

DK_ARTIFACT

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COLLABORATORS

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

DK_ARTIFACT

1.1 The Dark - Artifact Cards

The Dark - Artifact Cards

Barl's Cage

Bone Flute

Book of Rass

Coal Golem

Dark Sphere

Diabolic Machine

Fellwar Stone

Fountain of Youth

Living Armor

Necropolis

Reflecting Mirror

Runesword

Scarecrow

Skull of Orm

Standing Stones

Stone Calendar

Tormod's Crypt

Tower of Coireall

Wand of Ith

War Barge

1.2 Barl's Cage

Barl's Cage

Color = Colorless

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

Type = Artifact

Cost = 4

Artist = Tom Wanerstrand

Text (5E): <3>: Target creature does not untap during its controller's next untap phase.

Text (CR): <3>: Target creature does not untap during its controller's next untap phase.

Text (DK): <3>: Target creature does not untap as normal during its controller's next untap phase.

Flavor Text: For a dozen years the Cage had held Lord Ith, but as the Pretender Mairsil's power weakened, so did the bars.

Rulings

1.3 Bone Flute

Bone Flute

Color = Colorless

Rarity = DK(U2)

Type = Artifact

Cost = 3

Artist = Christopher Rush

Text (DK): <2T>: All creatures get -1/-0 until end of turn.

Flavor Text: After the Battle of Pitdown, Lady Ursnell fashioned the first such instrument out of Lord Ursnell's left leg.

NO RULINGS

1.4 Book of Rass

Book of Rass

Color = Colorless
Rarity = DK(U2) / CR(U1)
Type = Artifact
Cost = 6
Artist = Sandra Everingham

Text (CR): <2>: Pay 2 life to draw a card.
Effects that prevent or redirect damage cannot be used to counter this lose of life.

Text (DK): <2>: Pay 2 life to draw one card.
Effects that prevent or redirect damage may not be used to counter this loss of life.

Rulings

1.5 Coal Golem

Coal Golem

Color = Colorless
Rarity = DK(U2)
Type = Artifact Creature (3/3)
Cost = 5
Artist = Christopher Rush

Text (DK): <3>: Sacrifice Coal Golem to add <RRR> to your mana pool. This ability is played as an interrupt.

Flavor Text: "Three such creatures stood burning at the crest of the hill. Only seconds later, the Fireball struck our front line."
---Lydia, Countess Brellis

Rulings

1.6 Dark Sphere

Dark Sphere

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 0
Artist = Mark Tedin

Text (DK): <T>: Sacrifice Dark Sphere to prevent half of the damage done to you by a single source, rounded down.

Flavor Text: "I was struck senseless for a moment, but revived when the strange curiosity I carried fell to the ground, screaming like a dying animal."
---Barl, Lord Ith

Rulings

1.7 Diabolic Machine

Diabolic Machine

Color = Colorless
Rarity = DK(U2) / 4E(U) / 5E(U)
Type = Artifact Creature (4/4)
Cost = 7
Artist = Anson Maddocks / James Allen (5E)

Text (5E): <3>: Regenerate

Text (4E): <3>: Regenerate

Text (DK): <3>: Regenerates

Flavor Text: "The bolts of our ballistae smashed into the monstrous thing, but our hopes died in our chests as its gears continued turning."
---Sevti Mukul, The Fall of Alsoor

NO RULINGS

1.8 Fellwar Stone

Fellwar Stone

Color = Colorless
Rarity = DK(U2) / 4E(U) / 5E(U)
Type = Artifact
Cost = 2
Artist = Quinton Hoover

Text (5E): <T>: Add to your mana pool one mana of any type that any opponent's lands can produce.
Play this ability as a mana source.

Text (4E): <T>: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.

Text (DK): <T>: Add 1 mana to your mana pool. This mana may be of any color that any of opponent's lands can produce. This ability is played as an interrupt.

Flavor Text: "What do you have that I cannot obtain?"
---Mairsil, called the Pretender

Rulings

1.9 Fountain of Youth

Fountain of Youth

Color = Colorless
Rarity = DK(U2) / CR(C2) / 5E(U)
Type = Artifact
Cost = 0
Artist = Daniel Gelon

Text (5E): <2T>: Gain 1 life.

Text (CR): <2T>: Gain 1 life.

Text (DK): <2T>: Gain 1 life.

Flavor Text: The Fountain had stood in the town square for centuries,
but only the pigeons knew its secret.

