

IA_ARTIFACT

Tom de Ruyter

COLLABORATORS

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| | <i>TITLE :</i> IA_ARTIFACT | | |
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Chapter 1

IA_ARTIFACT

1.1 Ice Age - Artifact Cards

Ice Age - Artifact Cards

Adarkar Sentinel

Aegis of the Meek

Amulet of Quoz

Arcum's Sleigh

Arcum's Weathervane

Arcum's Whistle

Barbed Sextant

Baton of Morale

Celestial Sword

Crown of the Ages

Despotic Scepter

Elkin Bottle

Fyndhorn Bow

Goblin Lyre

Hematite Talisman

Ice Cauldron

Icy Manipulator

Infinite Hourglass

Jester's Cap

Jester's Mask

Jeweled Amulet

Lapis Lazuli Talisman

Malachite Talisman

Nacre Talisman

Naked Singularity

Onyx Talisman

Pentagram of the Ages

Pit Trap

Runed Arch

Shield of the Ages

Skull Catapult

Snow Fortress

Soldevi Golem

Soldevi Simulacrum

Staff of the Ages

Sunstone

Time Bomb

Urza's Bauble

Vexing Arcanix

Vibrating Sphere

Walking Wall

Wall of Shields

War Chariot

Whalebone Glider

Zuran Orb

1.2 Adarkar Sentinel

Adarkar Sentinel

Color = Colorless
Rarity = IA(U)
Type = Artifact Creature (3/3)
Cost = 5
Artist = Melissa Benson

Text(IA): <1>: +0/+1 until end of turn

Flavor Text: "We encountered the Sentinels in the wastes, near no living thing. Their purpose was inscrutable."
---Disa the Restless, journal entry

NO RULINGS

1.3 Aegis of the Meek

Aegis of the Meek

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 3
Artist = L.A. Williams

Text(IA): <1T>: Target 1/1 creature gets +1/+2 until end of turn.

Flavor Text: "With this marvel, even the weak have a fighting chance!"
---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.4 Amulet of Quoz

Amulet of Quoz

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 6
Artist = Dan Frazier

Text(IA): Remove Amulet of Quoz from your deck before playing if you are not playing for ante.
<OT>: Sacrifice Amulet of Quoz. Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, that opponent loses the game. Otherwise, you lose the game. Effects that prevent or redirect damage cannot be used to prevent this loss of life. Use this ability only during

your upkeep. The opponent may ante an additional card to counter this effect.

Rulings

1.5 Arcum's Sleigh

Arcum's Sleigh

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 1
Artist = Tom Wanerstrand

Text (IA): <2T>: Attacking this turn does not cause target creature to tap. You cannot use this ability if defending player controls no snow-covered lands.

Flavor Text: "With the proper equipment and caution, one can travel anywhere."
---Arcum Dagsson, Soldevi Machinist

Rulings

1.6 Arcum's Weathervane

Arcum's Weathervane

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Tom Wanerstrand

Text (IA): <2T>: Target snow-covered land becomes a non-snow-covered land of the same type. Mark the changed land with a counter.
<2T>: Target non-snow-covered basic land becomes a snow-covered land of the same type. Mark the changed land with a counter.

Rulings

1.7 Arcum's Whistle

Arcum's Whistle

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 3

Artist = Quinton Hoover

Text (IA): <3T>: Target non-wall creature must attack. At end of turn, destroy that creature if it could not attack. Use this ability only during the creature's controller's turn before the attack. The creature's controller may counter this effect by paying X, where X is equal to the creature's casting cost. Arcum's Whistle does not affect creatures brought under their controller's control this turn.

Rulings

1.8 Barbed Sextant

Barbed Sextant

Color = Colorless
Rarity = IA(C) / 5E(C)
Type = Artifact
Cost = 1
Artist = Amy Weber

Text (5E): <1T>, Sacrifice Barbed Sextant: Add one mana of any color to your mana pool. Play this ability as a mana source. Draw a card at the beginning of the next turn.

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

Rulings

1.9 Baton of Morale

Baton of Morale

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Douglas Shuler

Text (IA): <2>: Target creature gains banding until end of turn.

Flavor Text: "The Goblins would kill to get ahold of this one."
---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.10 Celestial Sword

Celestial Sword

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 6
Artist = Amy Weber

Text(IA): <3T>: Target creature you control gets +3/+3 until end of turn.
At end of turn, bury that creature.

