

LG_ARTIFACT

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> LG_ARTIFACT		
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WRITTEN BY	Tom de Ruyter	April 18, 2022	

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Chapter 1

LG_ARTIFACT

1.1 Legends - Artifact Cards

Legends - Artifact Cards

Al-abara's Carpet

Alchor's Tomb

Arena of the Ancients

Black Mana Battery

Blue Mana Battery

Bronze Horse

Forethought Amulet

Gauntlets of Chaos

Green Mana Battery

Horn of Deafening

Knowledge Vault

Kry Shield

Life Chisel

Life Matrix

Mana Matrix

Marble Priest

Mirror Universe

North Star
Nova Pentacle
Planar Gate
Red Mana Battery
Relic Barrier
Ring of Immortals
Sentinel
Serpent Generator
Sword of the Ages
Triassic Egg
Voodoo Doll
White Mana Battery

1.2 Al-abara's Carpet

Al-abara's Carpet

Color = Colorless
Rarity = LG(R)
Type = Artifact
Cost = 5
Artist = Kaja Foglio

Text (LG): <5T>: Prevents all damage done to you by attacking non-flying creatures.

Flavor Text: Al-abara simply laughed and lifted one finger, and the carpet carried her high out of our reach.

NO RULINGS

1.3 Alchor's Tomb

Alchor's Tomb

Color = Colorless
Rarity = LG(R)
Type = Artifact
Cost = 4
Artist = Jesper Myrfors

Text (LG): <2T>: Change the color of target permanent you control to a color of your choice. Use counters. Cost to cast, tap, maintain, or use a special ability of card remains unchanged.

Rulings

1.4 Arena of the Ancients

Arena of the Ancients

Color = Colorless
Rarity = LG (R) / CR (U1)
Type = Artifact
Cost = 3
Artist = Tom Wannerstrand

Text (CR): When Arena of the Ancients comes into play, tap all legends. Legends do not untap during their controllers' untap phase.

Text (LG): All legends become tapped when Arena comes into play. Legends do not untap as normal during the untap phase.

Rulings

1.5 Black Mana Battery

Black Mana Battery

Color = Colorless
Rarity = LG (U1) / 4E (R)
Type = Artifact
Cost = 4
Artist = Anson Maddocks

Text (4E): <2T>: Put one charge counter on Black Mana Battery.
<T>: Add to your mana pool and remove as many charge counters as you wish. For each charge counter removed from Black Mana Battery, add to your mana pool. Play this ability as an interrupt.

Text (LG): <2T>: Put one counter on Black Mana Battery.
<T>: Add to your mana pool. Remove as many counters as you wish. For each counter removed, add to your mana pool. This ability is played as an interrupt.

Rulings

1.6 Blue Mana Battery

Blue Mana Battery

Color = Colorless
Rarity = LG(U1) / 4E(R)
Type = Artifact
Cost = 4
Artist = Amy Weber

Text (4E): <2T>: Put one charge counter on Blue Mana Battery.
<T>: Add <U> to your mana pool and remove as many charge counters as you wish. For each charge counter removed from Blue Mana Battery, add <U> to your mana pool. Play this ability as an interrupt.

Text (LG): <2T>: Put one counter on Blue Mana Battery.
<T>: Add <U> to your mana pool. Remove as many counters as you wish. For each counter removed, add <U> to your mana pool. This ability is played as an interrupt.

Rulings

1.7 Bronze Horse

Bronze Horse

Color = Colorless
Rarity = LG(R) / CR(U1)
Type = Artifact Creature (4/4)
Cost = 7
Artist = Mark Poole

Text (CR): Trample
As long as you control any other creatures, damage dealt to Bronze Horse by spells that target it is reduced to 0.

Text (LG): Trample
Damage done to Bronze Horse by spells which target it is reduced to zero as long as you control another creature.

Rulings

1.8 Forethought Amulet

Forethought Amulet

Color = Colorless
Rarity = LG(R)
Type = Artifact
Cost = 5
Artist = Melissa Benson

Text (LG): Pay 3 during your upkeep or Forethought Amulet is destroyed. If you receive more than 2 damage from a sorcery or instant source, that damage is reduced to 2.

Rulings

1.9 Gauntlets of Chaos

Gauntlets of Chaos

Color = Colorless
Rarity = LG(R) / CR(U1) / 5E(R)
Type = Artifact
Cost = 5
Artist = Dan Frazier / Alan Rabinowitz (5E)

Text (5E): <5>, Sacrifice Gauntlets of Chaos: Exchange control of target artifact, creature, or land you control for control of target permanent of the same type that an opponent controls. Bury all enchantments played on those permanents.

Text (CR): <5>: Sacrifice Gauntlets of Chaos. Choose a target artifact, creature, or land opponent controls and a target permanent you control of the same type. Exchange control of these permanents. Bury any enchantments played on these permanents.

