

# **AQ\_ARTIFACT**

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**COLLABORATORS**

	<i>TITLE :</i> AQ_ARTIFACT		
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# Chapter 1

## AQ\_ARTIFACT

### 1.1 Antiquities - Artifact Cards

#### Antiquities - Artifact Cards

Amulet of Kroog

Armageddon Clock

Ashnod's Altar

Ashnod's Battle Gear

Ashnod's Transmogrator

Battering Ram

Bronze Tablet

Candelabra of Tawnos

Clay Statue

Clockwork Avian

Colossus of Sardia

Coral Helm

Cursed Rack

Dragon Engine

Feldon's Cane

Golgothian Sylex

Grapeshot Catapult

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Ivory Tower  
Jalum Tome  
Mightstone  
Millstone  
Mishra's War Machine  
Obelisk of Undoing  
Onulet  
Ornithopter  
Primal Clay  
Rakalite  
Rocket Launcher  
Shapeshifter  
Staff of Zegon  
Su-Chi  
Tablet of Epityr  
Tawnos's Coffin  
Tawnos's Wand  
Tawnos's Weaponry  
Tetravus  
The Rack  
Triskelion  
Urza's Avenger  
Urza's Chalice  
Urza's Miter  
Wall of Spears  
Weakstone  
Yotian Soldier

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## 1.2 Amulet of Kroog

Amulet of Kroog

Color = Colorless  
Rarity = AQ(C4) / 4E(C)  
Type = Artifact  
Cost = 2  
Artist = Margaret Organ-Kean  
Print run = AQ(372,000) / 4E(3,600,000)

Text (4E): <2T>: Prevent 1 damage to any creature or player.

Text (AQ): <2T>: Prevent 1 damage to any target.

Rulings

## 1.3 Armageddon Clock

Armageddon Clock

Color = Colorless  
Rarity = AQ(U2) / RV(R) / 4E(R)  
Type = Artifact  
Cost = 6  
Artist = Amy Weber  
Print run = AQ(62,000) / RV(289,000) / 4E(353,500)

Text (4E): During your upkeep, put one doom counter on Armageddon Clock. At the end of your upkeep, Armageddon Clock deals X damage to each player, where X is the number of doom counters on Armageddon Clock. During any upkeep, any player may pay <4> to remove a doom counter from Armageddon Clock.

Text (RV): Put one counter on Armageddon Clock during each of your upkeeps. At the end of your upkeep, each player takes damage equal to the number of counters on the Clock. Any player may spend <4> during any upkeep to remove a counter.

Text (AQ): Put one counter on Armageddon Clock during each of your upkeeps. At the end of your upkeep, each player takes damage equal to the number of counters on the Clock. Any player may spend <4> during any upkeep to remove a counter.

Rulings

## 1.4 Ashnod's Altar

Ashnod's Altar

Color = Colorless  
Rarity = AQ(U2) / CR(C2)

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Type = Artifact  
Cost = 3  
Artist = Anson Maddocks  
Print run = AQ(62,000) / CR(3,099,000)

Text (CR): <0>: Sacrifice a creature to add two colorless mana to your mana pool. Play this ability as an interrupt.

Text (AQ): <0>: Sacrifice one of your creatures to add 2 colorless mana to your mana pool. This effect is played as an interrupt. You may not sacrifice a creature that is already on its way to the graveyard.

NO RULINGS

## 1.5 Ashnod's Battle Gear

Ashnod's Battle Gear

Color = Colorless  
Rarity = AQ(U2) / 4E(U)  
Type = Artifact  
Cost = 2  
Artist = Mark Poole  
Print run = AQ(62,000) / 4E(1,060,500)

Text (4E): <2T>: Target creature you control gets +2/-2 as long as Ashnod's Battle Gear remains tapped. You may choose not to untap Ashnod's Battle Gear during your untap phase.

Text (AQ): <2T>: Give a creature of yours +2/-2 as long as Ashnod's Battle Gear remains tapped. You may choose not to untap Ashnod's Battle Gear during untap phase.

Rulings

## 1.6 Ashnod's Transmogrant

Ashnod's Transmogrant

Color = Colorless  
Rarity = AQ(U3) / CR(C2)  
Type = Artifact  
Cost = 1  
Artist = Mark Tedin  
Print run = AQ(93,000) / CR(3,099,000)

Text (CR): <T>: Sacrifice Ashnod's Transmogrant to put a +1/+1 counter on target non-artifact creature. That creature becomes an artifact creature, although it retains its color.

