IA_ARTIFACT

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Contents

Chapter 1

IA_ARTIFACT

1.1   Ice Age - Artifact Cards

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            Ice Age - Artifact Cards


    Adarkar Sentinel

    Aegis of the Meek

    Amulet of Quoz

    Arcum's Sleigh

    Arcum's Weathervane

    Arcum's Whistle

    Barbed Sextant

    Baton of Morale

    Celestial Sword

    Crown of the Ages

    Despotic Scepter

    Elkin Bottle

    Fyndhorn Bow

    Goblin Lyre

    Hematite Talisman

    Ice Cauldron
                Icy Manipulator
    Infinite Hourglass
```

Jester's Cap

Jester's Mask

Jeweled Amulet

Lapis Lazuli Talisman

Malachite Talisman

Nacre Talisman

Naked Singularity

Onyx Talisman

Pentagram of the Ages

Pit Trap

Runed Arch

Shield of the Ages

Skull Catapult

Snow Fortress

Soldevi Golem

Soldevi Simulacrum

Staff of the Ages

Sunstone

Time Bomb

Urza's Bauble

Vexing Arcanix

Vibrating Sphere

Walking Wall

Wall of Shields

War Chariot

Whalebone Glider

Zuran Orb

1.2   Adarkar Sentinel

Adarkar Sentinel

```
Color   = Colorless
Rarity  = IA(U)
Type    = Artifact Creature (3/3)
Cost    = 5
Artist  = Melissa Benson
```

Text(IA): <1>: +0/+1 until end of turn

Flavor Text: "We encountered the Sentinels in the wastes, near no living
              thing. Their purpose was inscrutable."
              ---Disa the Restless, journal entry

 NO RULINGS

1.3   Aegis of the Meek

Aegis of the Meek

```
Color   = Colorless
Rarity  = IA(R)
Type    = Artifact
Cost    = 3
Artist  = L.A. Williams
```

Text(IA): <1T>: Target 1/1 creature gets +1/+2 until end of turn.

Flavor Text: "With this marvel, even the weak have a fighting chance!"
              ---Arcum Dagsson, Soldevi Machinist

 NO RULINGS

1.4   Amulet of Quoz

Amulet of Quoz

```
Color   = Colorless
Rarity  = IA(R)
Type    = Artifact
Cost    = 6
Artist  = Dan Frazier
```

Text(IA): Remove Amulet of Quoz from your deck before playing if you are
          not playing for ante.
          <0T>: Sacrifice Amulet of Quoz. Flip a coin; target opponent
          calls heads or tails while coin is in the air. If the flip ends
          up in your favor, that opponent loses the game. Otherwise, you
          lose the game. Effects that prevent or redirect damage cannot be
          used to prevent this loss of life. Use this ability only during

```
                        your upkeep. The opponent may ante an additional card to counter
                        this effect.
```

   Rulings

1.5 Arcum's Sleigh

```
Arcum's Sleigh

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 1
Artist  = Tom Wanerstrand

Text(IA): <2T>: Attacking this turn does not cause target creature to tap.
          You cannot use this ability if defending player controls no
          snow-covered lands.

Flavor Text: "With the proper equipment and caution, one
              can travel anywhere."
              ---Arcum Dagsson, Soldevi Machinist
```

   Rulings

1.6 Arcum's Weathervane

```
Arcum's Weathervane

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = Tom Wanerstrand

Text(IA): <2T>: Target snow-covered land becomes a non-snow-covered land
          of the same type. Mark the changed land with a counter.
          <2T>: Target non-snow-covered basic land becomes a snow-covered
          land of the same type. Mark the changed land with a counter.
```

   Rulings

1.7 Arcum's Whistle

```
Arcum's Whistle

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 3
```

```
Artist  = Quinton Hoover
```

```
Text(IA): <3T>: Target non-wall creature must attack. At end of turn,
          destroy that creature if it could not attack. Use this ability
          only during the creature's controller's turn before the attack.
          The creature's controller may counter this effect by paying X,
          where X is equal to the creature's casting cost. Arcum's Whistle
          does not affect creatures brought under their controller's
          control this turn.
```

   Rulings

1.8 Barbed Sextant

```
Barbed Sextant
```

```
Color  = Colorless
Rarity = IA(C) / 5E(C)
Type   = Artifact
Cost   = 1
Artist = Amy Weber
```

