

DK_ARTIFACT

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COLLABORATORS

	<i>TITLE :</i> DK_ARTIFACT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

DK_ARTIFACT

1.1 The Dark - Artifact Cards

The Dark - Artifact Cards

Barl's Cage

Bone Flute

Book of Rass

Coal Golem

Dark Sphere

Diabolic Machine

Fellwar Stone

Fountain of Youth

Living Armor

Necropolis

Reflecting Mirror

Runesword

Scarecrow

Skull of Orm

Standing Stones

Stone Calendar

Tormod's Crypt

Tower of Coireall

Wand of Ith

War Barge

1.2 Barl's Cage

Barl's Cage

Color = Colorless
Rarity = DK(U1) / CR(U1)
Type = Artifact
Cost = 4
Artist = Tom Wanerstrand
Print run = DK(128,000) / CR(516,500)

Text(CR): <3>: Target creature does not untap during its controller's next untap phase.

Text(DK): <3>: Target creature does not untap as normal during its controller's next untap phase.

Rulings

1.3 Bone Flute

Bone Flute

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 3
Artist = Christopher Rush
Print run = DK(256,000)

Text(DK): <2T>: All creatures get -1/-0 until end of turn.

NO RULINGS

1.4 Book of Rass

Book of Rass

Color = Colorless
Rarity = DK(U2) / CR(U1)
Type = Artifact
Cost = 6
Artist = Sandra Everingham

Print run = DK(256,000) / CR(516,500)

Text (CR): <2>: Pay 2 life to draw a card.
Effects that prevent or redirect damage cannot be used to counter this lose of life.

Text (DK): <2>: Pay 2 life to draw one card.
Effects that prevent or redirect damage may not be used to counter this loss of life.

Rulings

1.5 Coal Golem

Coal Golem

Color = Colorless
Rarity = DK(U2)
Type = Artifact Creature (3/3)
Cost = 5
Artist = Christopher Rush
Print run = DK(256,000)

Text (DK): <3>: Sacrifice Coal Golem to add RRR to your mana pool. This ability is played as an interrupt.

NO RULINGS

1.6 Dark Sphere

Dark Sphere

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 0
Artist = Mark Tedin
Print run = DK(256,000)

Text (DK): <T>: Sacrifice Dark Sphere to prevent half of the damage done to you by a single source, rounded down.

Rulings

1.7 Diabolic Machine

Diabolic Machine

Color = Colorless
Rarity = DK(U2) / 4E(U)

Type = Artifact Creature (4/4)
Cost = 7
Artist = Anson Maddocks
Print run = DK(256,000) / 4E(1,060,500)

Text (4E): <3>: Regenerate

Text (DK): <3>: Regenerates

NO RULINGS

1.8 Fellwar Stone

Fellwar Stone

Color = Colorless
Rarity = DK(U2) / 4E(U)
Type = Artifact
Cost = 2
Artist = Quinton Hoover
Print run = DK(256,000) / 4E(1,060,500)

Text (4E): <T>: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.

Text (DK): <T>: Add 1 mana to your mana pool. This mana may be of any color that any of opponent's lands can produce. This ability is played as an interrupt.

Rulings

1.9 Fountain of Youth

Fountain of Youth

Color = Colorless
Rarity = DK(U2) / CR(C2)
Type = Artifact
Cost = 0
Artist = Daniel Gelon
Print run = DK(256,000) / CR(3,099,000)

Text (CR): <2T>: Gain 1 life.

Text (DK): <2T>: Gain 1 life.

NO RULINGS

1.10 Living Armor

Living Armor

Color = Colorless
Rarity = DK(U2) / CR(C2)
Type = Artifact
Cost = 4
Artist = Anson Maddocks
Print run = DK(256,000) / CR(3,099,000)

Text(CR): <T>: Sacrifice Living Armor to put a +0/+X counter on target creature, where X is equal to that creature's casting cost.

Text(DK): <T>: Sacrifice Living Armor to put a +0/+X counter on target creature, where X is the target creature's casting cost.

