

# **VI\_ARTIFACT**

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**COLLABORATORS**

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

# VI\_ARTIFACT

### 1.1 Visions - Artifact Cards

#### Visions - Artifact Cards

Anvil of Bogardan

Brass-Talon Chimera

Diamond Kaleidoscope

Dragon Mask

Helm of Awakening

Iron-Heart Chimera

Juju Bubble

Lead-Belly Chimera

Magma Mine

Matopi Golem

Phyrexian Marauder

Phyrexian Walker

Sands of Time

Sisay's Ring

Snake Basket

Teferi's Puzzle Box

Tin-Wing Chimera

Triangle of War

Wand of Denial

## 1.2 Anvil of Bogardan

Anvil of Bogardan

Color = Colorless  
Rarity = VI(R)  
Type = Artifact  
Cost = 2  
Artist = Roger Raupp

Text (VI): Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Rulings

## 1.3 Brass-Talon Chimera

Brass-Talon Chimera

Color = Colorless  
Rarity = VI(U)  
Type = Artifact Creature (2/2)  
Cost = 4  
Artist = Mike Dringenberg

Text (VI): First strike.  
Brass-Talon Chimera counts as a Chimera.  
Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently.

NO RULINGS

## 1.4 Diamond Kaleidoscope

Diamond Kaleidoscope

Color = Colorless  
Rarity = VI(R)  
Type = Artifact  
Cost = 4  
Artist = Ron Spencer

Text (VI): <3T>: Put a Prism token into play. Treat this token as a 0/1 artifact creature.

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Sacrifice a Prism token: Add one mana of any color to your mana pool. Play this ability as a mana source.

NO RULINGS

## 1.5 Dragon Mask

Dragon Mask

Color = Colorless  
Rarity = VI(U)  
Type = Artifact  
Cost = 3  
Artist = Craig Hooper

Text (VI): <3T>: Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to owner's hand.

NO RULINGS

## 1.6 Helm of Awakening

Helm of Awakening

Color = Colorless  
Rarity = VI(U)  
Type = Artifact  
Cost = 2  
Artist = Adam Rex

Text (VI): All spells cost one generic mana less to play.

Rulings

## 1.7 Iron-Heart Chimera

Iron-Heart Chimera

Color = Colorless  
Rarity = VI(U)  
Type = Artifact Creature (2/2)  
Cost = 4  
Artist = Mike Dringenberg

Text (VI): Attacking does not cause Iron-Heart Chimera to tap. Iron-Heart Chimera counts as a Chimera. Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target Chimera and attacking any turn does not cause that Chimera to tap.

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NO RULINGS

## 1.8 Juju Bubble

Juju Bubble

Color = Colorless  
Rarity = VI(U)  
Type = Artifact  
Cost = 1  
Artist = Donato Giancola

Text (VI): Cumulative upkeep: <1>  
If you play a card, bury Juju Bubble.  
<2>: Gain 1 life.

Rulings

## 1.9 Lead-Belly Chimera

Lead-Belly Chimera

Color = Colorless  
Rarity = VI(U)  
Type = Artifact Creature <2/2>  
Cost = 4  
Artist = Mike Dringenberg

Text (VI): Trample  
Lead-Belly Chimera counts as a Chimera.  
Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target  
Chimera and that Chimera gains trample permanently.

NO RULINGS

## 1.10 Magma Mine

Magma Mine

Color = Colorless  
Rarity = VI(U)  
Type = Artifact  
Cost = 1  
Artist = Ron Spencer

Text (VI): <4>: Put a pressure counter on Magma Mine.  
<T>, Sacrifice Magma Mine: For each pressure counter on it,  
Magma Mine deals 1 damage to target creature or player.

NO RULINGS

## 1.11 Matopi Golem

Matopi Golem

Color = Colorless  
Rarity = VI(U)  
Type = Artifact Creature (3/3)  
Cost = 5  
Artist = Tom Kyffin

Text (VI): <1>: Regenerate and put a -1/-1 counter on Matopi Golem.

NO RULINGS

## 1.12 Phyrexian Marauder

Phyrexian Marauder

Color = Colorless  
Rarity = VI(R)  
Type = Artifact Creature (0/0)  
Cost = X  
Artist = David Seeley

Text (VI): Phyrexian Marauder comes into play with X +1/+1 counters on it.  
Phyrexian Marauder cannot block. Phyrexian Marauder cannot attack unless you pay <1> for each +1/+1 counter on it.

Rulings

## 1.13 Phyrexian Walker

Phyrexian Walker

Color = Colorless  
Rarity = VI(C)  
Type = Artifact Creature (0/3)  
Cost = 0  
Artist = Bryan Talbot

NO RULINGS

## 1.14 Sands of Time

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Sands of Time

Color = Colorless  
Rarity = VI(R)  
Type = Artifact  
Cost = 4  
Artist = Paul Lee

Text (VI): Each player skips his or her untap phase. At the beginning of each player's turn, untap each tapped artifact, creature, and land he or she controls and tap each untapped artifact, creature, and land he or she controls.

Rulings

## 1.15 Sisay's Ring

Sisay's Ring

Color = Colorless  
Rarity = VI(C)  
Type = Artifact  
Cost = 4  
Artist = Donato Giancola

Text (VI): <T>: Add 2 colorless mana to your mana pool. Play this ability as a mana source.

NO RULINGS

## 1.16 Snake Basket

Snake Basket

Color = Colorless  
Rarity = VI(R)  
Type = Artifact  
Cost = 4  
Artist = Roger Raupp

Text (VI): <X>, Sacrifice Snake Basket: Put X Cobra tokens into play. Threat these tokens as 1/1 green creatures. Play this ability as a sorcery.

NO RULINGS

## 1.17 Teferi's Puzzle Box

Teferi's Puzzle Box

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Color = Colorless  
Rarity = VI (R)  
Type = Artifact  
Cost = 4  
Artist = Kaja Foglio

Text (VI): During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and then draws that number of cards.

Rulings

## 1.18 Tin-Wing Chimera

Tin-Wing Chimera

Color = Colorless  
Rarity = VI (U)  
Type = Artifact Creature (2/2)  
Cost = 4  
Artist = Mike Dringenberg

Text (VI): Flying  
Tin-Wing Chimera counts as a Chimera.  
Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying permanently.

NO RULINGS

## 1.19 Triangle of War

Triangle of War

Color = Colorless  
Rarity = VI (R)  
Type = Artifact  
Cost = 1  
Artist = Ian Miller

Text (VI): <2>, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals an amount of damage equal to its power to the other.

Rulings

## 1.20 Wand of Denial

Wand of Denial

Color = Colorless

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Rarity = VI (R)  
Type = Artifact  
Cost = 2  
Artist = Steve Luke

Text (VI): <T>: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.

NO RULINGS

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