```
Text(5E): <1T>, Sacrifice Barbed Sextant: Add one mana of any color to
          your mana pool. Play this ability as a mana source.
          Draw a card at the beginning of the next turn.
```

```
Text(IA): <1T>: Sacrifice Barbed Sextant to add one mana of any color to
          your mana pool. Play this ability as an interrupt. Draw a card
          at the beginning of the next turn's upkeep.
```

   Rulings

1.9 Baton of Morale

```
Baton of Morale
```

```
Color  = Colorless
Rarity = IA(U)
Type   = Artifact
Cost   = 2
Artist = Douglas Shuler
```

```
Text(IA): <2>: Target creature gains banding until end of turn.
```

```
Flavor Text: "The Goblins would kill to get ahold of this one."
             ---Arcum Dagsson, Soldevi Machinist
```

 NO RULINGS

1.10 Celestial Sword

```
Celestial Sword

Color  = Colorless
Rarity = IA(R)
Type   = Artifact
Cost   = 6
Artist = Amy Weber

Text(IA): <3T>: Target creature you control gets +3/+3 until end of turn.
          At end of turn, bury that creature.

Flavor Text: "So great is its power, only the chosen can wield it and live."
             --- Avram Garrison, Leader of the Knights of Stromgald

  NO RULINGS
```

1.11 Crown of the Ages

```
Crown of the Ages

Color  = Colorless
Rarity = IA(R) / 5E(R)
Type   = Artifact
Cost   = 2
Artist = Dan Frazier / Roger Raupp (5E)

Text(5E): <4T>: Move target enchantment from one creature to another.
          The enchantment's new target must be legal.

Text(IA): <4T>: Switch target enchantment from one creature to another;
          the enchantment's new target must be legal. The controller of
          the enchantment does not change. Treat the enchantment as though
          it were just cast on the new target.

   Rulings
```

1.12 Despotic Scepter

```
Despotic Scepter

Color  = Colorless
Rarity = IA(R)
Type   = Artifact
Cost   = 1
Artist = Richard Thomas

Text(IA): <T>: Bury target permanent you own.

Flavor Text: "We were not meant to have such terrible things. They should
              be left where we found them, if not destroyed!"
                 ---Sorine Relicbane, Soldevi Heretic
```

```
   NO RULINGS
```

1.13   Elkin Bottle

```
Elkin Bottle

Color   = Colorless
Rarity  = IA(R) / 5E(R)
Type    = Artifact
Cost    = 3
Artist  = Quinton Hoover
```

```
Text(5E): <3T>: Set the top card of your library aside face up. You may
         play that card as though it were in your hand. At the beginning
         of your next turn, bury the card if you have not played it.
```

```
Text(IA): <3T>: Take the top card from your library and place it face up
         in front of you. You may play that card as though it were in
         your hand; if you do not play it by your next upkeep, remove it
         from the game.
```

```
   Rulings
```

1.14   Fyndhorn Bow

```
Fyndhorn Bow

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = Rob Alexander
```

```
Text(IA): <3T>: Target creature gains first strike until end of turn.
```

```
Flavor Text: "With a bow like this, the hunting is always good."
             ---Taaveti of Kelsinko, Elvish Hunter
```

```
   NO RULINGS
```

1.15   Goblin Lyre

```
Goblin Lyre

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

```
Text(IA): <0>: Sacrifice Goblin Lyre. Flip a coin; target opponent calls
         heads or tails while coin is in the air. If the flip ends up in
         your favor, Goblin Lyre deals * damage to that opponent, where *
         is equal to the number of creatures you control. Otherwise,
         Goblin Lyre deals * damage to you, where * is equal to the number
         of creatures the opponent controls.
```

   Rulings

1.16   Hematite Talisman

```
Hematite Talisman

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = L.A. Williams

Text(IA): <3>: Untap target permanent. Use this ability only when a red
         spell is successfully cast and only once for each red spell cast.
```

   Rulings

1.17   Ice Cauldron

```
Ice Cauldron

Color   = Colorless
Rarity  = IA(R)
Type    = Artifact
Cost    = 4
Artist  = Dan Frazier

Text(IA): <XT>: Put a charge counter on Ice Cauldron, and put a spell card
         face up on Ice Cauldron. Note the type and amount of mana used
         to pay this activation cost. Use this ability only if there are
         no charge counters on Ice Cauldron. You may play that spell as
         though it were in your hand.
         <T>: Remove the charge counter from Ice Cauldron to add mana of
         the type and amount last used to put a charge counter on Ice
         Cauldron to your mana pool. This mana is usable only to cast
         the spell on top of Ice Cauldron.
```