Text (AQ): <T>: Target non-artifact creature gains +1/+1 and is now

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considered an artifact creature, though it retains its original color. Discard Ashnod's Transmogrant after it is used.

Rulings

## 1.7 Battering Ram

Battering Ram

Color = Colorless  
Rarity = AQ(C4) / 4E(C)  
Type = Artifact Creature (1/1)  
Cost = 2  
Artist = Jeff A. Menges  
Print run = AQ(372,000) / 4E(3,600,000)

Text (4E): Battering when attacking  
At the end of combat, destroy all walls blocking Battering Ram.

Text (AQ): Bands, but only when attacking.  
Any wall blocking Battering Ram is destroyed. Walls destroyed in this way deal their damage before dying.

Rulings

## 1.8 Bronze Tablet

Bronze Tablet

Color = Colorless  
Rarity = AQ(U1) / 4E(R)  
Type = Artifact  
Cost = 6  
Artist = Tom Wannerstrand  
Print run = AQ(31,000) / 4E(353,500)

Text (4E): <4T>: Remove Bronze Tablet and target card opponent owns from the game. You become owner of opponent's card and opponent becomes owner of Bronze Tablet. Opponent may prevent this exchange by paying 10 life; if he or she does so, destroy Bronze Tablet. Effects that prevent or redirect damage cannot be used to counter this loss of life. Play this ability as an interrupt. Remove Bronze Tablet from your deck before playing if not playing for ante.

Text (AQ): <4T>: Target any card opponent has in play; remove it and Bronze Tablet from game. You become owner of that card, and your opponent becomes owner of Bronze Tablet. Exchange is permanent; play as interrupt. Opponent can prevent exchange by spending 10 life; this discards Bronze Tablet. Damage-preventing effects cannot counter such loss of life. Bronze Tablet comes into play tapped. Remove this card from deck if not playing for ante.

Rulings

## 1.9 Candelabra of Tawnos

Candelabra of Tawnos

Color = Colorless  
Rarity = AQ(U1)  
Type = Artifact  
Cost = 1  
Artist = Douglas Shuler  
Print run = AQ(31,000)

Text (AQ): <XT>: Untap X lands.

Rulings

## 1.10 Clay Statue

Clay Statue

Color = Colorless  
Rarity = AQ(C4) / 4E(C)  
Type = Artifact Creature (3/1)  
Cost = 4  
Artist = Jesper Myrfors  
Print run = AQ(372,000) / 4E(3,600,000)

Text (4E): <2>: Regenerate

Text (AQ): <2>: Regenerates

NO RULINGS

## 1.11 Clockwork Avian

Clockwork Avian

Color = Colorless  
Rarity = AQ(U1) / 4E(R)  
Type = Artifact Creature (0/4)  
Cost = 5  
Artist = Randy Asplund-Faith  
Print run = AQ(31,000) / 4E(353,500)

Text (4E): Flying

When Clockwork Avian comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Avian is assigned to attack or block, remove a counter.

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<XT>: Put X +1/+0 counters on Clockwork Avian. You may have no more than four of these counters on Clockwork Avian. Use only during your upkeep.

Text (AQ): Flying

Put four +1/+0 counters on Avian. After Avian attacks or blocks a creature, discard a counter. During his or her upkeep, controller may buy back lost counters for <1> per counter; this taps Avian.

Rulings

## 1.12 Colossus of Sardia

Colossus of Sardia

Color = Colorless  
 Rarity = AQ(U1) / 4E(R)  
 Type = Artifact Creature (9/9)  
 Cost = 9  
 Artist = Jesper Myrfors  
 Print run = AQ(31,000) / 4E(353,500)

Text (4E): Trample

Colossus does not untap during your untap phase.  
 <9>: Untap Colossus. Use this ability only during your upkeep.

Text (AQ): Trample

Colossus does not untap normally during untap phase; you may spend <9> during your upkeep to untap Colossus.

