UL_ARTIFACT

Tom de Ruyter

COLLABORATORS			
	TITLE : UL_ARTIFACT		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Tom de Ruyter	February 12, 2023	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

UL_ARTIFACT

1.1   Unlimited Edition - Artifact Cards

```
        Unlimited Edition - Artifact Cards

Ankh of Mishra           Basalt Monolith

Black Lotus
     Black Vise
Celestial Prism
Chaos Orb
               Clockwork Beast         Conservator

Copper Tablet
     Crystal Rod

Cyclopean Tomb
     Dingus Egg
Disrupting Scepter
Forcefield

Gauntlet of Might
     Glasses of Urza
Helm of Chatzuk         Howling Mine

Icy Manipulator

Illusionary Mask
               Iron Star               Ivory Cup
Jade Monolith
Jade Statue
               Jayemdae Tome           Juggernaut
Kormus Bell             Library of Leng
Living Wall             Mana Vault
Meekstone
Mox Emerald

Mox Jet

Mox Pearl
```

```
        Mox Ruby

        Mox Sapphire
                        Nevinyrral's Disk        Obsianus Golem
        Rod of Ruin            Sol Ring
        Soul Net              Sunglasses of Urza
        The Hive              Throne of Bone

        Time Vault
            Winter Orb
        Wooden Sphere
```

1.2 Black Lotus

```
Black Lotus

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 0
Artist    = Christopher Rush
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>:  Adds 3 mana of any single color of your choice to your mana
          pool,  then is discarded.  Tapping this artifact can be played as
          an interrupt.

   Rulings
```

1.3 Chaos Orb

```
Chaos Orb

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 2
Artist    = Mark Tedin
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <1T>:   Flip  Chaos Orb onto the playing area from a height of at
          least   one   foot.   Chaos  Orb must turn completely over at least
          once  or  it  is discarded with no effect.  When Chaos Orb lands,
          any cards in play that it touches are destroyed, as is Chaos Orb.

   Rulings
```

1.4 Copper Tablet

```
Copper Tablet

Color     = Colorless
Rarity    = A/B/UL(U)
Type      = Artifact
Cost      = 2
Artist    = Amy Weber
Print run = A(4,500) / B(13,500) / UL(68,000)

Text(UL): Copper  Tablet  does  1  damage  to each player during his or her
          upkeep.
```

  NO RULINGS

1.5 Cyclopean Tomb

```
Cyclopean Tomb

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 4
Artist    = Anson Maddocks
Print run = A(1,100) / B(3,200) / UL(18,500)

NOTE: Casting cost is missing on the Alpha version !!

Text(UL): <2T>:  Turn  any  one  non-swamp  land into swamp during upkeep.
          Mark  the  changed  lands  with  tokens.  If Cyclopean Tomb is
          destroyed, remove one token of your choice each upkeep, returning
          that land to its original nature.
```

  Rulings

1.6 Forcefield

```
Forcefield

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 3
Artist    = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <1>: Lose only 1 life to an unblocked creature.
```

  Rulings

1.7 Gauntlet of Might

```
Gauntlet of Might

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 4
Artist    = Christopher Rush
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): All  red creatures gain +1/+1, and all mountains provide an extra
          red mana when tapped.
```

   Rulings

1.8 Icy Manipulator

```
Icy Manipulator

Color     = Colorless
Rarity    = A/B/UL(U) / IA(U)
Type      = Artifact
Cost      = 4
Artist    = Douglas Shuler (A/B/UL) / Amy Weber (IA)
Print run = A(4,500) / B(13,500) / UL(68,000) / IA(606,000)

NOTE: The Ice Age card has different artwork.

Text(IA): <1T>: Tap target artifact, creature, or land.

Text(UL): <1T>:  You  may  tap  any land, creature, or artifact in play on
          either side.  No effects are generated by the target card.

Text(AL): <1T>:  You  may  tap  any land, creature, or artifact in play on
          either side.
```

   Rulings

1.9 Illusionary Mask

```
Illusionary Mask

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 2
Artist    = Amy Weber
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <X>:  You  can  summon  a creature face down so opponent doesn't
          know  what  it is.  The X cost can be any amount of mana, even 0;
```

```
            it  serves  to  hide the true casting cost of the creature, which
            you  still  have  to  spend.  As  soon  as  a face-down creature
            receives  damage,  deals  damage,  or is tapped, you must turn it
            face up.
```

   Rulings

1.10   Jade Statue

```
Jade Statue

Color     = Colorless
Rarity    = A/B/UL(U)
Type      = Artifact (3/6)
Cost      = 4
Artist    = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000)

Text(UL): <2>:   Jade  Statue  becomes  a  creature for the duration of the
          current attack exchange.  Can be a creature only during an attack
          or defense.
```

   Rulings

1.11   Mox Emerald

```
Mox Emerald

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 0
Artist    = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>:   Add 1 green mana to your mana pool.  Tapping this artifact
          can be played as an interrupt.
```

   Rulings

1.12   Mox Jet

```
Mox Jet

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 0
Artist    = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)
```

```
Text(UL): <T>:   Add 1 black mana to your mana pool.  Tapping this artifact
          can be played as an interrupt.
```

    Rulings

1.13 Mox Pearl

```
Mox Pearl

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 0
Artist    = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>:   Add 1 white mana to your mana pool.  Tapping this artifact
          can be played as an interrupt.
```

    Rulings

1.14 Mox Ruby

```
Mox Ruby

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 0
Artist    = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>:   Add  1  red mana to your mana pool.  Tapping this artifact
          can be played as an interrupt.
```

    Rulings

1.15 Mox Sapphire

```
Mox Sapphire

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 0
Artist    = Dan Frazier
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>:   Add  1 blue mana to your mana pool.  Tapping this artifact
```

```
            can be played as an interrupt.

  Rulings
```

1.16 Time Vault

```
Time Vault

Color     = Colorless
Rarity    = A/B/UL(R)
Type      = Artifact
Cost      = 2
Artist    = Mark Tedin
Print run = A(1,100) / B(3,200) / UL(18,500)

Text(UL): <T>:   Gain an additional turn after the current one.  Time Vault
          doesn't  untap normally during untap phase; to untap it, you must
          skip a turn.  Time Vault begins tapped.

  Rulings
```