

# **4E\_ARTIFACT**

Tom de Ruyter

**COLLABORATORS**

|               |                               |                |                  |
|---------------|-------------------------------|----------------|------------------|
|               | <i>TITLE :</i><br>4E_ARTIFACT |                |                  |
| <i>ACTION</i> | <i>NAME</i>                   | <i>DATE</i>    | <i>SIGNATURE</i> |
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Iron Star  
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 Urza's Avenger  
     Wall of Spears  
 White Mana Battery  
     Winter Orb  
 Wooden Sphere  
     Yotian Soldier

## 1.2 Ankh of Mishra

Ankh of Mishra

Color = Colorless  
 Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
 Type = Artifact  
 Cost = 2

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Artist = Amy Weber / Ian Miller (5E)

Text (5E): Whenever a land comes into play, Ankh of Mishra deals 2 damage to that land's controller.

Text (4E): Each time a player puts a land into play, Ankh of Mishra deals 2 damage to that player.

Text (RV): Ankh does 2 damage to anyone who puts a new land into play.

Text (UL): Ankh does 2 damage to anyone who puts a new land into play.

Rulings

### 1.3 Black Vise

Black Vise

Color = Colorless

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Artifact

Cost = 1

Artist = Richard Thomas

Text (4E): At the end of target opponent's upkeep, Black Vise deals that player 1 damage for each card in his or her hand in excess of four.

Text (RV): If opponent has more than four cards in hand during his or her upkeep, Black Vise does 1 damage to opponent for each card in excess of four.

Text (UL): If opponent has more than four cards in hand during upkeep, black vise does 1 damage to opponent for each card in excess of four.

Rulings

### 1.4 Celestial Prism

Celestial Prism

Color = Colorless

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Artifact

Cost = 3

Artist = Amy Weber

Text (4E): <2T>: Add one mana of any color to your mana pool. Play this ability as an interrupt.

Text (RV): <2T>: Provides 1 mana of any color. This use is played as an interrupt.

Text (UL): <2T>: Provides 1 mana of any color. This use can be played as an interrupt.

Rulings

## 1.5 Clockwork Beast

Clockwork Beast

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact Creature (0/4)  
Cost = 6  
Artist = Drew Tucker

Text (5E): When Clockwork Beast comes into play, put seven +1/+0 counters on it. At the end of any combat in which Clockwork Beast attacked or blocked, remove one of these counters.  
<XT>: Put X +1/+0 counters on Clockwork Beast. You may have no more than seven of these counters on Clockwork Beast. Use this ability only during your upkeep.

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

Text (RV): Put seven +1/+0 counters on Beast. After Beast attacks or blocks a creature, discard a counter. During the upkeep phase, controller may buy back lost counters for <1> per counter; this taps Beast.

Text (UL): Put seven +1/+0 counters on Beast. After Beast attacks or blocks a creature, discard a counter. During the untap phase, controller may buy back lost counters for 1 mana per counter instead of untapping beast; this taps Beast if it wasn't tapped already.

Rulings

## 1.6 Conservator

Conservator

Color = Colorless  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Artifact  
Cost = 4  
Artist = Amy Weber

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Text (4E): <3T>: Prevent up to 2 damage to you.

Text (RV): <3T>: Prevent the loss of up to 2 life.

Text (UL): <3T>: Prevent the loss of up to 2 life.

Rulings

## 1.7 Crystal Rod

Crystal Rod

Color = Colorless

Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)

Type = Artifact

Cost = 1

Artist = Amy Weber / Donato Giancola (5E)

Text (5E): <1>: Gain 1 life. Use this ability only when a blue spell is successfully cast and only once for each such spell.

Text (4E): <1>: Gain 1 life for a successfully cast blue spell. Use this effect either when the spell is cast or later in the turn but only once for each blue spell cast.

Text (RV): <1>: Any blue spell cast gives you 1 life. Can only give 1 life each time a blue spell is cast.

Text (UL): <1>: Any blue spell cast by any player gives you 1 life.

Rulings

## 1.8 Dingus Egg

Dingus Egg

Color = Colorless

Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)

Type = Artifact

Cost = 4

Artist = Dan Frazier / Randy Gallegos (5E)

Text (5E): Whenever a land is put into any graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Text (4E): Each time a player puts a land into the graveyard from play, Dingus Egg deals 2 damage to that land's controller.

