

# **AQ\_ARTIFACT**

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**COLLABORATORS**

	<i>TITLE :</i> AQ_ARTIFACT		
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# Chapter 1

## AQ\_ARTIFACT

### 1.1 Antiquities - Artifact Cards

#### Antiquities - Artifact Cards

Amulet of Kroog

Armageddon Clock

Ashnod's Altar

Ashnod's Battle Gear

Ashnod's Transmogrator

Battering Ram

Bronze Tablet

Candelabra of Tawnos

Clay Statue

Clockwork Avian

Colossus of Sardia

Coral Helm

Cursed Rack

Dragon Engine

Feldon's Cane

Golgothian Sylex

Grapeshot Catapult

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Ivory Tower  
Jalum Tome  
Mightstone  
Millstone  
Mishra's War Machine  
Obelisk of Undoing  
Onulet  
Ornithopter  
Primal Clay  
Rakalite  
Rocket Launcher  
Shapeshifter  
Staff of Zegon  
Su-Chi  
Tablet of Epityr  
Tawnos's Coffin  
Tawnos's Wand  
Tawnos's Weaponry  
Tetravus  
The Rack  
Triskelion  
Urza's Avenger  
Urza's Chalice  
Urza's Miter  
Wall of Spears  
Weakstone  
Yotian Soldier

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## 1.2 Amulet of Kroog

Amulet of Kroog

Color = Colorless  
Rarity = AQ(C4) / 4E(C) / 5E(C)  
Type = Artifact  
Cost = 2  
Artist = Margaret Organ-Kean

Text (5E): <2T>: Prevent 1 damage to any creature or player.

Text (4E): <2T>: Prevent 1 damage to any creature or player.

Text (AQ): <2T>: Prevent 1 damage to any target.

Flavor Text: Among the first allies Urza gained were the people of Kroog. As a sign of friendship, Urza gave the healers of the city potent amulets; afterwards, thousands journeyed to Kroog in hope of healing.

Rulings

## 1.3 Armageddon Clock

Armageddon Clock

Color = Colorless  
Rarity = AQ(U2) / RV(R) / 4E(R)  
Type = Artifact  
Cost = 6  
Artist = Amy Weber

Text (4E): During your upkeep, put one doom counter on Armageddon Clock. At the end of your upkeep, Armageddon Clock deals X damage to each player, where X is the number of doom counters on Armageddon Clock. During any upkeep, any player may pay <4> to remove a doom counter from Armageddon Clock.

Text (RV): Put one counter on Armageddon Clock during each of your upkeeps. At the end of your upkeep, each player takes damage equal to the number of counters on the Clock. Any player may spend <4> during any upkeep to remove a counter.

Text (AQ): Put one counter on Armageddon Clock during each of your upkeeps. At the end of your upkeep, each player takes damage equal to the number of counters on the Clock. Any player may spend <4> during any upkeep to remove a counter.

Rulings

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## 1.4 Ashnod's Altar

Ashnod's Altar

Color = Colorless  
Rarity = AQ(U2) / CR(C2) / 5E(U)  
Type = Artifact  
Cost = 3  
Artist = Anson Maddocks

Text (5E): Sacrifice a creature: Add two colorless mana to your mana pool. Play this ability as a mana source.

Text (CR): <0>: Sacrifice a creature to add two colorless mana to your mana pool. Play this ability as an interrupt.

Text (AQ): <0>: Sacrifice one of your creatures to add 2 colorless mana to your mana pool. This effect is played as an interrupt. You may not sacrifice a creature that is already on its way to the graveyard.

Rulings

## 1.5 Ashnod's Battle Gear

Ashnod's Battle Gear

Color = Colorless  
Rarity = AQ(U2) / 4E(U)  
Type = Artifact  
Cost = 2  
Artist = Mark Poole

Text (4E): <2T>: Target creature you control gets +2/-2 as long as Ashnod's Battle Gear remains tapped. You may choose not to untap Ashnod's Battle Gear during your untap phase.

Text (AQ): <2T>: Give a creature of yours +2/-2 as long as Ashnod's Battle Gear remains tapped. You may choose not to untap Ashnod's Battle Gear during untap phase.

