pearl

Mox Pearl

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 0
Artist = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>: Add 1 white mana to your mana pool. Tapping this artifact can be played as an interrupt.

Rulings

1.14 Mox Ruby

Mox Ruby

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 0
Artist = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>: Add 1 red mana to your mana pool. Tapping this artifact can be played as an interrupt.

Rulings

1.15 Mox Sapphire

Mox Sapphire

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 0
Artist = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>: Add 1 blue mana to your mana pool. Tapping this artifact can be played as an interrupt.

Rulings

1.16 Time Vault

Time Vault

Color = Colorless
Rarity = A/B/UL(R)
Type = Artifact
Cost = 2
Artist = Mark Tedin
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>: Gain an additional turn after the current one. Time Vault doesn't untap normally during untap phase; to untap it, you must skip a turn. Time Vault begins tapped.

Rulings