Text (RV): Whenever anyone loses a land, Dingus Egg does 2 damage to that player for each land lost.



Text (UL): Whenever anyone loses a land, Dingus Egg does 2 damage to that player for each land lost.

Rulings

## 1.9 Disrupting Scepter

Disrupting Scepter

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 3  
Artist = Dan Frazier / Stuart Griffin (5E)

Text (5E): <3T>: Target player chooses and discards a card.  
Use this ability only during your turn.

Text (4E): <3T>: Target player chooses and discards one card from his or her hand. Use this ability only during your turn.

Text (RV): <3T>: Opponent must discard one card of his or her choice.  
Can only be used during controller's turn.

Text (UL): <3T>: Opponent must discard one card of his or her choice.  
Can only be used during your turn.

Rulings

## 1.10 Glasses of Urza

Glasses of Urza

Color = Colorless  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Artifact  
Cost = 1  
Artist = Douglas Shuler

Text (5E): <T>: Look at target player's hand.

Text (4E): <T>: Look at target player's hand.

Text (RV): <T>: You may look at opponent's hand.

Text (UL): <T>: You may look at opponent's hand.

Rulings

## 1.11 Helm of Chatzuk

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Helm of Chatzuk

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 1  
Artist = Mark Tedin

Text (5E): <1T>: Target creature gains banding until end of turn.

Text (4E): <1T>: Target creature gains banding until end of turn.

Text (RV): <1T>: You may give one creature the banding ability until end of turn.

Text (UL): <1T>: You may give one creature the ability to band until end of turn.

Rulings

## 1.12 Howling Mine

Howling Mine

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 2  
Artist = Mark Poole

Text (5E): During each player's draw phase, that player draws an additional card.

Text (4E): Each player draws one extra card during his or her draw phase.

Text (RV): Each player must draw one extra card during the draw phase of each of his or her turns.

Text (UL): Each player draws one extra card each turn during his or her draw phase.

Rulings

## 1.13 Iron Star

Iron Star

Color = Colorless  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Artifact  
Cost = 1

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Artist = Dan Frazier / Donato Giancola (5E)

Text (5E): <1>: Gain 1 life. Use this ability only when a red spell is successfully cast and only once for each such spell.

Text (4E): <1>: Gain 1 life for a successfully cast red spell. Use this effect either when the spell is cast or later in the turn but only once for each red spell cast.

Text (RV): <1>: Any red spell cast gives you 1 life. Can only give 1 life each time a red spell is cast.

Text (UL): <1>: Any red spell cast by any player gives you 1 life.

Rulings

## 1.14 Ivory Cup

Ivory Cup

Color = Colorless

Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)

Type = Artifact

Cost = 1

Artist = Anson Maddocks / Donato Giancola (5E)

Text (5E): <1>: Gain 1 life. Use this ability only when a white spell is successfully cast and only once for each such

Text (4E): <1>: Gain 1 life for a successfully cast white spell. Use this effect either when the spell is cast or later in the turn but only once for each white spell cast.

Text (RV): <1>: Any white spell cast gives you 1 life. Can only give 1 life each time a white spell is cast.

Text (UL): <1>: Any white spell cast by any player gives you 1 life.

Rulings

## 1.15 Jade Monolith

Jade Monolith

Color = Colorless

Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)

Type = Artifact

Cost = 4

Artist = Anson Maddocks / Richard Kane Ferguson (5E)

Text (5E): <1>: Redirect all damage from any creature to yourself.

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Text (4E): <1>: Redirect to yourself all damage done to any creature. The source of the damage does not change.

Text (RV): <1>: You may take damage done to any creature on yourself instead, but you must take all of it. Source of damage is unchanged.

Text (UL): <1>: You may take damage done to any creature on yourself instead, but you must take all of it. Source of damage is unchanged.

Rulings

## 1.16 Jayemdae Tome

Jayemdae Tome

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 4  
Artist = Mark Tedin

Text (4E): <4T>: Draw a card.

Text (4E): <4T>: Draw one card.

Text (RV): <4T>: Draw one extra card.

Text (UL): <4T>: You may draw one extra card.