Text (LG): <5>: Sacrifice Gauntlets of Chaos. Take control of target land, creature, or artifact. Then give the former controller of that permanent control of a target permanent of the same type under your control. You each control these permanents until game ends. Gauntlets of Chaos does not tap or untap these permanents. Enchantments on traded permanents are destroyed.

Rulings

1.10 Green Mana Battery

Green Mana Battery

Color = Colorless
Rarity = LG(U1) / 4E(R)
Type = Artifact
Cost = 4
Artist = Christopher Rush

Text (4E): <2T>: Put one charge counter on Green Mana Battery.
<T>: Add <G> to your mana pool and remove as many charge counters as you wish. For each charge counter removed from Green Mana Battery, add <G> to your mana pool. Play this ability as an interrupt.

Text (LG): <2T>: Put one counter on Green Mana Battery.

<T>: Add <G> to your mana pool. Remove as many counters as you wish. For each counter removed, add <G> to your mana pool. This ability is played as an interrupt.

Rulings

1.11 Horn of Deafening

Horn of Deafening

Color = Colorless
Rarity = LG(R) / CR(U1)
Type = Artifact
Cost = 4
Artist = Dan Frazier

Text(CR): <2T>: Target creature deals no damage in combat this turn.

Text(LG): <2T>: Target creature deals no damage during combat this turn.

Flavor Text: "A blast, an echo... then silence."

NO RULINGS

1.12 Knowledge Vault

Knowledge Vault

Color = Colorless
Rarity = LG(R)
Type = Artifact
Cost = 4
Artist = Amy Weber

Text(LG): <2T>: Take a card from your library without looking at it and place it face down under Knowledge Vault. Sacrifice Knowledge Vault to discard entire hand and take the cards under the vault into your hand. If Knowledge Vault leaves play, put all cards under it in your graveyard.

Rulings

1.13 Kry Shield

Kry Shield

Color = Colorless
Rarity = LG(U1)
Type = Artifact
Cost = 2

Artist = Richard Thomas

Text (LG): <2T>: Target creature you control deals no damage this turn, but gains +0/+X until end of turn, where X is the casting cost of target creature.

Rulings

1.14 Life Chisel

Life Chisel

Color = Colorless

Rarity = LG(U2)

Type = Artifact

Cost = 4

Artist = Anthony Waters

Text (LG): Sacrifice a creature during your upkeep to gain life equal to creature's toughness.

Rulings

1.15 Life Matrix

Life Matrix

Color = Colorless

Rarity = LG(R)

Type = Artifact

Cost = 4

Artist = Amy Weber

Text (LG): <4T>: During your upkeep, put one counter on target creature. You may remove this counter at any time to regenerate that creature.

Rulings

1.16 Mana Matrix

Mana Matrix

Color = Colorless

Rarity = LG(R)

Type = Artifact

Cost = 6

Artist = Mark Tedin

Text (LG): Pay up to <2> less than required whenever casting an instant,

interrupt, or enchantment spell.

Rulings

1.17 Marble Priest

Marble Priest

Color = Colorless
Rarity = LG(U1)
Type = Artifact Creature (3/3)
Cost = 5
Artist = Melissa Benson

Text(LG): All walls able to block Marble Priest must do so. Walls able to block more than one creature can still do so. If blocking wall is compelled to block more creatures than it is legally able to, defender chooses which of these attacking creatures to block, but must block as many creatures as it legally can. Damage dealt to Marble Priest from walls during combat is reduced to 0.

NO RULINGS

1.18 Mirror Universe

Mirror Universe

Color = Colorless
Rarity = LG(R)
Type = Artifact
Cost = 6
Artist = Phil Foglio

Text(LG): <T>: Sacrifice Mirror Universe during your upkeep, and trade your number of life points with opponent. For example, if you had 2 life points and your opponent had 10, you would now have 10 life points and your opponent would have 2. Effects that prevent or redirect damage may not be used to counter this change of life.

Rulings

1.19 North Star

North Star

Color = Colorless
Rarity = LG(R)
Type = Artifact
Cost = 4

Artist = Kaja Foglio

Text(LG): <4T>: You may cast one spell this turn by paying its casting cost with any type of mana. For example, <2GG> becomes <4>. However, the card still retains its original color. This ability is played as an interrupt.

Rulings

1.20 Nova Pentacle

Nova Pentacle

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

Text(LG): <3T>: Redirect damage done to you from one source to target creature of opponent's choice.

Rulings

1.21 Planar Gate

Planar Gate

Color = Colorless
Rarity = LG(R)
Type = Artifact
Cost = 6
Artist = Melissa Benson

Text(LG): Pay up to <2> less than required whenever casting a summon spell.

Flavor Text: Nireya reached through the Gate, sensing the energies trapped beyond.