   Rulings

1.18   Infinite Hourglass

```
Infinite Hourglass

Color  = Colorless
Rarity = IA(R) / 5E(R)
Type   = Artifact
Cost   = 4
Artist = Harold McNeill / Adam Rex (5E)

Text(5E): During your upkeep, put a time counter on Infinite Hourglass.
          All creatures get +X/+0, where X is equal to the number of
          time counters on Infinite Hourglass. Any player may pay <3>
          during any upkeep to remove a time counter from Infinite
          Hourglass.

Text(IA): During your upkeep, put a time counter on Infinite Hourglass.
          During any upkeep, any player may pay <3> to remove a time
          counter from Infinite Hourglass. All creatures get +1/+0
          for each time counter on Infinite Hourglass.
```

   Rulings

1.19 Jester's Cap

```
Jester's Cap

Color  = Colorless
Rarity = IA(R) / 5E(R)
Type   = Artifact
Cost   = 4
Artist = Dan Frazier

Text(5E): <2T>, Sacrifice Jester's Cap: Look through target player's
          library and remove any three of those cards from the game.
          Shuffle that library afterwards.

Text(IA): <2T>: Sacrifice Jester's Cap to look through target player's
          library and remove any three of those cards from the game.
          Reshuffle that library afterwards.

Flavor Text: "Know your foes' strengths as well as their weaknesses."
                 ---Arcum Dagsson, Soldevi Machinist
```

   Rulings

1.20 Jester's Mask

```
Jester's Mask

Color  = Colorless
Rarity = IA(R)
Type   = Artifact
```

```
Cost    = 5
Artist  = Dan Frazier
```

```
Text(IA): Comes into play tapped.
          <1T>: Sacrifice Jester's Mask to look through target opponent's
          hand and library. Give that player a new hand of as many cards
          as he or she had before.
          Reshuffle the remaining cards afterwards.
```

   Rulings

1.21   Jeweled Amulet

```
Jeweled Amulet
```

```
Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 0
Artist  = Dan Frazier
```

```
Text(IA): <1T>: Put a charge counter on Jeweled Amulet. Note what type of
          mana was used to pay this activation cost. Use this ability only
          if there are no charge counters on Jeweled Amulet.
          <T>: Remove the charge counter from Jeweled Amulet to add one
          mana of the type last used to put a charge counter on Jeweled
          Amulet to your mana pool. Play this ability as an interrupt.
```

   Rulings

1.22   Lapis Lazuli Talisman

```
Lapis Lazuli Talisman
```

```
Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = Amy Weber
```

```
Text(IA): <3>: Untap target permanent. Use this ability only when a blue
          spell is successfully cast and only once for each blue spell
          cast.
```

   Rulings

1.23   Malachite Talisman

```
Malachite Talisman

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = Christopher Rush

Text(IA): <3>: Untap target permanent. Use this ability only when a green
          spell is successfully cast and only once for each green spell
          cast.
```

   Rulings

1.24 Nacre Talisman

```
Nacre Talisman

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = Mark Tedin

Text(IA): <3>: Untap target permanent. Use this ability only when a white
          spell is successfully cast and only once for each white spell
          cast.
```

   Rulings

1.25 Naked Singularity

```
Naked Singularity

Color   = Colorless
Rarity  = IA(R)
Type    = Artifact
Cost    = 5
Artist  = Mark Tedin

Text(IA): Cumulative Upkeep: <3>
          Instead of their normal mana, plains produce <R>, islands produce
          <G>, swamps produce <W>, mountains  produce <U>, and forests
          produce <B>.
```

   Rulings

1.26 Onyx Talisman

```
Onyx Talisman

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = Sandra Everingham

Text(IA): <3>: Untap target permanent. Use this ability only when a black
          spell is successfully cast and only once for each black spell
          cast.
```

   Rulings

1.27 Pentagram of the Ages

```
Pentagram of the Ages

Color   = Colorless
Rarity  = IA(R) / 5E(R)
Type    = Artifact
Cost    = 4
Artist  = Douglas Shuler

Text(5E): <4T>: Prevent all damage to you from one source.
          Treat further damage from that source normally.

Text(IA): <4T>: Prevent all damage dealt to you from one source.
          Pentagram of the Ages does not prevent the same source
          damaging you again later this turn.

Flavor Text: "Take this item, for instance. How would it
              destroy us, Relicbane?"
              ---Arcum Dagsson, Soldevi Machinist
```

