

# **MI\_ARTIFACT**

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**COLLABORATORS**

	<i>TITLE :</i> MI_ARTIFACT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## MI\_ARTIFACT

### 1.1 Mirage - Artifact Cards

Mirage - Artifact Cards

Acidic Dagger  
Amber Prison  
Amulet of Unmaking  
Basalt Golem  
Bone Mask  
Charcoal Diamond  
Chariot of the Sun  
Crystal Golem  
Cursed Totem  
Elixir of Vitality  
Ersatz Gnomes  
Fire Diamond  
Grinning Totem  
Horrible Hordes  
Igneous Golem  
Lead Golem  
Lion's Eye Diamond

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Mana Prism  
Mangara's Tome  
Marble Diamond  
Misers' Cage  
Moss Diamond  
Patagia Golem  
Paupers' Cage  
Phyrexian Dreadnought  
Phyrexian Vault  
Razor Pendulum  
Sand Golem  
Sky Diamond  
Teeka's Dragon  
Telim'Tor's Darts  
Unerring Sling  
Ventifact Bottle

## 1.2 Acidic Dagger

Acidic Dagger

Color = Colorless  
Rarity = MI (R)  
Type = Artifact  
Cost = 4  
Artist = Stuart Beel

Text (MI): <4T>: Destroy any non-Wall creature receiving combat damage from target creature this turn. If targeted creature leaves play, bury Acidic Dagger. Use this ability only before defense is chosen.

Rulings

## 1.3 Amber Prison

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Amber Prison

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 4  
Artist = Donato Giancola

Text(MI): You may choose not to untap Amber prison during your untap phase.  
<4T>: Tap target artifact, creature or land. As long as Amber Prison remains tapped, that permanent does not untap during its controller's untap phase.

NO RULINGS

## 1.4 Amulet of Unmaking

Amulet of Unmaking

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 5  
Artist = Kaja Foglio

Text(MI): <5T>: Remove Amulet of Unmaking from the game: Remove target artifact, creature or land from the game.  
Play this ability as a sorcery.

NO RULINGS

## 1.5 Basalt Golem

Basalt Golem

Color = Colorless  
Rarity = MI(U)  
Type = Artifact Creature (2/4)  
Cost = 5  
Artist = Scott Kirschner

Text(MI): Basalt Golem cannot be blocked by artifact creatures. Whenever Golem is blocked by any creature, bury that creature at end of combat and put a Stone token into play under the control of the creature's controller. Treat this token as a 0/2 artifact creature that counts as a Wall.

Rulings

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## 1.6 Bone Mask

Bone Mask

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 4  
Artist = D. Alexander Gregory

Text(MI): <2T>: Prevent all damage to you from any one source.  
For each 1 damage prevented in this way, remove the  
top card of your library from the game.

Rulings

## 1.7 Charcoal Diamond

Charcoal Diamond

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 2  
Artist = Drew Tucker

Text(MI): Charcoal Diamond comes into play tapped.  
<T>: Add <B> to your mana pool.  
Play this ability as a mana source.

NO RULINGS

## 1.8 Chariot of the Sun

Chariot of the Sun

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 3  
Artist = Gerry Grace

Text(MI): <2T>: Target creature you control gains flying and has its  
toughness reduced to 1 until end of turn.

Rulings

## 1.9 Crystal Golem

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Crystal Golem

Color = Colorless  
Rarity = MI(U)  
Type = Artifact Creature (3/3)  
Cost = 4  
Artist = Mike Dringenberg

Text(MI): At the end of your turn Crystal Golem phases out.

NO RULINGS

## 1.10 Cursed Totem

Cursed Totem

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 2  
Artist = D. Alexander Gregory

Text(MI): Players cannot play any creature abilities requiring an activation cost.

Rulings

## 1.11 Elixir of Vitality

Elixir of Vitality

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 4  
Artist = Douglas Shuler

Text(MI): Elixir of Vitality comes into play tapped.  
<T>: Sacrifice Elixir of Vitality: Gain 4 life.  
<8T>: Sacrifice Elixir of Vitality: Gain 8 life.

NO RULINGS

## 1.12 Ersatz Gnomes

Ersatz Gnomes

Color = Colorless  
Rarity = MI(U)

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Type = Artifact Creature (1/1)  
Cost = 3  
Artist = Ron Spencer

Text(MI): <T>: Target spell is colorless. Play this ability as an interrupt.  
<T>: Target permanent is colorless until end of turn.

Rulings

### 1.13 Fire Diamond

Fire Diamond

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 2  
Artist = Richard Thomas

Text(MI): Fire Diamond comes into play tapped.  
<T>: Add <R> to your mana pool.  
Play this ability as a mana source.

NO RULINGS

### 1.14 Grinning Totem

Grinning Totem

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 4  
Artist = Donato Giancola

Text(MI): <2T>: Sacrifice Grinning Totem: Search target opponent's library for any card and put it face-up in front of you. That player shuffles his or her library afterwards. You may play the card as though it were in your hand. If you do not play the card by the beginning of your next upkeep, put it into owner's graveyard.

NO RULINGS

### 1.15 Horrible Hordes

Horrible Hordes

Color = Colorless  
Rarity = MI(U)  
Type = Artifact Creature (2/2)

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Cost = 3  
Artist = Ian Miller

Text (MI): Rampage: 1

NO RULINGS

## 1.16 Igneous Golem

Igneous Golem

Color = Colorless  
Rarity = MI(U)  
Type = Artifact Creature (3/4)  
Cost = 5  
Artist = Adam Rex

Text (MI): <2>: Trample until end of turn.