Rulings

1.22 Red Mana Battery

Red Mana Battery

Color = Colorless
Rarity = LG(U1) / 4E(R)
Type = Artifact
Cost = 4
Artist = Mark Tedin

Text (4E): <2T>: Put one charge counter on Red Mana Battery.
<T>: Add <R> to your mana pool and remove as many charge counters as you wish. For each charge counter removed from Red Mana Battery, add <R> to your mana pool. Play this ability as an interrupt.

Text (LG): <2T>: Put one counter on Red Mana Battery.
<T>: Add <R> to your mana pool. Remove as many counters as you wish. For each counter removed, add <R> to your mana pool. This ability is played as an interrupt.

Rulings

1.23 Relic Barrier

Relic Barrier

Color = Colorless
Rarity = LG(U2)
Type = Artifact
Cost = 2
Artist = Harold McNeill

Text (LG): <T>: Target artifact becomes tapped.

Rulings

1.24 Ring of Immortals

Ring of Immortals

Color = Colorless
Rarity = LG(R)
Type = Artifact
Cost = 5
Artist = Melissa Benson

Text (LG): <3T>: Counters target interrupt or enchantment. Can only counter spells which target a permanent under your control. This ability is played as an interrupt.

NO RULINGS

1.25 Sentinel

Sentinel

Color = Colorless
Rarity = LG(R) / CR(U1)

Type = Artifact Creature (1/*)
Cost = 4
Artist = Randy Asplund-Faith

Text (CR): When Sentinel comes into play, its toughness is equal to 1.
<0>: Change Sentinel's toughness to 1 plus the power of target creature blocking or blocked by Sentinel.

Text (LG): The * is 1 when cast. While blocking, you may choose to change * to equal one plus the power of target creature sentinel blocks this turn. While attacking, you may choose to change * to equal one plus the power of target creature that blocks Sentinel this turn.

Rulings

1.26 Serpent Generator

Serpent Generator

Color = Colorless
Rarity = LG(R) / CR(U1) / 5E(R)
Type = Artifact
Cost = 6
Artist = Mark Tedin

Text (5E): <4T>: Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. If any Poison Snake damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.

Text (CR): <4T>: Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. Whenever a Poison Snake damages a player, he or she gets a poison counter. When a player has ten or more poison counters, he or she loses the game.

Text (LG): <4T>: Put a Poison Snake token into play. Treat this token as a 1/1 artifact creature. If this creature damages opponent, opponent gets a poison counter. If opponent ever has ten or more poison counters, opponent loses game.

Rulings

1.27 Sword of the Ages

Sword of the Ages

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

Text (LG): Sword of the Ages comes into play tapped.
<T>: Sacrifice Sword of the Ages and as many creatures as you choose. Sword does the combined power of these creatures in damage to one target. Sacrificed creatures and Sword are then removed from the game entirely.

Rulings

1.28 Triassic Egg

Triassic Egg

Color = Colorless
Rarity = LG(R) / CR(U1)
Type = Artifact
Cost = 4
Artist = Dan Frazier

Text (CR): <3T>: Put a hatchling counter on Triassic Egg.
<0>: Sacrifice Triassic Egg to take target creature from your hand or graveyard and put it directly into play as though it were just summoned. Use this ability only when there are at least two hatchling counters on Triassic Egg.

Text (LG): <3T>: Put one counter on Triassic Egg.
If there are at least two such counters, you may sacrifice Triassic Egg to take any creature from your hand or graveyard and put it directly into play. Treat this creature as though it were just summoned.

Rulings

1.29 Voodoo Doll

Voodoo Doll

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

Text (CR): At the beginning of your upkeep, put one pin counter on Voodoo Doll. If Voodoo Doll is untapped at the end of your turn, it deals X damage to you, where X is equal to the number of pin counters on Voodoo Doll. If Voodoo Doll deals damage to you in this way, destroy it.
<XXT>: Voodoo Doll deals X damage to target creature or player, where X is equal to the number of pin counters on Voodoo Doll.

Text (LG): Put one counter on Voodoo Doll during your upkeep. If Voodoo

Doll is not tapped at end of your turn, it does X damage to you and is destroyed. X equals the number of counters on Voodoo Doll.
<XXT>: Voodoo Doll does X damage to any one target.

Rulings

1.30 White Mana Battery

White Mana Battery

Color = Colorless
Rarity = LG(U1) / 4E(R)
Type = Artifact
Cost = 4
Artist = Anthony Waters

Text (4E): <2T>: Put one charge counter on White Mana Battery.
<T>: Add <W> to your mana pool and remove as many charge counters as you wish. For each charge counter removed from White Mana Battery, add <W> to your mana pool. Play this ability as an interrupt.

Text (LG): <2T>: Put one counter on White Mana Battery.
<T>: Add <W> to your mana pool. Remove as many counters as you wish. For each counter removed, add <W> to your mana pool. This ability is played as an interrupt.

Rulings