   Rulings

1.28 Pit Trap

```
Pit Trap

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = Anson Maddocks

Text(IA): <2T>: Sacrifice Pit Trap to bury target creature without flying
          that is attacking you.

Flavor Text: "These traps are truly a symbol of great cruelty
```

```
                and sinister cunning."
                ---Sorine Relicsbane, Soldevi Heretic


  NO RULINGS
```

1.29   Runed Arch

```
Runed Arch

Color   = Colorless
Rarity  = IA(R)
Type    = Artifact
Cost    = 3
Artist  = Phil Foglio

Text(IA): Comes into play tapped.
        <XT>: Sacrifice Runed Arch. X target creatures with power no
        greater than 2 cannot be blocked this turn. Other effects may
        later be used to increase a creature's power beyond 2.

    Rulings
```

1.30   Shield of the Ages

```
Shield of the Ages

Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 2
Artist  = Anson Maddocks

Text(IA): <2>: Prevent 1 damage to you.

Flavor Text: "This shield is a true rarity: an artifact whose
            purpose is obvious."
                ---Arcum Dagsson, Soldevi Machinist

  NO RULINGS
```

1.31   Skull Catapult

```
Skull Catapult

Color   = Colorless
Rarity  = IA(U) / 5E(U)
Type    = Artifact
Cost    = 4
Artist  = Bryon Wackwitz / Ian Miller (5E)
```

```
Text(5E): <1T>, Sacrifice a creature: Skull Catapult deals 2 damage to
          target creature or player.

Text(IA): <1T>: Sacrifice a creature to have Skull Catapult deal 2 damage
          to target creature or player.

Flavor Text: "Let any who doubt the evil of using the ancient devices look
              at this infernal machine.  What manner of fiend would design
              such a sadistic device?"
              ---Sorine Relicsbane, Soldevi Heretic
```

  NO RULINGS

1.32 Snow Fortress

```
Snow Fortress

Color  = Colorless
Rarity = IA(R)
Type   = Artifact Creature (0/4)
Cost   = 4
Artist = Jeff A. Menges

Text(IA): Counts as a wall
          <1>: +1/+0 until end of turn
          <1>: +0/+1 until end of turn
          <3>: Snow Fortress deals 1 damage to target creature without
          flying that is attacking you.
```

  NO RULINGS

1.33 Soldevi Golem

```
Soldevi Golem

Color  = Colorless
Rarity = IA(R)
Type   = Artifact Creature (5/3)
Cost   = 4
Artist = Anson Maddocks

Text(IA): Does not untap during your untap phase.
          <0>: Untap target creature opponent controls to untap Soldevi
          Golem at the end of your upkeep. Use this ability only during
          your upkeep.

Flavor Text: Slow and steady wins the race.
```

  Rulings

1.34   Soldevi Simulacrum

```
Soldevi Simulacrum

Color  = Colorless
Rarity = IA(U)
Type   = Artifact Creature (2/4)
Cost   = 4
Artist = Dan Frazier

Text(IA): Cumulative Upkeep: <1>
          <1>: +1/+0 until end of turn

Flavor Text: They look human – until the bleed.

  NO RULINGS
```

1.35   Staff of the Ages

```
Staff of the Ages

Color  = Colorless
Rarity = IA(R)
Type   = Artifact
Cost   = 3
Artist = Daniel Gelon

Text(IA): Creatures with any landwalk ability may be blocked as though they
          did not have those abilities.

Flavor Text: "We  found this  staff useful on  our visit to this very
             commission. Would Relicbane prefer we had been slain by
             Lim-Dul's horrors?"
             ---Arcum Dagsson, Soldevi Machinist

  Rulings
```

1.36   Sunstone

```
Sunstone

Color  = Colorless
Rarity = IA(U)
Type   = Artifact
Cost   = 3
Artist = Phil Foglio

Text(IA): <2>: Sacrifice a snow-covered land to have all creatures deal no
          damage in combat this turn.

Flavor Text: "I dispute Relicbane's hysterical allegations, Commissioner,
             but it is true that these artifacts can be dangerous."
```

```
                ---Arcum Dagsson, Soldevi Machinist
```

  NO RULINGS

1.37 Time Bomb

```
Time Bomb

Color  = Colorless
Rarity = IA(R) / 5E(R)
Type   = Artifact
Cost   = 4
Artist = Amy Weber / George Pratt (5E)
```

Text(5E): During your upkeep, put a time counter on Time Bomb.
         <1T>, Sacrifice Time Bomb: Time Bomb deals to each creature
         and player an amount of damage equal to the number of time
         counters on Time Bomb.