Flavor Text: This invention shows why Ashnod was feared by her troops as well as her foes.

Rulings

## 1.6 Ashnod's Transmogrant

Ashnod's Transmogrant

Color = Colorless  
Rarity = AQ(U3) / CR(C2) / 5E(C)

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Type = Artifact  
Cost = 1  
Artist = Mark Tedin

Text (5E): <T>, Sacrifice Ashnod's Transmogrant: Put a +1/+1 counter on target nonartifact creature. That creature becomes an artifact creature permanently.

Text (CR): <T>: Sacrifice Ashnod's Transmogrant to put a +1/+1 counter on target non-artifact creature. That creature becomes an artifact creature, although it retains its color.

Text (AQ): <T>: Target non-artifact creature gains +1/+1 and is now considered an artifact creature, though it retains its original color. Discard Ashnod's Transmogrant after it is used.

Flavor Text: Ashnod found few willing to trade their humanity for the power she offered them.

Rulings

## 1.7 Battering Ram

Battering Ram

Color = Colorless  
Rarity = AQ(C4) / 4E(C) / 5E(C)  
Type = Artifact Creature (1/1)  
Cost = 2  
Artist = Jeff A. Menges

Text (5E): Banding when attacking  
If Battering Ram is blocked by any Wall, destroy that Wall at end of combat.

Text (4E): Banding when attacking  
At the end of combat, destroy all walls blocking Battering Ram.

Text (AQ): Bands, but only when attacking.  
Any wall blocking Battering Ram is destroyed. Walls destroyed in this way deal their damage before dying.

Flavor Text: By the time Mishra was defeated, no mage was foolish enough to rely heavily on walls.

Rulings

## 1.8 Bronze Tablet

Bronze Tablet

Color = Colorless

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Rarity = AQ(U1) / 4E(R)  
Type = Artifact  
Cost = 6  
Artist = Tom Wanerstrand

Text (4E): <4T>: Remove Bronze Tablet and target card opponent owns from the game. You become owner of opponent's card and opponent becomes owner of Bronze Tablet. Opponent may prevent this exchange by paying 10 life; if he or she does so, destroy Bronze Tablet. Effects that prevent or redirect damage cannot be used to counter this loss of life. Play this ability as an interrupt. Remove Bronze Tablet from your deck before playing if not playing for ante.

Text (AQ): <4T>: Target any card opponent has in play; remove it and Bronze Tablet from game. You become owner of that card, and your opponent becomes owner of Bronze Tablet. Exchange is permanent; play as interrupt. Opponent can prevent exchange by spending 10 life; this discards Bronze Tablet. Damage-preventing effects cannot counter such loss of life. Bronze Tablet comes into play tapped. Remove this card from deck if not playing for ante.

Rulings

## 1.9 Candelabra of Tawnos

Candelabra of Tawnos

Color = Colorless  
Rarity = AQ(U1)  
Type = Artifact  
Cost = 1  
Artist = Douglas Shuler

Text (AQ): <XT>: Untap X lands.

Flavor Text: Tawnos learned quickly from Urza that utter simplicity often led to wondrous, yet subtle utility.

Rulings

## 1.10 Clay Statue

Clay Statue

Color = Colorless  
Rarity = AQ(C4) / 4E(C) / 5E(C)  
Type = Artifact Creature (3/1)  
Cost = 4  
Artist = Jesper Myrfors / Adam Rex (5E)

Text (5E): <2>: Regenerate

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Text (4E): <2>: Regenerate

Text (AQ): <2>: Regenerates

Flavor Text: Tawnos won fame as Urza's greatest assistant. After he created these warriors, Urza ended his apprenticeship, promoting him directly to the rank of master.

NO RULINGS

## 1.11 Clockwork Avian

Clockwork Avian

Color = Colorless  
Rarity = AQ(U1) / 4E(R)  
Type = Artifact Creature (0/4)  
Cost = 5  
Artist = Randy Asplund-Faith

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

Text (AQ): Flying  
Put four +1/+0 counters on Avian. After Avian attacks or blocks a creature, discard a counter. During his or her upkeep, controller may buy back lost counters for <1> per counter; this taps Avian.

