LG_ARTIFACT

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              Legends - Artifact Cards


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```

1.2 Al-abara's Carpet

```
Al-abara's Carpet

Color     = Colorless
Rarity    = LG(R1)
Type      = Artifact
Cost      = 5
Artist    = Kaja Foglio
Print run = LG(19,500)

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

 NO RULINGS
```

1.3 Alchor's Tomb

```
Alchor's Tomb

Color     = Colorless
Rarity    = LG(R1)
Type      = Artifact
Cost      = 4
Artist    = Jesper Myrfors
Print run = LG(19,500)
```

```
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(R1) / CR(U1)
Type      = Artifact
Cost      = 3
Artist    = Tom Wanerstrand
Print run = LG(19,500) / CR(516,000)
```

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

```
Text(CR): When  Arena  of  the  Ancients  comes into play, tap all legends.
          Legends do not untap during their controllers' 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
Print run = LG(58,000) / 4E(353,500)
```

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

```
Text(4E): <2T>: Put one charge counter on Black Mana Battery.
          <T>:  Add  <B>  to  your  mana  pool  and  remove as many charge
          counters as you wish.  For each charge counter removed from Black
          Mana Battery, add <B> to your mana pool.  Play this ability 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
Print run = LG(58,000) / 4E(353,500)

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.

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.

   Rulings
```

1.7 Bronze Horse

```
Bronze Horse

Color    = Colorless
Rarity   = LG(R1) / CR(U1)
Type     = Artifact Creature (4/4)
Cost     = 7
Artist   = Mark Poole
Print run = LG(19,500) / CR(516,000)

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

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.

   Rulings
```

1.8 Forethought Amulet

```
Forethought Amulet

Color    = Colorless
Rarity   = LG(R1)
Type     = Artifact
Cost     = 5
```

```
Artist    = Melissa Benson
Print run = LG(19,500)
```

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.

 NO RULINGS

1.9   Gauntlets of Chaos

```
Gauntlets of Chaos

Color     = Colorless
Rarity    = LG(R1) / CR(U1)
Type      = Artifact
Cost      = 5
Artist    = Dan Frazier
Print run = LG(19,500) / CR(516,000)
```

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.

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.

  Rulings

1.10   Green Mana Battery

```
Green Mana Battery

Color     = Colorless
Rarity    = LG(U1) / 4E(R)
Type      = Artifact
Cost      = 4
Artist    = Christopher Rush
Print run = LG(58,000) / 4E(353,500)
```

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.

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.
```

   Rulings

1.11   Horn of Deafening

```
Horn of Deafening

Color     = Colorless
Rarity    = LG(R1)  / CR(U1)
Type      = Artifact
Cost      = 4
Artist    = Dan Frazier
Print run = LG(19,500) / CR(516,000)

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

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

    NO RULINGS

1.12   Knowledge Vault

```
Knowledge Vault

Color     = Colorless
Rarity    = LG(R1)
Type      = Artifact
Cost      = 4
Artist    = Amy Weber
Print run = LG(19,500)

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
Print run = LG(58,000)

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
Print run = LG(116,000)

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(R1)
Type      = Artifact
Cost      = 4
Artist    = Amy Weber
Print run = LG(19,500)

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(R1)
Type      = Artifact
Cost      = 6
```

```
Artist    = Mark Tedin
Print run = LG(19,500)

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
Print run = LG(58,000)

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(R1)
Type      = Artifact
Cost      = 6
Artist    = Phil Foglio
Print run = LG(19,500)

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(R1)
Type      = Artifact
Cost      = 4
Artist    = Kaja Foglio
Print run = LG(19,500)

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(R1)
Type      = Artifact
Cost      = 4
Artist    = Richard Thomas
Print run = LG(19,500)

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(R1)
Type      = Artifact
Cost      = 6
Artist    = Melissa Benson
Print run = LG(19,500)

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

   Rulings
```

1.22   Red Mana Battery

```
Red Mana Battery

Color     = Colorless
Rarity    = LG(U1) / 4E(R)
Type      = Artifact
Cost      = 4
Artist    = Mark Tedin
Print run = LG(58,000) / 4E(353,500)

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.

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.

   Rulings
```

1.23   Relic Barrier

```
Relic Barrier

Color     = Colorless
Rarity    = LG(U2)
Type      = Artifact
Cost      = 2
Artist    = Harold McNeill
Print run = LG(116,000)

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

   Rulings
```

1.24   Ring of Immortals

```
Ring of Immortals

Color     = Colorless
Rarity    = LG(R1)
Type      = Artifact
Cost      = 5
Artist    = Melissa Benson
Print run = LG(19,500)

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(R1) / CR(U1)
Type      = Artifact Creature (1/*)
Cost      = 4
Artist    = Randy Asplund-Faith
Print run = LG(19,500) / CR(516,000)

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.

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.

   Rulings
```

1.26   Serpent Generator

```
Serpent Generator

Color     = Colorless
Rarity    = LG(R1) / CR(U1)
Type      = Artifact
Cost      = 6
Artist    = Mark Tedin
Print run = LG(19,500) / CR(516,000)

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.

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.

   Rulings
```

1.27   Sword of the Ages

```
Sword of the Ages

Color    = Colorless
Rarity   = LG(R1)
Type     = Artifact
Cost     = 6
Artist   = Dan Frazier
Print run = LG(19,500)

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(R1) / CR(U1)
Type     = Artifact
Cost     = 4
Artist   = Dan Frazier
Print run = LG(19,500) / CR(516,000)

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.

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.
```

  Rulings

1.29 Voodoo Doll

```
Voodoo Doll

Color    = Colorless
Rarity   = LG(R1) / CR(U1)
Type     = Artifact
Cost     = 6
Artist   = Sandra Everingham
```

```
Print run = LG(19,500) / CR(516,000)
```

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.

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.

   Rulings

1.30   White Mana Battery

```
White Mana Battery

Color     = Colorless
Rarity    = LG(U1) / 4E(R)
Type      = Artifact
Cost      = 4
Artist    = Anthony Waters
Print run = LG(58,000) / 4E(353,500)
```

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.

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.

   Rulings