NO RULINGS

1.11 Necropolis

Necropolis

Color = Colorless
Rarity = DK(U2)
Type = Artifact Creature (0/1)
Cost = 5
Artist = NeNe Thomas
Print run = DK(256,000)

Text(DK): Counts as a wall.

<0>: Take a creature in your graveyard and remove it from the game. Put X +0/+1 counters on Necropolis, where X is the removed creature's casting cost.

Rulings

1.12 Reflecting Mirror

Reflecting Mirror

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 4
Artist = Mark Poole
Print run = DK(256,000)

Text(DK): <XT>: Target spell, which targets you, targets the player of your choice instead. X is twice the casting cost of target spell. This ability is played as an interrupt.

Rulings

1.13 Runesword

Runesword

Color = Colorless
Rarity = DK(U2) / CR(C2)
Type = Artifact
Cost = 6
Artist = Christopher Rush
Print run = DK(256,000) / CR(3,099,000)

Text (CR): <3T>: Target attacking creature gets +2/+0 until end of turn. Any creature damaged by that creature cannot regenerate this turn; if such a creature receives lethal damage this turn, remove it from the game. If the target leaves play before end of turn, bury Runesword.

Text (DK): <3T>: Target attacking creature gains +2/+0 until end of turn. Any creature damaged by target creature may not be regenerated this turn; if such a creature is placed in the graveyard this turn, remove it from the game. If target creature leaves play before end of turn, Runesword is buried.

Rulings

1.14 Scarecrow

Scarecrow

Color = Colorless
Rarity = DK(U2)
Type = Artifact Creature (2/2)
Cost = 5
Artist = Anson Maddocks
Print run = DK(256,000)

Text (DK): <6T>: Until end of turn, all damage done to you by flying creatures is reduced to 0.

Rulings

1.15 Skull of Orm

Skull of Orm

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 3
Artist = Tom Wanerstrand
Print run = DK(256,000)

Text (DK): <5T>: Bring one enchantment card from your graveyard to your hand.

Rulings

1.16 Standing Stones

Standing Stones

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 3
Artist = Sandra Everingham
Print run = DK(256,000)

Text (DK): <1T>: Pay 1 life and add 1 mana of any color to your mana pool. This ability is played as an interrupt. Effects that prevent or redirect damage may not be used to counter this loss of life.

NO RULINGS

1.17 Stone Calendar

Stone Calendar

Color = Colorless
Rarity = DK(U1)
Type = Artifact
Cost = 5
Artist = Amy Weber
Print run = DK(128,000)

Text (DK): Your spells cost up to <1> less to cast; casting cost of spells cannot go below <0>.

Rulings

1.18 Tormod's Crypt

Tormod's Crypt

Color = Colorless
Rarity = DK(U2) / CR(C2)
Type = Artifact
Cost = 0
Artist = Christopher Rush
Print run = DK(256,000) / CR(3,099,000)

Text (CR): <T>: Sacrifice Tormod's Crypt to remove all cards in target

player's graveyard from the game.

Text (DK): <T>: Sacrifice Tormod's Crypt to remove all cards in target player's graveyard from the game.

NO RULINGS

1.19 Tower of Coireall

Tower of Coireall

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 2
Artist = Dan Frazier
Print run = DK(256,000)

Text (DK): <T>: Target creature cannot be blocked by walls until end of turn.

NO RULINGS

1.20 Wand of Ith

Wand of Ith

Color = Colorless
Rarity = DK(U2)
Type = Artifact
Cost = 4
Artist = Quinton Hoover
Print run = DK(256,000)

Text (DK): <3T>: Look at one card at random from target player's hand. If the card is not a land, target player must choose either to discard it or pay an amount of life equal to its casting cost. If the card is a land, target player must choose either to discard it or pay 1 life. Effects that prevent or redirect damage may not be used to counter this loss of life. Can only be used during controller's turn.

Rulings

1.21 War Barge

War Barge

Color = Colorless
Rarity = DK(U2)

Type = Artifact
Cost = 4
Artist = Tom Wanerstrand
Print run = DK(256,000)

Text (DK): <3>: Target creature gains islandwalk until end of turn. If War Barge leaves play this turn, target creature is buried.

NO RULINGS