Rulings

## 1.12 Colossus of Sardia

Colossus of Sardia

Color = Colorless  
Rarity = AQ(U1) / 4E(R) / 5E(R)  
Type = Artifact Creature (9/9)  
Cost = 9  
Artist = Jesper Myrfors / Hannibal King (5E)

Text (5E): Trample  
Colossus of Sardia does not untap during your untap phase.  
<9>: Untap Colossus of Sardia. Use this ability only during your upkeep.

Text (4E): Trample  
Colossus does not untap during your untap phase.  
<9>: Untap Colossus. Use this ability only during your upkeep.

Text (AQ): Trample  
Colossus does not untap normally during untap phase; you may spend <9> during your upkeep to untap Colossus.

Flavor Text: From the Sardinian mountains wakes ancient doom:  
Warrior born from a rocky womb.

Rulings

## 1.13 Coral Helm

Coral Helm

Color = Colorless  
Rarity = AQ(U1) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 3  
Artist = Amy Weber / Steve Luke (5E)

Text (5E): <3>, Discard a card at random: Target creature gets +2/+2 until end of turn.

Text (4E): <3>: Discard a card at random from your hand to give target creature +2/+2 until end of turn.

Text (AQ): <3>: Give target creature +2/+2 until end of turn. Each time you use this ability, you must discard one card at random from your hand. Coral Helm cannot be used if you have no cards in your hand.

Rulings

## 1.14 Cursed Rack

Cursed Rack

Color = Colorless  
Rarity = AQ(C1) / 4E(U)  
Type = Artifact  
Cost = 4  
Artist = Richard Thomas

Text (4E): Target opponent discards down to four cards during his or her discard phase.

Text (AQ): Opponent must discard down to four cards during his or her discard phase.

Flavor Text: Ashnod invented several torture techniques that could make victims even miles away beg for mercy as if the End had come.

Rulings

## 1.15 Dragon Engine

Dragon Engine

Color = Colorless  
Rarity = AQ(C4) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact Creature (1/2)  
Cost = 3  
Artist = Anson Maddocks

Text (5E): <2>: +1/+0 until end of turn.

Text (4E): <2>: +1/+0 until end of turn.

Text (RV): <2>: +1/+0

Text (AQ): <2>: +1/+0 until end of turn.

Flavor Text: Those who believed the city of Kroog would never fall to Mishra's forces severely underestimated the might of his war machines.

Rulings

## 1.16 Feldon's Cane

Feldon's Cane

Color = Colorless  
Rarity = AQ(C1) / CR(C2) / 5E(U)  
Type = Artifact  
Cost = 1  
Artist = Mark Tedin

Text (5E): <T>, Remove Feldon's Cane from the game: Shuffle your graveyard into your library.

Text (CR): <T>: Reshuffle your graveyard into your library. Remove Feldon's Cane from the game.

Text (AQ): <OT>: Reshuffle your graveyard into your library. If Feldon's Cane is used, remove it from the game, returning it to its owner's deck only when the game is over.

Flavor Text: Feldon found the first of these canes frozen in the Ronom Glacier.

Rulings

## 1.17 Golgothian Sylex

Golgothian Sylex

Color = Colorless  
Rarity = AQ(U1)  
Type = Artifact  
Cost = 4  
Artist = Kerstin Kaman

Text (AQ): <1T>: All cards from the *\_Antiquities\_* expansion, including Golgothian Sylex, must be discarded from play.

Flavor Text: From their earliest educations, the brothers had known that no human contrivance could stand against the true masters of Dominia.

Rulings

## 1.18 Grapeshot Catapult

Grapeshot Catapult

Color = Colorless  
Rarity = AQ(C4) / 4E(C) / 5E(C)  
Type = Artifact Creature (2/3)  
Cost = 4  
Artist = Dan Frazier

Text (5E): <T>: Grapeshot Catapult deals 1 damage to target creature with flying.

Text (4E): <T>: Grapeshot Catapult deals 1 damage to target creature with flying.