Flavor Text: "So great is its power, only the chosen can wield it and live."
--- Avram Garrison, Leader of the Knights of Stromgald

NO RULINGS

1.11 Crown of the Ages

Crown of the Ages

Color = Colorless
Rarity = IA(R) / 5E(R)
Type = Artifact
Cost = 2
Artist = Dan Frazier / Roger Raupp (5E)

Text(5E): <4T>: Move target enchantment from one creature to another.
The enchantment's new target must be legal.

Text(IA): <4T>: Switch target enchantment from one creature to another;
the enchantment's new target must be legal. The controller of
the enchantment does not change. Treat the enchantment as though
it were just cast on the new target.

Rulings

1.12 Despotic Scepter

Despotic Scepter

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 1
Artist = Richard Thomas

Text(IA): <T>: Bury target permanent you own.

Flavor Text: "We were not meant to have such terrible things. They should
be left where we found them, if not destroyed!"
---Sorine Relicbane, Soldevi Heretic

NO RULINGS

1.13 Elkin Bottle

Elkin Bottle

Color = Colorless
Rarity = IA(R) / 5E(R)
Type = Artifact
Cost = 3
Artist = Quinton Hoover

Text (5E): <3T>: Set the top card of your library aside face up. You may play that card as though it were in your hand. At the beginning of your next turn, bury the card if you have not played it.

Text (IA): <3T>: Take the top card from your library and place it face up in front of you. You may play that card as though it were in your hand; if you do not play it by your next upkeep, remove it from the game.

Rulings

1.14 Fyndhorn Bow

Fyndhorn Bow

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Rob Alexander

Text (IA): <3T>: Target creature gains first strike until end of turn.

Flavor Text: "With a bow like this, the hunting is always good."
---Taaveti of Kelsinko, Elvish Hunter

NO RULINGS

1.15 Goblin Lyre

Goblin Lyre

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 3
Artist = Mike Kimble

Text (IA): <0>: Sacrifice Goblin Lyre. Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, Goblin Lyre deals * damage to that opponent, where * is equal to the number of creatures you control. Otherwise, Goblin Lyre deals * damage to you, where * is equal to the number of creatures the opponent controls.

Rulings

1.16 Hematite Talisman

Hematite Talisman

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = L.A. Williams

Text (IA): <3>: Untap target permanent. Use this ability only when a red spell is successfully cast and only once for each red spell cast.

Rulings

1.17 Ice Cauldron

Ice Cauldron

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 4
Artist = Dan Frazier

Text (IA): <XT>: Put a charge counter on Ice Cauldron, and put a spell card face up on Ice Cauldron. Note the type and amount of mana used to pay this activation cost. Use this ability only if there are no charge counters on Ice Cauldron. You may play that spell as though it were in your hand.

<T>: Remove the charge counter from Ice Cauldron to add mana of the type and amount last used to put a charge counter on Ice Cauldron to your mana pool. This mana is usable only to cast the spell on top of Ice Cauldron.

Rulings

1.18 Infinite Hourglass

Infinite Hourglass

Color = Colorless
Rarity = IA(R) / 5E(R)
Type = Artifact
Cost = 4
Artist = Harold McNeill / Adam Rex (5E)

Text (5E): During your upkeep, put a time counter on Infinite Hourglass. All creatures get +X/+0, where X is equal to the number of time counters on Infinite Hourglass. Any player may pay <3> during any upkeep to remove a time counter from Infinite Hourglass.

Text (IA): During your upkeep, put a time counter on Infinite Hourglass. During any upkeep, any player may pay <3> to remove a time counter from Infinite Hourglass. All creatures get +1/+0 for each time counter on Infinite Hourglass.

Rulings

1.19 Jester's Cap

Jester's Cap

Color = Colorless
Rarity = IA(R) / 5E(R)
Type = Artifact
Cost = 4
Artist = Dan Frazier

Text (5E): <2T>, Sacrifice Jester's Cap: Look through target player's library and remove any three of those cards from the game. Shuffle that library afterwards.

Text (IA): <2T>: Sacrifice Jester's Cap to look through target player's library and remove any three of those cards from the game. Reshuffle that library afterwards.

Flavor Text: "Know your foes' strengths as well as their weaknesses."
---Arcum Dagsson, Soldevi Machinist

Rulings

1.20 Jester's Mask

Jester's Mask

Color = Colorless
Rarity = IA(R)
Type = Artifact

Cost = 5
Artist = Dan Frazier

Text (IA): Comes into play tapped.
<1T>: Sacrifice Jester's Mask to look through target opponent's hand and library. Give that player a new hand of as many cards as he or she had before.
Reshuffle the remaining cards afterwards.