NO RULINGS

1.10 Living Armor

Living Armor

Color = Colorless
Rarity = DK(U2) / CR(C2)
Type = Artifact
Cost = 4
Artist = Anson Maddocks

Text (CR): <T>: Sacrifice Living Armor to put a +0/+X counter on target creature, where X is equal to that creature's casting cost.

Text (DK): <T>: Sacrifice Living Armor to put a +0/+X counter on target creature, where X is the target creature's casting cost.

Flavor Text: Though it affords excellent protection, few
don this armor. The process is uncomfortable
and not easily reversed.

NO RULINGS

1.11 Necropolis

Necropolis

Color = Colorless
Rarity = DK(U2)
Type = Artifact Creature (0/1)
Cost = 5
Artist = NeNe Thomas

Text (DK): Counts as a wall.
<0>: Take a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X is the removed creature's casting cost.

Rulings

1.12 Reflecting Mirror

Reflecting Mirror

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 4
Artist = Mark Poole

Text (DK): <XT>: Target spell, which targets you, targets the player of your choice instead. X is twice the casting cost of target spell. This ability is played as an interrupt.

Rulings

1.13 Runesword

Runesword

Color = Colorless
Rarity = DK(U2) / CR(C2)
Type = Artifact
Cost = 6
Artist = Christopher Rush

Text (CR): <3T>: Target attacking creature gets +2/+0 until end of turn. Any creature damaged by that creature cannot regenerate this turn; if such a creature receives lethal damage this turn, remove it from the game. If the target leaves play before end of turn, bury Runesword.

Text (DK): <3T>: Target attacking creature gains +2/+0 until end of turn. Any creature damaged by target creature may not be regenerated this turn; if such a creature is placed in the graveyard this turn, remove it from the game. If target creature leaves play

before end of turn, Runesword is buried.

Rulings

1.14 Scarecrow

Scarecrow

Color = Colorless
Rarity = DK(U2)
Type = Artifact Creature (2/2)
Cost = 5
Artist = Anson Maddocks

Text (DK): <6T>: Until end of turn, all damage done to you by flying creatures is reduced to 0.

Flavor Text: There was more malice in its button eyes than should have been possible in something that had never known life.

Rulings

1.15 Skull of Orm

Skull of Orm

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 3
Artist = Tom Wanerstrand

Text (DK): <5T>: Bring one enchantment card from your graveyard to your hand.

Flavor Text: Though lifeless, the Skull still possessed a strange power over the flow of magic.

Rulings

1.16 Standing Stones

Standing Stones

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 3
Artist = Sandra Everingham

Text (DK): <1T>: Pay 1 life and add 1 mana of any color to your mana pool. This ability is played as an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

Rulings

1.17 Stone Calendar

Stone Calendar

Color = Colorless
Rarity = DK(U1)
Type = Artifact
Cost = 5
Artist = Amy Weber

Text (DK): Your spells cost up to <1> less to cast; casting cost of spells cannot go below <0>.

Flavor Text: The Pretender Mairsil ordered a great Calendar drawn up to show when the paths to the Dark Lands were strongest.

Rulings

1.18 Tormod's Crypt

Tormod's Crypt

Color = Colorless
Rarity = DK(U2) / CR(C2)
Type = Artifact
Cost = 0
Artist = Christopher Rush

Text (CR): <T>: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.

Text (DK): <T>: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.

Flavor Text: The dark opening seemed to breathe the cold damp air of the dead earth in a steady rhythm.

NO RULINGS

1.19 Tower of Coireall

Tower of Coireall

Color = Colorless

Rarity = DK(U2)
Type = Artifact
Cost = 2
Artist = Dan Frazier

Text (DK): <T>: Target creature cannot be blocked by walls until end of turn.

NO RULINGS

1.20 Wand of Ith

Wand of Ith

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 4
Artist = Quinton Hoover

Text (DK): <3T>: Look at one card at random from target player's hand. If the card is not a land, target player must choose either to discard it or pay an amount of life equal to its casting cost. If the card is a land, target player must choose either to discard it or pay 1 life. Effects that prevent or redirect damage may not be used to counter this loss of life. Can only be used during controller's turn.

Rulings

1.21 War Barge

War Barge

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 4
Artist = Tom Wannerstrand

Text (DK): <3>: Target creature gains islandwalk until end of turn. If War Barge leaves play this turn, target creature is buried.

NO RULINGS
