

TP_ARTIFACT

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COLLABORATORS

	<i>TITLE :</i> TP_ARTIFACT		
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Contents

1	TP_ARTIFACT	1
1.1	Tempest - Artifact Cards	1
1.2	Altar of Dementia	2
1.3	Booby Trap	3
1.4	Bottle Gnomes	3
1.5	Coiled Tinvipser	3
1.6	Cold Storage	4
1.7	Cursed Scroll	4
1.8	Echo Chamber	4
1.9	Emerald Medallion	5
1.10	Emmessi Tome	5
1.11	Energizer	5
1.12	Essence Bottle	6
1.13	Excavator	6
1.14	Flowstone Sculpture	6
1.15	Fool's Tome	7
1.16	Grindstone	7
1.17	Helm of Possession	7
1.18	Jet Medallion	8
1.19	Jinxed Idol	8
1.20	Lotus Petal	8
1.21	Magnetic Web	8
1.22	Manakin	9
1.23	Metallic Sliver	9
1.24	Mogg Cannon	9
1.25	Patchwork Gnomes	10
1.26	Pearl Medallion	10
1.27	Phyrexian Grimoire	10
1.28	Phyrexian Hulk	11
1.29	Phyrexian Splicer	11

1.30 Puppet Strings	11
1.31 Ruby Medallion	12
1.32 Sapphire Medallion	12
1.33 Scalding Tongs	12
1.34 Scroll Rack	13
1.35 Squee's Toy	13
1.36 Static Orb	13
1.37 Telethopter	13
1.38 Tumbscrews	14
1.39 Torture Chamber	14
1.40 Watchdog	15

Chapter 1

TP_ARTIFACT

1.1 Tempest - Artifact Cards

Tempest - Artifact Cards

Altar of Dementia

Booby Trap

Bottle Gnomes

Coiled Tinviper

Cold Storage

Cursed Scroll

Echo Chamber

Emerald Medallion

Emmessi Tome

Energizer

Essence Bottle

Excavator

Flowstone Sculpture

Fool's Tome

Grindstone

Helm of Possession

Jet Medallion

Jinxed Idol
Lotus Petal
Magnetic Web
Manakin
Metallic Sliver
Mogg Cannon
Patchwork Gnomes
Pearl Medallion
Phyrexian Grimoire
Phyrexian Hulk
Phyrexian Splicer
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Ruby Medallion
Sapphire Medallion
Scalding Tongs
Scroll Rack
Squee's Toy
Static Orb
Telethopter
Thumbscrews
Torture Chamber
Watchdog

1.2 Altar of Dementia

Altar of Dementia

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Brom

Text(TP): Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

NO RULINGS

1.3 Booby Trap

Booby Trap

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 6
Artist = Doug Chaffee

Text(TP): When Booby Trap comes into play, name a card other than a basic land. Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, Sacrifice Booby Trap and it deals 10 damage to that player.

NO RULINGS

1.4 Bottle Gnomes

Bottle Gnomes

Color = Artifact
Rarity = TP(U)
Type = Artifact
Cost = 3
Artist = Kaja Foglio

Text(TP): Sacrifice Bottle Gnomes: Gain 3 life.

NO RULINGS

1.5 Coiled Tinviper

Coiled Tinviper

Color = Artifact
Rarity = TP(C)
Type = Artifact Creature (2/1)
Cost = 3
Artist = John Matson

Text (TP): First strike

NO RULINGS

1.6 Cold Storage

Cold Storage

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Greg Simanson

Text (TP): 3: Put target creature you control on Cold Storage.
Sacrifice Cold Storage: Put all creature cards on Cold Storage into play.

NO RULINGS

1.7 Cursed Scroll

Cursed Scroll

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 1
Artist = D. Alexander Gregory

Text (TP): 3, TAP: Name a card. Target opponent chooses a card at random from your hand. If he or she chooses the named card, Cursed Scroll deals 2 damage to target creature or player.

