

# **FE\_ARTIFACT**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> FE_ARTIFACT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	April 18, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# FE\_ARTIFACT

### 1.1 Fallen Empires - Artifact Cards

Fallen Empires - Artifact Cards

Aeolipile

Balm of Restoration

Conch Horn

Delif's Cone

Delif's Cube

Draconian Cylix

Elven Lyre

Implements of Sacrifice

Ring of Renewal

Spirit Shield

Zelyon Sword

### 1.2 Aeolipile

Aeolipile

Color = Colorless

Rarity = FE(U1)

Type = Artifact

Cost = 2

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Artist = Heather Hudson

Text (FE): <1T>: Sacrifice Aeolipile to have it deal 2 damage to any target.

Flavor Text: "Although fragile, the Aeolipile could be quite destructive."  
---Sarpadian Empires, vol. I

NO RULINGS

### 1.3 Balm of Restoration

Balm of Restoration

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 2  
Artist = Margaret Organ-Kean

Text (FE): <1T>: Sacrifice Balm of Restoration to gain 2 life or prevent up to 2 damage to any player or creature.

Flavor Text: "Not all armies enjoyed the services of a medic. For them, Balm of Restoration was that much more valuable."  
---Sarpadian Empires, vol. I

NO RULINGS

### 1.4 Conch Horn

Conch Horn

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 2  
Artist = Phil Foglio

Text (FE): <1T>: Sacrifice Conch Horn. Draw two cards, then put any one card from your hand back on top of your library.

Flavor Text: Even the most skilled of modern mages only partially understand the Conch Horn's awesome powers.

Rulings

### 1.5 Delif's Cone

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Delif's Cone

Color = Colorless  
Rarity = FE(C1)  
Type = Artifact  
Cost = 0  
Artist = Mark Tedin

Text (FE): <T>: Sacrifice Delif's Cone. If target creature you control attacks and is not blocked, you may choose to gain its power in life. If you do so, it deals no damage to opponent this turn.

Flavor Text: "Where is it written that beasts must cause pain?"  
---Delif, Ponderings

Rulings

## 1.6 Delif's Cube

Delif's Cube

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 1  
Artist = Mark Tedin

Text (FE): <2T>: If target creature you control attacks and is not blocked, it deals no damage to opponent. Instead, put a cube counter on Delif's Cube.  
<2>: Remove a cube counter to regenerate a target creature.

Rulings

## 1.7 Draconian Cylix

Draconian Cylix

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 3  
Artist = Edward Beard Jr.

Text (FE): <2T>: Discard a card at random from your hand to regenerate a target creature.

Flavor Text: "There is no gain without sacrifice."  
---Icatian proverb

Rulings

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## 1.8 Elven Lyre

Elven Lyre

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 2  
Artist = Kaja Foglio

Text (FE): <1T>: Sacrifice Elven Lyre to give a target creature +2/+2 until end of turn.

Flavor Text: Scholars are uncertain whether it was the actual sound or some other magical property of the Elven Lyre that transformed its player.

NO RULINGS

## 1.9 Implements of Sacrifice

Implements of Sacrifice

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 2  
Artist = Margaret Organ-Kean

Text (FE): <1T>: Sacrifice Implements of Sacrifice to add 2 mana of any one color to your mana pool. Play this ability as an interrupt.

Flavor Text: Relics of the Order of the Ebon Hand, the bowl and dagger bespeak the hideous cruelty of its rituals.

Rulings

## 1.10 Ring of Renewal

Ring of Renewal

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 5  
Artist = Douglas Shuler

Text (FE): <5T>: Discard a card at random from your hand and draw two cards.

Flavor Text: To the uninitiated, the Ring of Renewal is merely an oddity. For those fluent in the wielding of magic,

however, it is a source of great knowledge.

Rulings

## 1.11 Spirit Shield

Spirit Shield

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 3  
Artist = Scott Kirschner

Text (FE): <2T>: Target creature gets +0/+2 as long as Spirit Shield remains tapped. You may choose not to untap Spirit Shield as normal during your untap phase.

Flavor Text: At times, survival must outweigh all other considerations.

Rulings

## 1.12 Zelyon Sword

Zelyon Sword

Color = Colorless  
Rarity = FE(U1)  
Type = Artifact  
Cost = 3  
Artist = Scott Kirschner

Text (FE): <3T>: Target creature gets +2/+0 as long as Zelyon Sword remains tapped. You may choose not to untap Zelyon Sword as normal during your untap phase.

Flavor Text: No sheath shall hold what finds its home in flesh.

Rulings

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