

# **3E\_ARTIFACT**

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**COLLABORATORS**

	<i>TITLE :</i> 3E_ARTIFACT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# 3E\_ARTIFACT

### 1.1 Revised Edition - Artifact Cards

#### Revised Edition - Artifact Cards

Aladdin's Lamp	Aladdin's Ring
Ankh of Mishra	Armageddon Clock
Basalt Monolith	
Black Vise	
Bottle of Suleiman	Brass Man
Celestial Prism	Clockwork Beast
Conservator	Crystal Rod
Dancing Scimitar	Dingus Egg
Disrupting Scepter	Dragon Engine
Ebony Horse	Flying Carpet
Glasses of Urza	Helm of Chatzuk
Howling Mine	Iron Star
Ivory Cup	Ivory Tower
Jade Monolith	Jandor's Ring
Jandor's Saddlebags	Jayemdae Tome
Juggernaut	
Kormus Bell	
Library of Leng	
Living Wall	
Mana Vault	Meekstone
Millstone	Mishra's War Machine
Nevinyrral's Disk	Obsianus Golem
Onulet	Ornithopter
Primal Clay	Rocket Launcher
Rod of Ruin	
Sol Ring	
Soul Net	Sunglasses of Urza
The Hive	The Rack
Throne of Bone	Winter Orb
Wooden Sphere	

## 1.2 Basalt Monolith

Basalt Monolith

Color = Colorless  
Rarity = A/B/UL(U) / RV(U)  
Type = Artifact  
Cost = 3  
Artist = Jesper Myrfors

Text (RV): <T>: Add 3 colorless mana to your mana pool. Does not untap as normal during untap phase; you may spend <3> at any other time to untap. Drawing mana from this artifact is played as an interrupt.

Text (UL): <T>: Add 3 colorless mana to your mana pool. Does not untap as normal during untap phase; spend <3> to untap. Tapping this artifact can be played as an interrupt.

Text (AL): <T>: Add 3 colorless mana to your mana pool. Does not untap as normal during untap phase; spend <3> to untap. Tapping this artifact can be played as an interrupt.

Rulings

## 1.3 Juggernaut

Juggernaut

Color = Colorless  
Rarity = A/B/UL(U) / RV(U)  
Type = Artifact Creature (5/3)  
Cost = 4  
Artist = Dan Frazier

Text (RV): Must attack each turn if possible. Can't be blocked by walls.

Text (UL): Must attack each turn if possible. Can't be blocked by walls.

Flavor Text: We had taken refuge in a small cave, thinking the entrance was too narrow for it to follow. To our horror, its gigantic head smashed into the mountainside, ripping itself a new entrance.

Rulings

## 1.4 Living Wall

Living Wall

Color = Colorless  
Rarity = A/B/UL(U) / RV(U)

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Type = Artifact Creature (0/6)  
Cost = 4  
Artist = Anson Maddocks

Text (RV): Counts as a Wall.  
<1>: Regenerates

Text (UL): Counts as a Wall.  
<1>: Regenerates

Flavor Text: Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Rulings

## 1.5 Sol Ring

Sol Ring

Color = Colorless  
Rarity = A/B/UL(U) / RV(U)  
Type = Artifact  
Cost = 1  
Artist = Mark Tedin

Text (RV): <T>: Add 2 colorless mana to your mana pool. This ability is played as an interrupt.

Text (UL): <T>: Add 2 colorless mana to your mana pool. Tapping this artifact can be played as an interrupt.

Rulings

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