Rulings

1.21 Jeweled Amulet

Jeweled Amulet

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 0
Artist = Dan Frazier

Text (IA): <1T>: Put a charge counter on Jeweled Amulet. Note what type of mana was used to pay this activation cost. Use this ability only if there are no charge counters on Jeweled Amulet.
<T>: Remove the charge counter from Jeweled Amulet to add one mana of the type last used to put a charge counter on Jeweled Amulet to your mana pool. Play this ability as an interrupt.

Rulings

1.22 Lapis Lazuli Talisman

Lapis Lazuli Talisman

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Amy Weber

Text (IA): <3>: Untap target permanent. Use this ability only when a blue spell is successfully cast and only once for each blue spell cast.

Rulings

1.23 Malachite Talisman

Malachite Talisman

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Christopher Rush

Text (IA): <3>: Untap target permanent. Use this ability only when a green spell is successfully cast and only once for each green spell cast.

Rulings

1.24 Nacre Talisman

Nacre Talisman

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Mark Tedin

Text (IA): <3>: Untap target permanent. Use this ability only when a white spell is successfully cast and only once for each white spell cast.

Rulings

1.25 Naked Singularity

Naked Singularity

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 5
Artist = Mark Tedin

Text (IA): Cumulative Upkeep: <3>
Instead of their normal mana, plains produce <R>, islands produce <G>, swamps produce <W>, mountains produce <U>, and forests produce .

Rulings

1.26 Onyx Talisman

Onyx Talisman

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Sandra Everingham

Text (IA): <3>: Untap target permanent. Use this ability only when a black spell is successfully cast and only once for each black spell cast.

Rulings

1.27 Pentagram of the Ages

Pentagram of the Ages

Color = Colorless
Rarity = IA(R) / 5E(R)
Type = Artifact
Cost = 4
Artist = Douglas Shuler

Text (5E): <4T>: Prevent all damage to you from one source.
Treat further damage from that source normally.

Text (IA): <4T>: Prevent all damage dealt to you from one source.
Pentagram of the Ages does not prevent the same source damaging you again later this turn.

Flavor Text: "Take this item, for instance. How would it
destroy us, Relicbane?"
---Arcum Dagsson, Soldevi Machinist

Rulings

1.28 Pit Trap

Pit Trap

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Anson Maddocks

Text (IA): <2T>: Sacrifice Pit Trap to bury target creature without flying that is attacking you.

Flavor Text: "These traps are truly a symbol of great cruelty

and sinister cunning."
---Sorine Relicsbane, Soldevi Heretic

NO RULINGS

1.29 Runed Arch

Runed Arch

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 3
Artist = Phil Foglio

Text (IA): Comes into play tapped.
<XT>: Sacrifice Runed Arch. X target creatures with power no greater than 2 cannot be blocked this turn. Other effects may later be used to increase a creature's power beyond 2.

Rulings

1.30 Shield of the Ages

Shield of the Ages

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Anson Maddocks

Text (IA): <2>: Prevent 1 damage to you.

Flavor Text: "This shield is a true rarity: an artifact whose purpose is obvious."
---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.31 Skull Catapult

Skull Catapult

Color = Colorless
Rarity = IA(U) / 5E(U)
Type = Artifact
Cost = 4
Artist = Bryon Wackwitz / Ian Miller (5E)

Text(5E): <1T>, Sacrifice a creature: Skull Catapult deals 2 damage to target creature or player.

Text(IA): <1T>: Sacrifice a creature to have Skull Catapult deal 2 damage to target creature or player.

Flavor Text: "Let any who doubt the evil of using the ancient devices look at this infernal machine. What manner of fiend would design such a sadistic device?"
---Sorine Relicsbane, Soldevi Heretic

NO RULINGS

1.32 Snow Fortress

Snow Fortress

Color = Colorless
Rarity = IA(R)
Type = Artifact Creature (0/4)
Cost = 4
Artist = Jeff A. Menges

Text(IA): Counts as a wall
<1>: +1/+0 until end of turn
<1>: +0/+1 until end of turn
<3>: Snow Fortress deals 1 damage to target creature without flying that is attacking you.

NO RULINGS

1.33 Soldevi Golem

Soldevi Golem

Color = Colorless
Rarity = IA(R)
Type = Artifact Creature (5/3)
Cost = 4
Artist = Anson Maddocks

Text(IA): Does not untap during your untap phase.
<0>: Untap target creature opponent controls to untap Soldevi Golem at the end of your upkeep. Use this ability only during your upkeep.

Flavor Text: Slow and steady wins the race.

Rulings

1.34 Soldevi Simulacrum

Soldevi Simulacrum

Color = Colorless
Rarity = IA(U)
Type = Artifact Creature (2/4)
Cost = 4
Artist = Dan Frazier

Text (IA): Cumulative Upkeep: <1>
<1>: +1/+0 until end of turn

Flavor Text: They look human - until they bleed.