Rulings

## 1.13 Coral Helm

Coral Helm

Color = Colorless  
 Rarity = AQ(U1) / 4E(R)  
 Type = Artifact  
 Cost = 3  
 Artist = Amy Weber  
 Print run = AQ(31,000) / 4E(353,500)

Text (4E): <3>: Discard a card at random from your hand to give target creature +2/+2 until end of turn.

Text (AQ): <3>: Give target creature +2/+2 until end of turn. Each time you use this ability, you must discard one card at random from your hand. Coral Helm cannot be used if you have no cards in your hand.

Rulings

## 1.14 Cursed Rack

Cursed Rack

Color = Colorless  
Rarity = AQ(C1) / 4E(U)  
Type = Artifact  
Cost = 4  
Artist = Richard Thomas  
Print run = AQ(93,000) / 4E(1,060,500)

Text (4E): Target opponent discards down to four cards during his or her discard phase.

Text (AQ): Opponent must discard down to four cards during his or her discard phase.

Rulings

## 1.15 Dragon Engine

Dragon Engine

Color = Colorless  
Rarity = AQ(C4) / RV(R) / 4E(R)  
Type = Artifact Creature (1/2)  
Cost = 3  
Artist = Anson Maddocks  
Print run = AQ(372,000) / RV(289,000) / 4E(353,500)

Text (4E): <2>: +1/+0 until end of turn.

Text (RV): <2>: +1/+0

Text (AQ): <2>: +1/+0 until end of turn.

Rulings

## 1.16 Feldon's Cane

Feldon's Cane

Color = Colorless  
Rarity = AQ(C1) / CR(C2)  
Type = Artifact  
Cost = 1  
Artist = Mark Tedin  
Print run = AQ(93,000) / CR(3,099,000)

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Text (CR): <T>: Reshuffle your graveyard into your library. Remove Feldon's Cane from the game.

Text (AQ): <OT>: Reshuffle your graveyard into your library. If Feldon's Cane is used, remove it from the game, returning it to its owner's deck only when the game is over.

Rulings

## 1.17 Golgothian Sylex

Golgothian Sylex

Color = Colorless  
Rarity = AQ(U1)  
Type = Artifact  
Cost = 4  
Artist = Kerstin Kaman  
Print run = AQ(31,000)

Text (AQ): <1T>: All cards from the `_Antiquities_` expansion, including Golgothian Sylex, must be discarded from play.

Rulings

## 1.18 Grapeshot Catapult

Grapeshot Catapult

Color = Colorless  
Rarity = AQ(C4) / 4E(C)  
Type = Artifact Creature (2/3)  
Cost = 4  
Artist = Dan Frazier  
Print run = AQ(372,000) / 4E(3,600,000)

Text (4E): <T>: Grapeshot Catapult deals 1 damage to target creature with flying.

Text (AQ): Tap to deal 1 damage to target flying creature.

Rulings

## 1.19 Ivory Tower

Ivory Tower

Color = Colorless  
Rarity = AQ(U3) / RV(R) / 4E(R)

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Type = Artifact  
Cost = 1  
Artist = Margaret Organ-kean  
Print run = AQ(93,000) / RV(289,000) / 4E(353,500)

Text(4E): At the beginning of your upkeep, gain 1 life for each card in your hand in excess of four.

Text(RV): During your upkeep phase, gain 1 life for each card in your hand above four.

Text(AQ): During your upkeep phase, gain 1 life for each card in your hand above four.

Rulings

## 1.20 Jalum Tome

Jalum Tome

Color = Colorless  
Rarity = AQ(U2) / CR(U1)  
Type = Artifact  
Cost = 3  
Artist = Tom Wannerstrand  
Print run = AQ(62,000) / CR(516,500)

Text(CR): <2T>: Draw a card; then, choose and discard a card from your hand.

Text(AQ): <2T>: Draw a card from your library, then immediately discard a card of your choice to your graveyard.

NO RULINGS

## 1.21 Mightstone

Mightstone

Color = Colorless  
Rarity = AQ(U3)  
Type = Artifact  
Cost = 4  
Artist = Pete Venters  
Print run = AQ(93,000)

Text(AQ): All attacking creatures gain +1/+0.

Rulings

## 1.22 Millstone

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## Millstone

Color = Colorless  
Rarity = AQ(U3) / RV(R) / 4E(R)  
Type = Artifact  
Cost = 2  
Artist = Kaja Foglio  
Print run = AQ(93,000) / RV(289,000) / 4E(353,500)

Text (4E): <2T>: Take the top two cards from target player's library and put them in that player's graveyard.