Text (AQ): Tap to deal 1 damage to target flying creature.

Flavor Text: Recent research suggests these creatures were invented by Urza's and Mishra's original master, Tocasias, and that both brothers used them.

Rulings

## 1.19 Ivory Tower

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Ivory Tower

Color = Colorless  
Rarity = AQ(U3) / RV(R) / 4E(R)  
Type = Artifact  
Cost = 1  
Artist = Margaret Organ-kean

Text(4E): At the beginning of your upkeep, gain 1 life for each card in your hand in excess of four.

Text(RV): During your upkeep phase, gain 1 life for each card in your hand above four.

Text(AQ): During your upkeep phase, gain 1 life for each card in your hand above four.

Flavor Text: Valuing scholarship above all else, the inhabitants of the Ivory Tower reward those who sacrifice power for knowledge.

Rulings

## 1.20 Jalum Tome

Jalum Tome

Color = Colorless  
Rarity = AQ(U2) / CR(U1) / 5E(R)  
Type = Artifact  
Cost = 3  
Artist = Tom Wannerstrand

Text(5E): <2T>: Draw a card, then choose and discard a card.

Text(CR): <2T>: Draw a card; then, choose and discard a card from your hand.

Text(AQ): <2T>: Draw a card from your library, then immediately discard a card of your choice to your graveyard.

Flavor Text: This timeworn relic was responsible for many of Urza's victories, though he never fully comprehended its mystical runes.

NO RULINGS

## 1.21 Mightstone

Mightstone

Color = Colorless

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Rarity = AQ(U3)  
Type = Artifact  
Cost = 4  
Artist = Pete Venters

Text (AQ): All attacking creatures gain +1/+0.

Flavor Text: While exploring the sacred cave of Koilos with his brother Mishra and their master Tocasia, Urza fell behind in the Hall of Tagsin, where he discovered the remarkable Mightstone.

Rulings

## 1.22 Millstone

Millstone

Color = Colorless  
Rarity = AQ(U3) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact  
Cost = 2  
Artist = Kaja Foglio

Text (5E): <2T>: Put the top two cards of target player's library into his or her graveyard.

Text (4E): <2T>: Take the top two cards from target player's library and put them in that player's graveyard.

Text (RV): <2T>: Take the top two cards from target player's library and put them in target player's graveyard.

Text (AQ): <2T>: Take the top two cards from target player's library and put them in target player's graveyard.

Flavor Text: More than one mage was driven insane by the sound of the Millstone relentlessly grinding away.

Rulings

## 1.23 Mishra's War Machine

Mishra's War Machine

Color = Colorless  
Rarity = AQ(U1) / RV(R) / 4E(R)  
Type = Artifact Creature (5/5)  
Cost = 7  
Artist = Amy Weber

Text (4E): Banding

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During your upkeep, choose and discard one card from your hand, or Mishra's War Machine deals 3 damage to you. If Mishra's War Machine deals damage to you in this way, tap it.

Text (RV): Bands

During your upkeep, discard one card of your choice from your hand, or Mishra's War Machine becomes tapped and does 3 points of damage to you.

Text (AQ): Bands

During your upkeep, discard one card of your choice from your hand, or Mishra's War Machine becomes tapped and does 3 points of damage to you.

Rulings

## 1.24 Obelisk of Undoing

Obelisk of Undoing

Color = Colorless

Rarity = AQ(U1) / CR(U1) / 5E(R)

Type = Artifact

Cost = 1

Artist = Tom Wannerstrand

Text (5E): <6T>: Return target permanent you control and own to your hand.

Text (CR): <6T>: Return any of your permanents in play to your hand; enchantments on that permanent are discarded. Can only be used on permanents you cast.

Text (AQ): <6T>: Return target permanent you control and own to your hand.

Flavor Text: The Battle of Tomakul taught Urza not to rely on fickle reinforcements.

Rulings

## 1.25 Onulet

Onulet

Color = Colorless

Rarity = AQ(U3) / RV(R) / 4E(R)

Type = Artifact Creature (2/2)

Cost = 3

Artist = Anson Maddocks

Text (4E): If Onulet is put into the graveyard from play, you gain 2 life.