NO RULINGS

1.35 Staff of the Ages

Staff of the Ages

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 3
Artist = Daniel Gelon

Text (IA): Creatures with any landwalk ability may be blocked as though they did not have those abilities.

Flavor Text: "We found this staff useful on our visit to this very commission. Would Relicbane prefer we had been slain by Lim-Dul's horrors?"
---Arcum Dagsson, Soldevi Machinist

Rulings

1.36 Sunstone

Sunstone

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 3
Artist = Phil Foglio

Text (IA): <2>: Sacrifice a snow-covered land to have all creatures deal no damage in combat this turn.

Flavor Text: "I dispute Relicbane's hysterical allegations, Commissioner, but it is true that these artifacts can be dangerous."

---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.37 Time Bomb

Time Bomb

Color = Colorless
Rarity = IA(R) / 5E(R)
Type = Artifact
Cost = 4
Artist = Amy Weber / George Pratt (5E)

Text (5E): During your upkeep, put a time counter on Time Bomb.
<1T>, Sacrifice Time Bomb: Time Bomb deals to each creature and player an amount of damage equal to the number of time counters on Time Bomb.

Text (IA): During your upkeep, put a time counter on Time Bomb.
<1T>: Sacrifice Time Bomb to have it deal * damage to each creature and player, where * is equal to the number of time counters on Time Bomb.

NO RULINGS

1.38 Urza's Bauble

Urza's Bauble

Color = Colorless
Rarity = IA(U) / 5E(U)
Type = Artifact
Cost = 0
Artist = Christopher Rush

Text (5E): <T>, Sacrifice Urza's Bauble: Choose a card at random from target player's hand and look at that card. Draw a card at the beginning of the next turn.

Text (IA): <T>: Sacrifice Urza's Bauble to choose a card at random from target player's hand; look at that card. Ignore this ability if that player has no cards left in hand. Draw a card at the beginning of the next turn's upkeep.

Rulings

1.39 Vexing Arcanix

Vexing Arcanix

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 4
Artist = Randy Gallegos

Text (IA): <3T>: Target player names a card and then turns over the top card of his or her library. If that is the card named, put it into the player's hand. Otherwise, put it into the player's graveyard, and Vexing Arcanix deals 2 damage to that player.

Rulings

1.40 Vibrating Sphere

Vibrating Sphere

Color = Colorless
Rarity = IA(R)
Type = Artifact
Cost = 4
Artist = Richard Thomas

Text (IA): During your turn, all creatures you control get +2/+0. During all other turns, all creatures you control get -0/-2.

Flavor Text: "Unearthly and invisible fibers emanate from this sphere, entangling all who draw near."
---Arcum Dagsson, Soldevi Machinist

Rulings

1.41 Walking Wall

Walking Wall

Color = Colorless
Rarity = IA(U)
Type = Artifact Creature (0/6)
Cost = 4
Artist = Anthony Waters

Text (IA): Counts as a wall
<3>: Walking Wall gets +3/-1 until end of turn and can attack this turn. Walking Wall cannot attack the turn it comes under your control. Use this ability only once a turn.

Flavor Text: "The fortress is not what it seems."
---Arcum Dagsson, Soldevi Machinist

Rulings

1.42 Wall of Shields

Wall of Shields

Color = Colorless
Rarity = IA(U)
Type = Artifact Creature (0/4)
Cost = 3
Artist = Randy Gallegos

Text (IA): Banding, counts as a wall.

Flavor Text: "It's the pokey bits that hurt the most."
---Ib Halfheart, Goblin Tactician

NO RULINGS

1.43 War Chariot

War Chariot

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 3
Artist = Dameon Willich

Text (IA): <3T>: Target creature gains trample until end of turn.

Flavor Text: "I wouldn't advise using it with a Woolly Mammoth, but it's quite appropriate for many other beasts."
---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.44 Whalebone Glider

Whalebone Glider

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 2
Artist = Amy Weber

Text (IA): <2T>: Target creature with power no greater than 3 gains flying until end of turn. Other effects may later be used to increase

that creature's power beyond 3.

Flavor Text: "It's no Ornithopter, but then I'm no Urza."
---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.45 Zuran Orb

Zuran Orb

Color = Colorless
Rarity = IA(U)
Type = Artifact
Cost = 0
Artist = Sandra Everingham

Text (IA): <0>: Sacrifice a land to gain 2 life.

Flavor Text: "I will go to any length to achieve my goal. Eternal
life is worth any sacrifice."
---Zur the Enchanter

Rulings