Text (RV): <2T>: Take the top two cards from target player's library and put them in target player's graveyard.

Text (AQ): <2T>: Take the top two cards from target player's library and put them in target player's graveyard.

## Rulings

## 1.23 Mishra's War Machine

## Mishra's War Machine

Color = Colorless  
Rarity = AQ(U1) / RV(R) / 4E(R)  
Type = Artifact Creature (5/5)  
Cost = 7  
Artist = Amy Weber  
Print run = AQ(31,000) / RV(289,000) / 4E(353,500)

Text (4E): Banding  
During your upkeep, choose and discard one card from your hand, or Mishra's War Machine deals 3 damage to you. If Mishra's War Machine deals damage to you in this way, tap it.

Text (RV): Bands  
During your upkeep, discard one card of your choice from your hand, or Mishra's War Machine becomes tapped and does 3 points of damage to you.

Text (AQ): Bands  
During your upkeep, discard one card of your choice from your hand, or Mishra's War Machine becomes tapped and does 3 points of damage to you.

## Rulings

## 1.24 Obelisk of Undoing

## Obelisk of Undoing

Color = Colorless  
Rarity = AQ(U1) / CR(U1)  
Type = Artifact  
Cost = 1  
Artist = Tom Wanerstrand  
Print run = AQ(31,000) / CR(516,500)

Text (CR): <6T>: Return any of your permanents in play to your hand; enchantments on that permanent are discarded. Can only be used on permanents you cast.

Text (AQ): <6T>: Return target permanent you control and own to your hand.

Rulings

## 1.25 Onulet

Onulet

Color = Colorless  
Rarity = AQ(U3) / RV(R) / 4E(R)  
Type = Artifact Creature (2/2)  
Cost = 3  
Artist = Anson Maddocks  
Print run = AQ(93,000) / RV(289,000) / 4E(353,500)

Text (4E): If Onulet is put into the graveyard from play, you gain 2 life.

Text (RV): If Onulet is placed in the graveyard, its controller gains 2 life.

Text (AQ): If Onulet goes to the graveyard, its controller gains 2 life.

Rulings

## 1.26 Ornithopter

Ornithopter

Color = Colorless  
Rarity = AQ(C4) / RV(U) / 4E(U)  
Type = Artifact Creature (0/2)  
Cost = 0  
Artist = Amy Weber  
Print run = AQ(372,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): Flying

Text (RV): Flying

Text (AQ): Flying

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Rulings

## 1.27 Primal Clay

Primal Clay

Color = Colorless  
Rarity = AQ(U3) / RV(R) / 4E(R)  
Type = Artifact Creature (\*/\*)  
Cost = 4  
Artist = Kaja Foglio  
Print run = AQ(93,000) / RV(289,000) / 4E(353,500)

Text (4E): When Primal Clay comes into play, choose whether to make it a 1/6 wall, a 2/2 creature with flying, or a 3/3 creature.

Text (RV): When you cast Primal Clay, you must choose whether to make it a 1/6 wall, a 3/3 creature, or a 2/2 flying creature. Primal Clay then remains in this form until altered by another card or removed from play.

Text (AQ): When you cast Primal Clay, you must choose whether to make it a 1/6 wall, a 3/3 creature, or a 2/2 flying creature. Primal Clay then remains in this form until altered by another card or removed from play.

Rulings

## 1.28 Rakalite

Rakalite

Color = Colorless  
Rarity = AQ(U3) / CR(U1)  
Type = Artifact  
Cost = 6  
Artist = Christopher Rush  
Print run = AQ(93,000) / CR(516,500)

Text (CR): <2>: Prevent 1 damage to any creature or player. Return Rakalite to owner's hand at end of turn.

Text (AQ): <2>: Prevent 1 damage to any target. If rakalite is used, it returns to its owner's hand at end of turn; all enchantments on Rakalite are then discarded.

Rulings

## 1.29 Rocket Launcher

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## Rocket Launcher

Color = Colorless  
 Rarity = AQ(U3) / RV(R)  
 Type = Artifact  
 Cost = 4  
 Artist = Pete Venters  
 Print run = AQ(93,000) / RV(289,000)

Text(RV): <2>: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

Text(AQ): <2>: Do 1 damage to any target. Rocket Launcher may not be used until it begins a turn in play on your side. If it is used, Rocket Launcher is destroyed at end of turn.