Text (RV): If Onulet is placed in the graveyard, its controller gains 2 life.

Text (AQ): If Onulet goes to the graveyard, its controller gains 2 life.

Flavor Text: An early inspiration for Urza, Tocasia's Onulets contained magical essences that could be cannibalized after they stopped functioning.

Rulings

## 1.26 Ornithopter

Ornithopter

Color= Colorless  
Rarity = AQ(C4) / RV(U) / 4E(U) / 5E(U)  
Type = Artifact Creature (0/2)  
Cost = 0  
Artist = Amy Weber

Text (5E): Flying

Text (4E): Flying

Text (RV): Flying

Text (AQ): Flying

Flavor Text: Many scholars believe that these creatures were the result of Urza's first attempt at mechanical life, perhaps created in his early days as an apprentice to Tocasia.

Rulings

## 1.27 Primal Clay

Primal Clay

Color = Colorless  
Rarity = AQ(U3) / RV(R) / 4E(R) / 5E(R)  
Type = Artifact Creature (\*/\*)  
Cost = 4  
Artist = Kaja Foglio / Adam Rex (5E)

Text (5E): When you play Primal Clay, choose one; Primal Clay is a 2/2 artifact creature with flying; or Primal Clay is a 3/3 artifact creature; or Primal Clay is a 1/6 artifact creature that counts as a Wall.

Text (4E): When Primal Clay comes into play, choose whether to make it a 1/6 wall, a 2/2 creature with flying, or a 3/3 creature.

Text (RV): When you cast Primal Clay, you must choose whether to make it a 1/6 wall, a 3/3 creature, or a 2/2 flying creature. Primal Clay then remains in this form until altered by another card or removed from play.

Text (AQ): When you cast Primal Clay, you must choose whether to make it a 1/6 wall, a 3/3 creature, or a 2/2 flying creature. Primal Clay then remains in this form until altered by another card or removed from play.

Rulings

## 1.28 Rakalite

Rakalite

Color = Colorless  
Rarity = AQ(U3) / CR(U1)  
Type = Artifact  
Cost = 6  
Artist = Christopher Rush

Text (CR): <2>: Prevent 1 damage to any creature or player. Return Rakalite to owner's hand at end of turn.

Text (AQ): <2>: Prevent 1 damage to any target. If rakalite is used, it returns to its owner's hand at end of turn; all enchantments on Rakalite are then discarded.

Flavor Text: Urza was the first to understand that the war would not be lost for lack of power, but for lack of troops.

Rulings

## 1.29 Rocket Launcher

Rocket Launcher

Color = Colorless  
Rarity = AQ(U3) / RV(R)  
Type = Artifact  
Cost = 4  
Artist = Pete Venters

Text (RV): <2>: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

Text (AQ): <2>: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

Flavor Text: What these devices lacked in subtlety,  
they made up in strength.

Rulings

### 1.30 Shapeshifter

Shapeshifter

Color = Colorless  
Rarity = AQ(U1) / 4E(U) / 5E(U)  
Type = Artifact Creature (\*/(7-\*))  
Cost = 6  
Artist = Dan Frazier / Adrian Smith (5E)

Text (5E): Shapeshifter has total power and toughness of 7, divided any way you choose, though neither can be more than 7. When you play Shapeshifter, choose its power and toughness. During your upkeep, choose Shapeshifter's power and toughness.

Text (4E): Shapeshifter has power and toughness that add up to seven, but neither may be more than seven. Set them when Shapeshifter comes into play; you may change them during your upkeep.

Text (AQ): The \*s below represent any number from 0 to 6. You set \* when Shapeshifter is cast, and you may change it during your upkeep.

Rulings

### 1.31 Staff of Zegon

Staff of Zegon

Color = Colorless  
Rarity = AQ(C4)  
Type = Artifact  
Cost = 4  
Artist = Mark Poole

Text (AQ): <3T>: Target creature loses -2/-0 until end of turn. Creatures with power less than 1 deal no damage.

Flavor Text: Though Mishra was impressed by the staves Ashnod had created for Zegon's defense, he understood they only hinted at her full potential.