NO RULINGS

## 1.17 Lead Golem

Lead Golem

Color = Colorless  
Rarity = MI(U)  
Type = Artifact Creature (3/5)  
Cost = 5  
Artist = Hannibal King

Text (MI): If Lead Golem attacks, it does not untap during your next untap phase.

NO RULINGS

## 1.18 Lion's Eye Diamond

Lion's Eye Diamond

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 0  
Artist = Margaret Organ-Kean

Text (MI): Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana of any one color to your mana pool. Play this ability as a mana source.

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Rulings

## 1.19 Mana Prism

Mana Prism

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 3  
Artist = Margaret Organ-Kean

Text(MI): <T>: Add one colorless mana to your mana pool.  
Play this ability as a mana source.  
<1T>: Add one mana of any color to your mana pool.  
Play this ability as a mana source.

NO RULINGS

## 1.20 Mangara's Tome

Mangara's Tome

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 5  
Artist = John Bolton

Text(MI): When Mangara's Tome comes into play, search your library and choose any five cards. Shuffle these cards and put them face down under Mangara's Tome. Shuffle your library afterwards. If you lose control of Mangara's Tome, remove all cards under it from the game.  
<2>: Instead of drawing a card, put the top card from under Mangara's Tome into your hand.

Rulings

## 1.21 Marble Diamond

Marble Diamond

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 2  
Artist = Jeff Miracola

Text(MI): Marble Diamond comes into play tapped.

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<T>: Add <W> to your mana pool.  
Play this ability as a mana source.

NO RULINGS

## 1.22 Misers' Cage

Misers' Cage

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 3  
Artist = Jeff Miracola

Text(MI): At end of target opponent's upkeep, if that opponent has 5 or more cards in hand, Miser's Cage deals 2 damage to them.

Rulings

## 1.23 Moss Diamond

Moss Diamond

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 2  
Artist = Donato Giancola

Text(MI): Moss Diamond comes into play tapped.  
<T>: Add <G> to your mana pool.  
Play this ability as a mana source.

NO RULINGS

## 1.24 Patagia Golem

Patagia Golem

Color = Colorless  
Rarity = MI(U)  
Type = Artifact Creature (2/3)  
Cost = 4  
Artist = Scott Kirschner

Text(MI): <3>: Flying until end of turn.

NO RULINGS

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## 1.25 Paupers' Cage

Paupers' Cage

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

Text(MI): At end of target opponent's upkeep, if that player has two or fewer cards in hand, Paupers' Cage deals 2 damage to him or her.

NO RULINGS

## 1.26 Phyrexian Dreadnought

Phyrexian Dreadnought

Color = Colorless  
Rarity = MI(R)  
Type = Artifact Creature (12/12)  
Cost = 1  
Artist = Pete Venters

Text(MI): Trample.  
When Phyrexian Dreadnought comes into play, sacrifice any number of creatures with total power 12 or more, or bury Phyrexian Dreadnought.

NO RULINGS

## 1.27 Phyrexian Vault

Phyrexian Vault

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 3  
Artist = Hannibal King

Text(MI): <2T>: Sacrifice a creature: draw a card.

NO RULINGS

## 1.28 Razor Pendulum

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Razor Pendulum

Color = Colorless  
Rarity = MI(R)  
Type = Artifact  
Cost = 4  
Artist = Zak Plucinski

Text(MI): At the end of each player's turn, if any player has 5 or less life, Razor Pendulum deals 2 damage to him or her.

NO RULINGS

## 1.29 Sand Golem

Sand Golem

Color = Colorless  
Rarity = MI(U)  
Type = Artifact Creature (3/3)  
Cost = 5  
Artist = John Matson

Text(MI): If a spell or effect controlled by an opponent causes you to discard Sand Golem, put Sand Golem from your graveyard into play at end of turn with a +1/+1 counter on it.

NO RULINGS

## 1.30 Sky Diamond

Sky Diamond

Color = Colorless  
Rarity = MI(U)  
Type = Artifact  
Cost = 2  
Artist = D. Alexander Gregory

Text(MI): Sky Diamond comes into play tapped.  
<T>: Add <U> to your mana pool.  
Play this ability as a mana source.

NO RULINGS

## 1.31 Teeka's Dragon

Teeka's Dragon

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Color = Colorless  
Rarity = MI (R)  
Type = Artifact Creature (5/5)  
Cost = 9  
Artist = Liz Danforth

Text (MI): Flying, trample, rampage: 4.  
Teeka's Dragon counts as a Dragon.

NO RULINGS

### 1.32 Telim'Tor's Darts

Telim'Tor's Darts

Color = Colorless  
Rarity = MI (U)  
Type = Artifact  
Cost = 2  
Artist = Kevin Walker

Text (MI): <2T>: Telim'Tor's Darts deals 1 damage to target player.

NO RULINGS

### 1.33 Unerring Sling

Unerring Sling

Color = Colorless  
Rarity = MI (U)  
Type = Artifact  
Cost = 3  
Artist = Zak Plucinski

Text (MI): <3T>: Tap an untapped creature you control: Unerring Sling deals an amount of damage equal to that creature's power to target attacking or blocking creature with flying.

NO RULINGS

### 1.34 Ventifact Bottle

Ventifact Bottle

Color = Colorless  
Rarity = MI (R)  
Type = Artifact  
Cost = 3  
Artist = Ron Spencer

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Text (MI): <1X><T>: Put X charge counters on Ventifact Bottle. Play this ability as a sorcery. At the beginning of your main phase, if Ventifact Bottle has any charge counters on it, tap Ventifact Bottle and remove all charge counters from it to add to your mana pool an amount of colorless mana equal to the number of charge counters removed.

NO RULINGS

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