### Rulings

## 1.30 Shapeshifter

### Shapeshifter

Color = Colorless  
 Rarity = AQ(U1) / 4E(U)  
 Type = Artifact Creature (\*(7-\*))  
 Cost = 6  
 Artist = Dan Frazier  
 Print run = AQ(31,000) / 4E(1,060,500)

Text(4E): Shapeshifter has power and toughness that add up to seven, but neither may be more than seven. Set them when Shapeshifter comes into play; you may change them during your upkeep.

Text(AQ): The \*s below represent any number from 0 to 6. You set \* when Shapeshifter is cast, and you may change it during your upkeep.

### Rulings

## 1.31 Staff of Zegon

### Staff of Zegon

Color = Colorless  
 Rarity = AQ(C4)  
 Type = Artifact  
 Cost = 4  
 Artist = Mark Poole  
 Print run = AQ(372,000)

Text(AQ): <3T>: Target creature loses -2/-0 until end of turn. Creatures

with power less than 1 deal no damage.

NO RULINGS

### 1.32 Su-Chi

Su-Chi

Color = Colorless  
Rarity = AQ(U3)  
Type = Artifact Creature (4/4)  
Cost = 4  
Artist = Christopher Rush  
Print run = AQ(93,000)

Text(AQ): If Su-Chi goes to the graveyard, its controller gains 4 colorless mana.

Rulings

### 1.33 Tablet of Epityr

Tablet of Epityr

Color = Colorless  
Rarity = AQ(C4)  
Type = Artifact  
Cost = 1  
Artist = Chistopher Rush  
Print run = AQ(372,000)

Text(AQ): <1>: You gain 1 life every time one of your artifacts goes to the graveyard. Can only give 1 life each time an artifact reaches the graveyard.

Rulings

### 1.34 Tawnos's Coffin

Tawnos's Coffin

Color = Colorless  
Rarity = AQ(U1)  
Type = Artifact  
Cost = 4  
Artist = Chistopher Rush  
Print run = AQ(31,000)

Text(AQ): <3T>: Select a creature in play; that creature is considered out of play as long as Coffin remains tapped. Hence the creature

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cannot be the target of spells and cannot receive damage, use special powers, attack, or defend. All counters and enchantments on the creature remain but are also out of play. If coffin is untapped or removed, creature returns to play tapped. You may choose not to untap coffin during the untap phase.

Rulings

### 1.35 Tawnos's Wand

Tawnos's Wand

Color = Colorless  
Rarity = AQ(U3) / 4E(U)  
Type = Artifact  
Cost = 4  
Artist = Douglas Shuler  
Print run = AQ(93,000) / 4E(1,060,500)

Text (4E): <2T>: Target creature with power no greater than 2 becomes unblockable until end of turn. Other effects may later be used to increase the creature's power beyond 2.

Text (AQ): <2T>: Make a creature of power no greater than 2 unblockable by all creatures except artifact creatures until end of turn. Other cards may be used to increase target creature's power beyond 2 after defense is chosen.

Rulings

### 1.36 Tawnos's Weaponry

Tawnos's Weaponry

Color = Colorless  
Rarity = AQ(U3) / 4E(U)  
Type = Artifact  
Cost = 2  
Artist = Dan Frazier  
Print run = AQ(93,000) / 4E(1,060,500)

Text (4E): <2T>: Target creature gets +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during your untap phase.

Text (AQ): <2T>: Target creature gains +1/+1 as long as Tawnos's Weaponry remains tapped. You may choose not to untap Tawnos's Weaponry during untap phase.

Rulings

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## 1.37 Tetravus

Tetravus

Color = Colorless  
Rarity = AQ(U1) / 4E(R)  
Type = Artifact Creature (1/1)  
Cost = 6  
Artist = Mark Tedin  
Print run = AQ(31,000) / 4E(353,500)

Text (4E): Flying  
When Tetravus comes into play, put three +1/+1 counters on it. During your upkeep, you may move each of these counters on or off of Tetravus, regardless of who controls them. Counters that are removed become Tetravite tokens. Treat these tokens as 1/1 artifact creatures with flying. These creatures cannot have enchantments played on them and do not share any enchantments on Tetravus.