NO RULINGS

1.8 Echo Chamber

Echo Chamber

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Donato Giancola

Text (TP): 4, TAP: Target opponent chooses target creature he or she controls. Put a token creature into

play and treat it as a copy of that creature.
The token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sorcery.

NO RULINGS

1.9 Emerald Medallion

Emerald Medallion

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Sue Ellen Brown

Text(TP): Your green spells cost 1 less to play.

NO RULINGS

1.10 Emmessi Tome

Emmessi Tome

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Tom Wanerstrand

Text(TP): 5, TAP: Draw two cards, then choose and discard a card.

NO RULINGS

1.11 Energizer

Energizer

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Val Mayerik

Text(TP): 2, TAP: Put a +1/+1 counter on Energizer.

NO RULINGS

1.12 Essence Bottle

Essence Bottle

Color = Artifact
Rarity = TP(U)
Type = Artifact
Cost = 2
Artist = Donato Giancola

Text(TP): 3, TAP: Put an elixir counter on Essence Bottle.
TAP, Remove all elixir counters from
Essence Bottle: Gain 2 life for each elixir
counter removed in this way.

NO RULINGS

1.13 Excavator

Excavator

Color = Artifact
Rarity = TP(U)
Type = Artifact
Cost = 2
Artist = Tom Kyffin

Text(TP): TAP, Sacrifice a basic land: Target creature
gains that landwalk ability until end of turn.
(If defending player controls any lands of that
type, this creature is unblockable.)

NO RULINGS

1.14 Flowstone Sculpture

Flowstone Sculpture

Color = Artifact
Rarity = TP(R)
Type = Artifact Creature
Cost = 6
Artist = Hannibal King

Text(TP): 2, Choose and discard a card: Flowstone Sculpture
gains flying, first strike, or trample
permanently, or put a +1/+1 counter on
Flowstone Sculpture.

NO RULINGS

1.15 Fool's Tome

Fool's Tome

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Julie Baroh

Text(TP): 2, TAP: Draw a card. Use this ability only if you have no cards in your hand.

NO RULINGS

1.16 Grindstone

Grindstone

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 1
Artist = Greg Simanson

Text(TP): 3, TAP: Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

NO RULINGS

1.17 Helm of Possession

Helm of Possession

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Janet Aulisio

Text(TP): You may choose not to untap Helm of Possession during your untap phase.
2, TAP, Sacrifice a creature: Gain control of target creature as long as you control Helm of Possession and Helm of Possession remains tapped.

NO RULINGS

1.18 Jet Medallion

Jet Medallion

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Sue Ellen Brown

Text(TP): Your black spells cost 1 less to play.

NO RULINGS

1.19 Jinxed Idol

Jinxed Idol

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = John Matson

Text(TP): During your upkeep, Jinxed Idol deals 2 damage to you.
Sacrifice a creature: Target opponent gains control of Jinxed Idol permanently.

NO RULINGS

1.20 Lotus Petal

Lotus Petal

Color = Artifact
Rarity = TP (C)
Type = Artifact
Cost = 0
Artist = April Lee

Text(TP): TAP, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.

NO RULINGS

1.21 Magnetic Web

Magnetic Web

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 2
Artist = Adam Rex

Text(TP): If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the attacking player controls attack if able. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the defending player controls block that creature if able.
1, TAP: Put a magnet counter on target creature.

NO RULINGS

1.22 Manakin

Manakin

Color = Artifact
Rarity = TP(C)
Type = Artifact Creature (1/1)
Cost = 2
Artist = Scott Kirschner

Text(TP): TAP: Add one colorless mana to your mana pool.
Play this ability as a mana source.

NO RULINGS

1.23 Metallic Sliver

Metallic Sliver

Color = Artifact
Rarity = TP(C)
Type = Artifact Creature (1/1)
Cost = 1
Artist = L. A. Williams

Text(TP): Metallic Sliver counts as a Sliver.