Rulings

## 1.17 Kormus Bell

Kormus Bell

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Artifact  
Cost = 4  
Artist = Christopher Rush

Text (4E): All swamps become 1/1 black creatures. The swamps still count as lands, but cannot be tapped for mana the turn they come into play.

Text (RV): Treat all swamps in play as 1/1 creatures. Now they can be enchanted, killed, and so forth, and they can be tapped either for mana or to attack.

Text (UL): Treat all swamps in play as 1/1 creatures. Now they can be

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enchanted, killed, and so forth, and they can be tapped either for mana or to attack.

Rulings

## 1.18 Library of Leng

Library of Leng

Color = Colorless  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Artifact  
Cost = 1  
Artist = Daniel Gelon

Text (5E): Skip your discard phase.  
Whenever a spell or effect forces you to discard a card, you may instead discard that card to the top of your library.

Text (4E): Skip the discard phase of your turn. If a spell or effect forces you to discard, you may discard to the top of your library rather than to your graveyard. If the discard is random, you may look at the card before choosing where to discard it.

Text (RV): You must skip the discard phase of your turn. If a card forces you to discard, you may choose to discard to top of your library rather than to graveyard. If discard is random, you may look at card before deciding where to discard it.

Text (UL): There is no limit to the size of your hand. You must skip the discard phase of your turn. If a card forces you to discard, you may choose to discard to top of your library rather than to graveyard. If discard is random, you may look at card before deciding where to discard it.

Rulings

## 1.19 Mana Vault

Mana Vault

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 1  
Artist = Mark Tedin

Text (5E): Mana Vault does not untap during your untap phase. At the end of your upkeep, if Mana Vault is tapped, it deals 1 damage to you.  
<4>: Untap Mana Vault at end of upkeep. Use this ability only during your upkeep.  
<T>: Add three colorless mana to your mana pool.

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Play this ability as a mana source.

Text (4E): Mana Vault does not untap during your untap phase. If it remains tapped during your upkeep, Mana Vault deals 1 damage to you.  
 <4>: Untap Mana Vault. Use this ability only during your upkeep.  
 <T>: Add three colorless mana to your mana pool. Play these additions as interrupts.

Text (RV): <T>: Add 3 colorless mana to your mana pool. Mana Vault doesn't untap normally during untap phase; to untap it, you must pay 4 mana during your upkeep. If Mana Vault remains tapped during upkeep, it does 1 damage to you. Drawing mana from this artifact is played as an interrupt.

Text (UL): <T>: Add 3 colorless mana to your mana pool. Mana Vault doesn't untap normally during untap phase; to untap it, you must pay 4 mana. If Mana Vault remains tapped during upkeep, it does 1 damage to you. Tapping this artifact can be played as an interrupt.

Rulings

## 1.20 Meekstone

Meekstone

Color = Colorless  
 Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
 Type = Artifact  
 Cost = 1  
 Artist = Quinton Hoover

Text (5E): Creatures with power 3 or greater do not untap during their controller's untap phases.

Text (4E): No creatures with power greater than 2 untap during their controller's untap phase.

Text (RV): Any creature with power greater than 2 may not be untapped as normal during the untap phase.

Text (UL): Any creature with power greater than 2 may not be untapped as normal during the untap phase.

Rulings

## 1.21 Nevinyrral's Disk

Nevinyrral's Disk

Color = Colorless  
 Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)

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Type = Artifact  
Cost = 4  
Artist = Mark Tedin

Text (5E): Nevinyrral's Disk comes into play tapped.  
<1T>: Destroy all artifacts, creatures, and enchantments.

Text (4E): Comes into play tapped.  
<1T>: Destroy all creatures, enchantments, and artifacts, including Nevinyrral's Disk itself.

Text (RV): <1>: Destroys all creatures, enchantments, and artifacts in play, including Disk itself. Disk begins tapped but can be untapped as usual.

Text (UL): <1>: Destroys all creatures, enchantments, and artifacts in play. Disk begins tapped but can be untapped as usual. Disk destroys itself when used.

Rulings

## 1.22 Obsianus Golem

Obsianus Golem

Color = Colorless  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Artifact Creature (4/6)  
Cost = 6  
Artist = Jesper Myrfors

Flavor Text: "The foot stone is connected to the ankle stone,  
the ankle stone is connected to the leg stone..."  
Song of the Artificer

NO RULINGS

## 1.23 Rod of Ruin

Rod of Ruin

Color = Colorless  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Artifact  
Cost = 4  
Artist = Christopher Rush

Text (5E): <3T>: Rod of Ruin deals 1 damage to target creature or player.