Text (AQ): Flying  
Tetravus gets three +1/+1 counters when cast. During your upkeep, you may move each of these counters on or off of Tetravus. Counters moved off of Tetravus become independent 1/1 flying artifact creatures. If such a creature dies, the counter is removed from play. Such creatures may not have enchantments cast on them, and they do not share any enchantments on Tetravus.

Rulings

## 1.38 The Rack

The Rack

Color = Colorless  
Rarity = AQ(U3) / RV(U) / 4E(U)  
Type = Artifact  
Cost = 1  
Artist = Richard Thomas  
Print run = AQ(93,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): At the end of target opponent's upkeep, The Rack deals that player 1 damage for each card in his hand fewer than three.

Text (RV): If opponent has fewer than three cards in hand during his or her upkeep, the Rack does 1 damage to opponent for each card fewer than three.

Text (AQ): If opponent has fewer than three cards in hand during his or her upkeep, the Rack does 1 damage to opponent for each card fewer than three.

Rulings

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### 1.39 Triskelion

Triskelion

Color = Colorless  
Rarity = AQ(U1) / 4E(R)  
Type = Artifact Creature (1/1)  
Cost = 6  
Artist = Douglas Shuler  
Print run = AQ(31,000) / 4E(353,500)

Text (4E): When Triskelion comes into play, put three +1/+1 counters on it.  
<0>: Remove one of these counters from Triskelion to have Triskelion deal 1 damage to target creature or player.

Text (AQ): Triskelion gets three +1/+1 counters when cast. Controller may discard a +1/+1 counter at any time to do 1 damage to any target.

Rulings

### 1.40 Urza's Avenger

Urza's Avenger

Color = Colorless  
Rarity = AQ(U1) / 4E(R)  
Type = Artifact Creature (4/4)  
Cost = 6  
Artist = Amy Weber  
Print run = AQ(31,000) / 4E(353,500)

Text (4E): <0>: Urza's Avenger gets -1/-1 until end of turn and your choice of flying, banding, first strike, or trample until end of turn.

Text (AQ): <0>: Avenger loses -1/-1 and gains one of your choice of flying, banding, first strike, or trample until end of turn. Attribute losses and ability gains are cumulative.

Rulings

### 1.41 Urza's Chalice

Urza's Chalice

Color = Colorless  
Rarity = AQ(C4)  
Type = Artifact  
Cost = 1  
Artist = Jeff A. Menges  
Print run = AQ(372,000)

Text (AQ): <1>: Any artifact cast by any player gives you 1 life. Can only

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give 1 life each time an artifact is cast.

Rulings

## 1.42 Urza's Miter

Urza's Miter

Color = Colorless  
Rarity = AQ(U1)  
Type = Artifact  
Cost = 4  
Artist = Randy Aspund-Faith  
Print run = AQ(31,000)

Text (AQ): <3>: Draw one card from your library every time an artifact of yours goes to the graveyard. Can only let you draw one card per artifact destruction. May not be used when you destroy an artifact to gain benefits from another card.

Rulings

## 1.43 Wall of Spears

Wall of Spears

Color = Colorless  
Rarity = AQ(U3) / 4E(C)  
Type = Artifact Creature (2/3)  
Cost = 3  
Artist = Sandra Everingham  
Print run = AQ(93,000) / 4E(3,600,000)

Text (4E): First Strike, counts as a wall.

Text (AQ): First Strike, counts as a wall.

Rulings

## 1.44 Weakstone

Weakstone

Color = Colorless  
Rarity = AQ(U3)  
Type = Artifact  
Cost = 4  
Artist = Justin Hampton  
Print run = AQ(93,000)

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Text (AQ): All attacking creatures lose -1/-0. Creatures with power less than 1 deal no damage.

Rulings

## 1.45 Yotian Soldier

Yotian Soldier

Color = Colorless  
Rarity = AQ(C4) / 4E(C)  
Type = Artifact Creature (1/4)  
Cost = 3  
Artist = Christopher Rush  
Print run = AQ(372,000) / 4E(3,600,000)

Text (4E): Attacking does not cause Yotian Soldier to tap.

Text (AQ): Attacking does not cause Yotian Soldier to tap.

NO RULINGS

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