3E_ARTIFACT

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COLLABORATORS

	TITLE : 3E_ARTIFACT		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

3E_ARTIFACT

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              Revised Edition - Artifact Cards

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      Jade Monolith            Jandor's Ring
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      Nevinyrral's Disk        Obsianus Golem
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                  Soul Net                  Sunglasses of Urza
      The Hive                 The Rack
      Throne of Bone           Winter Orb
      Wooden Sphere
```

1.2   Basalt Monolith

```
Basalt Monolith

Color   = Colorless
Rarity  = A/B/UL(U) / RV(U)
Type    = Artifact
Cost    = 3
Artist  = Jesper Myrfors
```

Text(RV): <T>: Add 3 colorless mana to your mana pool. Does not untap as
         normal during untap phase; you may spend <3> at any other time
         to untap. Drawing mana from this artifact is played as an
         interrupt.

Text(UL): <T>: Add 3 colorless mana to your mana pool. Does not untap as
         normal during untap phase; spend <3> to untap. Tapping this
         artifact can be played as an interrupt.

Text(AL): <T>: Add 3 colorless mana to your mana pool. Does not untap as
         normal during untap phase; spend <3> to untap. Tapping this
         artifact can be played as an interrupt.

   Rulings

1.3   Juggernaut

```
Juggernaut

Color   = Colorless
Rarity  = A/B/UL(U) / RV(U)
Type    = Artifact Creature (5/3)
Cost    = 4
Artist  = Dan Frazier
```

Text(RV): Must attack each turn if possible. Can't be blocked by walls.

Text(UL): Must attack each turn if possible. Can't be blocked by walls.

Flavor Text: We had taken refuge in a small cave, thinking the
            entrance was too narrow for it to follow. To our
            horror, its gigantic head smashed into the
            mountainside, ripping itself a new entrance.

   Rulings

1.4   Living Wall

```
Living Wall

Color   = Colorless
Rarity  = A/B/UL(U) / RV(U)
```

```
Type    = Artifact Creature (0/6)
Cost    = 4
Artist  = Anson Maddocks
```

```
Text(RV): Counts as a Wall.
         <1>: Regenerates
```

```
Text(UL): Counts as a Wall.
         <1>: Regenerates
```

```
Flavor Text: Some fiendish mage had created a horrifying wall of
             living flesh, patched together from a jumble of
             still-recognizable body parts. As we sought to hew
             our way through it, some unknown power healed the
             gaping wounds we cut, denying us passage.
```

   Rulings

1.5 Sol Ring

```
Sol Ring
```

```
Color   = Colorless
Rarity  = A/B/UL(U) / RV(U)
Type    = Artifact
Cost    = 1
Artist  = Mark Tedin
```

```
Text(RV): <T>: Add 2 colorless mana to your mana pool. This ability is
         played as an interrupt.
```

```
Text(UL): <T>: Add 2 colorless mana to your mana pool. Tapping this
         artifact can be played as an interrupt.
```

   Rulings