Rulings

### 1.32 Su-Chi

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Su-Chi

Color = Colorless  
Rarity = AQ(U3)  
Type = Artifact Creature (4/4)  
Cost = 4  
Artist = Christopher Rush

Text (AQ): If Su-Chi goes to the graveyard, its controller gains 4 colorless mana.

Flavor Text: Flawed copies of relics from the Thran Empire, the Su-Chi were inherently unstable but provided useful knowledge for Tocasia's students.

Rulings

### 1.33 Tablet of Epityr

Tablet of Epityr

Color = Colorless  
Rarity = AQ(C4)  
Type = Artifact  
Cost = 1  
Artist = Chistopher Rush

Text (AQ): <1>: You gain 1 life every time one of your artifacts goes to the graveyard. Can only give 1 life each time an artifact reaches the graveyard.

Flavor Text: Originally considered the work of Urza, this tablet was created by forgers seeking to imitate Urza's masterpieces.

Rulings

### 1.34 Tawnos's Coffin

Tawnos's Coffin

Color = Colorless  
Rarity = AQ(U1)  
Type = Artifact  
Cost = 4  
Artist = Chistopher Rush

Text (AQ): <3T>: Select a creature in play; that creature is considered out of play as long as Coffin remains tapped. Hence the creature cannot be the target of spells and cannot receive damage, use special powers, attack, or defend. All counters and enchantments

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on the creature remain but are also out of play. If coffin is untapped or removed, creature returns to play tapped. You may choose not to untap coffin during the untap phase.

Rulings

### 1.35 Tawnos's Wand

Tawnos's Wand

Color = Colorless  
Rarity = AQ(U3) / 4E(U)  
Type = Artifact  
Cost = 4  
Artist = Douglas Shuler

Text (4E): <2T>: Target creature with power no greater than 2 becomes unblockable until end of turn. Other effects may later be used to increase the creature's power beyond 2.

Text (AQ): <2T>: Make a creature of power no greater than 2 unblockable by all creatures except artifact creatures until end of turn. Other cards may be used to increase target creature's power beyond 2 after defense is chosen.

Rulings

### 1.36 Tawnos's Weaponry

Tawnos's Weaponry

Color = Colorless  
Rarity = AQ(U3) / 4E(U) / 5E(U)  
Type = Artifact  
Cost = 2  
Artist = Dan Frazier / John Coulthart (5E)

Text (5E): You may choose not to untap Tawnos's Weaponry during your untap phase.

<2T>: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped.

Text (4E): <2T>: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during your untap phase.

Text (AQ): <2T>: Target creature gains +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.

Flavor Text: When war machines became too costly, Tawnos's weaponry replaced them.

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Rulings

## 1.37 Tetravus

Tetravus

Color = Colorless  
Rarity = AQ(U1) / 4E(R)  
Type = Artifact Creature (1/1)  
Cost = 6  
Artist = Mark Tedin

Text (4E): Flying

When Tetravus comes into play, put three +1/+1 counters on it. During your upkeep, you may move each of these counters on or off of Tetravus, regardless of who controls them. Counters that are removed become Tetravite tokens. Treat these tokens as 1/1 artifact creatures with flying. These creatures cannot have enchantments played on them and do not share any enchantments on Tetravus.

Text (AQ): Flying

Tetravus gets three +1/+1 counters when cast. During your upkeep, you may move each of these counters on or off of Tetravus. Counters moved off of Tetravus become independent 1/1 flying artifact creatures. If such a creature dies, the counter is removed from play. Such creatures may not have enchantments cast on them, and they do not share any enchantments on Tetravus.

Rulings

## 1.38 The Rack

The Rack

Color = Colorless  
Rarity = AQ(U3) / RV(U) / 4E(U)  
Type = Artifact  
Cost = 1  
Artist = Richard Thomas

Text (4E): At the end of target opponent's upkeep, The Rack deals that player 1 damage for each card in his hand fewer than three.

Text (RV): If opponent has fewer than three cards in hand during his or her upkeep, the Rack does 1 damage to opponent for each card fewer than three.