Text (4E): <3T>: Rod of Ruin deals 1 damage to target creature or player.

Text (RV): <3T>: Rod of Ruin does 1 damage to any target.

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Text (UL): <3T>: Rod of Ruin does 1 damage to any target.

NO RULINGS

## 1.24 Soul Net

Soul Net

Color = Colorless

Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)

Type = Artifact

Cost = 1

Artist = Dameon Willich / Andrew Robinson (5E)

Text (5E): <1>: Gain 1 life. Use this ability only when a creature is put into any graveyard from play and only once for each such creature.

Text (4E): <1>: Gain 1 life when a creature is put into the graveyard from play. Use this effect only once each time a creature is put into the graveyard.

Text (RV): <1>: You gain 1 life every time a creature is placed in the graveyard. Can only give 1 life each time a creature is placed in the graveyard.

Text (UL): <1>: You gain 1 life every time a creature is destroyed, unless it is then regenerated.

Rulings

## 1.25 Sunglasses of Urza

Sunglasses of Urza

Color = Colorless

Rarity = A/B/UL(R) / RV(R) / 4E(R)

Type = Artifact

Cost = 3

Artist = Dan Frazier

Text (4E): You may use white mana in your mana pool as either white or red mana.

Text (RV): White mana in your mana pool can be used as either white or red mana.

Text (UL): White mana in your mana pool can be used as either white or red mana.

NO RULINGS

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## 1.26 The Hive

The Hive

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 5  
Artist = Sandra Everingham

Text(5E): <5T>: Put a Wasp token into play. Treat this token as a 1/1 artifact creature with flying.

Text(4E): <5T>: Put a Wasp token into play. Treat this token as a 1/1 artifact creature with flying.

Text(RV): <5T>: Creates one Giant Wasp, a 1/1 flying creature. Represent Wasps with tokens, making sure to indicate when each wasp is tapped. Wasps can't attack during the turn created. Treat Wasps like artifact creatures in every way, except that they are removed from the game entirely if they ever leave play. If the Hive is destroyed, the Wasps must still be killed individually.

Text(UL): <5T>: Creates one Giant Wasp, a 1/1 flying creature. Represent Wasps with tokens, making sure to indicate when each wasp is tapped. Wasps can't attack during the turn created. Treat Wasps like artifact creatures in every way, except that they are removed from the game entirely if they ever leave play. If the Hive is destroyed, the Wasps must still be killed individually.

Rulings

## 1.27 Throne of Bone

Throne of Bone

Color = Colorless  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Artifact  
Cost = 1  
Artist = Anson Maddocks / Donato Giancola (5E)

Text(5E): <1>: Gain 1 life. Use this ability only when a black spell is successfully cast and only once for each such spell.

Text(4E): <1>: Gain 1 life for a successfully cast black spell. Use this effect either when the spell is cast or later in the turn but only once for each black spell cast.

Text(RV): <1>: Any black spell cast gives you 1 life. Can only give 1 life each time a black spell is cast.

Text(UL): <1>: Any black spell cast by any player gives you 1 life.

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Rulings

## 1.28 Winter Orb

Winter Orb

Color = Colorless  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 2  
Artist = Mark Tedin

Text (5E): Players cannot untap more than one land during their untap phases.

Text (4E): No player may untap more than one land during his or her untap phase.

Text (RV): A player may not untap more than one land during the untap phase of each of his or her turns.

Text (UL): Players can untap only one land each during untap phase.

Rulings

## 1.29 Wooden Sphere

Wooden Sphere

Color = Colorless  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Artifact  
Cost = 1  
Artist = Mark Tedin / Donato Giancola (5E)

Text (5E): <1>: Gain 1 life. Use this ability only when a green spell is successfully cast and only once for each such spell.

Text (4E): <1>: Gain 1 life for a successfully cast green spell. Use this effect either when the spell is cast or later in the turn but only once for each green spell cast.

Text (RV): <1>: Any green spell cast gives you 1 life. Can only give 1 life each time a green spell is cast.

Text (UL): <1>: Any green spell cast by any player gives you 1 life.

Rulings

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