NO RULINGS

1.24 Mogg Cannon

Mogg Cannon

Color = Artifact
Rarity = TP(U)
Type = Artifact
Cost = 2
Artist = Mike Raabe

Text(TP): TAP: Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.

NO RULINGS

1.25 Patchwork Gnomes

Patchwork Gnomes

Color = Artifact
Rarity = TP(U)
Type = Artifact Creature (2/1)
Cost = 3
Artist = Mike Raabe

Text(TP): Choose and discard a card: Regenerate Patchwork Gnomes.

NO RULINGS

1.26 Pearl Medallion

Pearl Medallion

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 2
Artist = Sue Ellen Brown

Text(TP): Your white spells cost 1 less to play.

NO RULINGS

1.27 Phyrexian Grimoire

Phyrexian Grimoire

Color = Artifact
Rarity = TP(R)

Type = Artifact
Cost = 3
Artist = Doug Chaffee

Text(TP): 4, TAP: Target opponent chooses one of the top two cards in your graveyard. Remove that card from the game and put the other into your hand.

NO RULINGS

1.28 Phyrexian Hulk

Phyrexian Hulk

Color = Artifact
Rarity = TP(U)
Type = Artifact Creature (5/4)
Cost = 6
Artist = Matthew Wilson

NO RULINGS

1.29 Phyrexian Splicer

Phyrexian Splicer

Color = Artifact
Rarity = TP(U)
Type = Artifact
Cost = 2
Artist = Brom

Text(TP): 2, TAP: Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.

NO RULINGS

1.30 Puppet Strings

Puppet Strings

Color = Artifact
Rarity = TP(U)
Type = Artifact
Cost = 3
Artist = Scott Kirschner

Text (TP): 2, TAP: Tap or untap target creature.

NO RULINGS

1.31 Ruby Medallion

Ruby Medallion

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Sue Ellen Brown

Text (TP): Your red spells cost 1 less to play.

NO RULINGS

1.32 Sapphire Medallion

Sapphire Medallion

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Sue Ellen Brown

Text (TP): Your blue spells cost 1 less to play.

NO RULINGS

1.33 Scalding Tongs

Scalding Tongs

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Randy Gallegos

Text (TP): During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.

NO RULINGS

1.34 Scroll Rack

Scroll Rack

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 2
Artist = Heather Hudson

Text(TP): 1, TAP: Choose any number of cards in your hand and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

NO RULINGS

1.35 Squee's Toy

Squee's Toy

Color = Artifact
Rarity = TP(C)
Type = Artifact
Cost = 1
Artist = Heather Hudson

Text(TP): TAP: Prevent 1 damage to any creature.

NO RULINGS

1.36 Static Orb

Static Orb

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 3
Artist = Dermot Power

Text(TP): Players cannot untap more than two permanents during their untap phases.

NO RULINGS

1.37 Telethopter

Telethopter

Color = Artifact
Rarity = TP(U)
Type = Artifact Creature (3/1)
Cost = 4
Artist = Thomas M. Baxa

Text(TP): Tap a creature you control: Telethopter gains flying until end of turn.

NO RULINGS

1.38 Tumbscrews

Tumbscrews

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 2
Artist = Charles Gillespie

Text(TP): During your upkeep, if you have five or more cards in your hand, Tumbscrews deals 1 damage to target opponent.

NO RULINGS

1.39 Torture Chamber

Torture Chamber

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 3
Artist = Thomas Gianni

Text(TP): During your upkeep, put a pain counter on Torture Chamber. At the end of your turn, Torture Chamber deals 1 damage to you for each pain counter on it.
1, TAP, Remove all pain counters from Torture Chamber: Torture Chamber deals 1 damage for each pain counter on it to target creature.

NO RULINGS

1.40 Watchdog

Watchdog

Color = Artifact

Rarity = TP(U)

Type = Artifact Creature (1/2)

Cost = 3

Artist = Richard Kane Ferguson

Text(TP): Watchdog blocks if able.

As long as Watchdog is untapped, all creatures attacking you get -1/-0.

NO RULINGS