Text(IA): During your upkeep, put a time counter on Time Bomb.
         <1T>: Sacrifice Time Bomb to have it deal * damage to each
         creature and player, where * is equal to the number of time
         counters on Time Bomb.

  NO RULINGS

1.38 Urza's Bauble

```
Urza's Bauble

Color  = Colorless
Rarity = IA(U) / 5E(U)
Type   = Artifact
Cost   = 0
Artist = Christopher Rush
```

Text(5E): <T>, Sacrifice Urza's Bauble: Choose a card at random from
         target player's hand and look at that card. Draw a card at
         the beginning of the next turn.

Text(IA): <T>: Sacrifice Urza's Bauble to choose a card at random from
         target player's hand; look at that card. Ignore this ability
         if that player has no cards left in hand. Draw a card at the
         beginning of the next turn's upkeep.

   Rulings

1.39 Vexing Arcanix

```
Vexing Arcanix

Color  = Colorless
Rarity = IA(R)
Type   = Artifact
Cost   = 4
Artist = Randy Gallegos

Text(IA): <3T>: Target player names a card and then turns over the top
          card of his or her library. If that is the card named, put it
          into the player's hand. Otherwise, put it into the player's
          graveyard, and Vexing Arcanix deals 2 damage to that player.

   Rulings
```

1.40 Vibrating Sphere

```
Vibrating Sphere

Color  = Colorless
Rarity = IA(R)
Type   = Artifact
Cost   = 4
Artist = Richard Thomas

Text(IA): During your turn, all creatures you control get +2/+0. During
          all other turns, all creatures you control get -0/-2.

Flavor Text: "Unearthly and invisible fibers emanate from
              this sphere, entangling all who draw near."
              ---Arcum Dagsson, Soldevi Machinist

   Rulings
```

1.41 Walking Wall

```
Walking Wall

Color  = Colorless
Rarity = IA(U)
Type   = Artifact Creature (0/6)
Cost   = 4
Artist = Anthony Waters

Text(IA): Counts as a wall
          <3>: Walking Wall gets +3/-1 until end of turn and can attack
          this turn. Walking Wall cannot attack the turn it comes under
          your control. Use this ability only once a turn.

Flavor Text: "The fortress is not what it seems."
              ---Arcum Dagsson, Soldevi Machinist
```

Rulings

1.42 Wall of Shields

```
Wall of Shields

Color  = Colorless
Rarity = IA(U)
Type   = Artifact Creature (0/4)
Cost   = 3
Artist = Randy Gallegos

Text(IA): Banding, counts as a wall.

Flavor Text: "It's the pokey bits that hurt the most."
             ---Ib Halfheart, Goblin Tactician
```

 NO RULINGS

1.43 War Chariot

```
War Chariot

Color  = Colorless
Rarity = IA(U)
Type   = Artifact
Cost   = 3
Artist = Dameon Willich

Text(IA): <3T>: Target creature gains trample until end of turn.

Flavor Text: "I wouldn't advise using it with a Woolly Mammoth, but it's
              quite appropriate for many other beasts."
             ---Arcum Dagsson, Soldevi Machinist
```

 NO RULINGS

1.44 Whalebone Glider

```
Whalebone Glider

Color  = Colorless
Rarity = IA(U)
Type   = Artifact
Cost   = 2
Artist = Amy Weber

Text(IA): <2T>: Target creature with power no greater than 3 gains flying
          until end of turn. Other effects may later be used to increase
```

```
        that creature's power beyond 3.
```

```
Flavor Text: "It's no Ornithopter, but then I'm no Urza."
             ---Arcum Dagsson, Soldevi Machinist
```

```
 NO RULINGS
```

1.45 Zuran Orb

```
Zuran Orb
```

```
Color   = Colorless
Rarity  = IA(U)
Type    = Artifact
Cost    = 0
Artist  = Sandra Everingham
```

```
Text(IA): <0>: Sacrifice a land to gain 2 life.
```

```
Flavor Text: "I will go to any length to achieve my goal. Eternal
             life is worth any sacrifice."
             ---Zur the Enchanter
```

```
  Rulings
```