Text (AQ): If opponent has fewer than three cards in hand during his or her upkeep, the Rack does 1 damage to opponent for each card fewer than three.

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Flavor Text: Invented in Mishra's earlier days, the Rack was once his most feared creation.

Rulings

### 1.39 Triskelion

Triskelion

Color = Colorless  
Rarity = AQ(U1) / 4E(R)  
Type = Artifact Creature (1/1)  
Cost = 6  
Artist = Douglas Shuler

Text (4E): When Triskelion comes into play, put three +1/+1 counters on it.  
<0>: Remove one of these counters from Triskelion to have Triskelion deal 1 damage to target creature or player.

Text (AQ): Triskelion gets three +1/+1 counters when cast. Controller may discard a +1/+1 counter at any time to do 1 damage to any target.

Flavor Text: A brainchild of Tawnos, the Triskelion later proved both versatile and useful.

Rulings

### 1.40 Urza's Avenger

Urza's Avenger

Color = Colorless  
Rarity = AQ(U1) / 4E(R) / 5E(R)  
Type = Artifact Creature (4/4)  
Cost = 6  
Artist = Amy Weber

Text (5E): <0>: -1/-1 and your choice of banding, flying, first strike, or trample until end of turn

Text (4E): <0>: Urza's Avenger gets -1/-1 until end of turn and your choice of flying, banding, first strike, or trample until end of turn.

Text (AQ): <0>: Avenger loses -1/-1 and gains one of your choice of flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative.

Flavor Text: Unable to settle on just one design, Urza decided to create one versatile being.

Rulings

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## 1.41 Urza's Chalice

Urza's Chalice

Color = Colorless  
Rarity = AQ(C4)  
Type = Artifact  
Cost = 1  
Artist = Jeff A. Menges

Text(AQ): <1>: Any artifact cast by any player gives you 1 life. Can only give 1 life each time an artifact is cast.

Flavor Text: When sorely wounded or tired, Urza would often retreat to the workshops of his apprentices. They were greatly amazed at how much better he looked each time he took a sip of water.

Rulings

## 1.42 Urza's Miter

Urza's Miter

Color = Colorless  
Rarity = AQ(U1)  
Type = Artifact  
Cost = 4  
Artist = Randy Aspund-Faith

Text(AQ): <3>: Draw one card from your library every time an artifact of yours goes to the graveyard. Can only let you draw one card per artifact destruction. May not be used when you destroy an artifact to gain benefits from another card.

Rulings

## 1.43 Wall of Spears

Wall of Spears

Color = Colorless  
Rarity = AQ(U3) / 4E(C) / 5E(C)  
Type = Artifact Creature (2/3)  
Cost = 3  
Artist = Sandra Everingham / Zak Plucinski (5E)

Text(5E): First strike  
Wall of Spears counts as a Wall.

Text(4E): First Strike, counts as a wall.

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Text (AQ): First Strike, counts as a wall.

Flavor Text: Even the most conservative generals revised their tactics after the Battle of Sarinth, during which a handful of peasant-pikemen held off a trio of rampaging Craw Wurms.

Rulings

## 1.44 Weakstone

Weakstone

Color = Colorless  
Rarity = AQ(U3)  
Type = Artifact  
Cost = 4  
Artist = Justin Hampton

Text (AQ): All attacking creatures lose -1/-0. Creatures with power less than 1 deal no damage.

Flavor Text: During the brothers' childhood, Tocasias took them to explore the sacred cave of Koilos. There, in the Hall of Tagsin, Mishra discovered the mysterious Weakstone.

Rulings

## 1.45 Yotian Soldier

Yotian Soldier

Color = Colorless  
Rarity = AQ(C4) / 4E(C)  
Type = Artifact Creature (1/4)  
Cost = 3  
Artist = Christopher Rush

Text (4E): Attacking does not cause Yotian Soldier to tap.

Text (AQ): Attacking does not cause Yotian Soldier to tap.

Flavor Text: After Kroog was destroyed while most of its defenders were at his side, Urza vowed that none of his allies would ever need to fear for their own defense again, even while laying siege to a city far from their homes.

NO RULINGS

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