VI_ARTIFACT

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	COLLABORATORS		
	TITLE : VI_ARTIFACT		
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                Visions - Artifact Cards


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1.2 Anvil of Bogardan

```
Anvil of Bogardan

Color   = Colorless
Rarity  = VI(R)
Type    = Artifact
Cost    = 2
Artist  = Roger Raupp

Text(VI): Each player skips his or her discard phase. During each player's
          draw phase, that player draws an additional card and then chooses
          and discards a card.

 NO RULINGS
```

1.3 Brass-Talon Chimera

```
Brass-Talon Chimera

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact Creature (2/2)
Cost    = 4
Artist  = Mike Dringenberg

Text(VI): First strike.
          Brass-Talon Chimera counts as a Chimera.
          Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target
          Chimera and that Chimera gains first strike permanently.

 NO RULINGS
```

1.4 Diamond Caleidoscope

```
Diamond Caleidoscope

Color   = Colorless
Rarity  = VI(R)
Type    = Artifact
Cost    = 4
Artist  = Ron Spencer

Text(VI): <3T>: Put a Prism token into play. Treat this token as a 0/1
          artifact creature.
```

```
           Sacrifice a Prism token: Add one mana of any color to your
           mana pool. Play this ability as a mana source.
```

  NO RULINGS

1.5 Dragon Mask

```
Dragon Mask

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact
Cost    = 3
Artist  = Craig Hooper

Text(VI): <3T>: Target creature you control gets +2/+2 until end of
          turn. At end of turn, if that creature is in play, return
          it to owner's hand.
```

  NO RULINGS

1.6 Helm of Awakening

```
Helm of Awakening

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact
Cost    = 2
Artist  = Adam Rex

Text(VI): All spells cost one generic mana less to play.
```

   Rulings

1.7 Iron-Heart Chimera

```
Iron-Heart Chimera

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact Creature (2/2)
Cost    = 4
Artist  = Mike Dringenberg

Text(VI): Attacking does not cause Iron-Heart Chimera to tap.
          Iron-Heart Chimera counts as a Chimera.
          Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target
          Chimera and attacking any turn does not cause that Chimera
          to tap.
```

NO RULINGS

1.8 Juju Bubble

```
Juju Bubble

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact
Cost    = 1
Artist  = Donato Giancola

Text(VI): Cumulative upkeep: <1>
          If you play a card, bury Juju Bubble.
          <2>: Gain 1 life.
```

  Rulings

1.9 Lead-Belly Chimera

```
Lead-Belly Chimera

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact Creature <2/2>
Cost    = 4
Artist  = Mike Dringenberg

Text(VI): Trample
          Lead-Belly Chimera counts as a Chimera.
          Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target
          Chimera and that Chimera gains trample permanently.
```

 NO RULINGS

1.10 Magma Mine

```
Magma Mine

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact
Cost    = 1
Artist  = Ron Spencer

Text(VI): <4>: Put a pressure counter on Magma Mine.
          <T>, Sacrifice Magma Mine: For each pressure counter on it,
          Magma Mine deals 1 damage to target creature or player.
```

NO RULINGS

1.11   Matopi Golem

```
Matopi Golem

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact Creature (3/3)
Cost    = 5
Artist  = Tom Kyffin

Text(VI): <1>: Regenerate and put a -1/-1 counter on Matopi Golem.
```

  NO RULINGS

1.12   Phyrexian Marauder

```
Phyrexian Marauder

Color   = Colorless
Rarity  = VI(R)
Type    = Artifact Creature (0/0)
Cost    = X
Artist  = David Seeley

Text(VI): Phyrexian Marauder comes into play with X +1/+1 counters on it.
          Phyrexian Marauder cannot block. Phyrexian Marauder cannot attack
          unless you pay <1> for each +1/+1 counter on it.
```

   Rulings

1.13   Phyrexian Walker

```
Phyrexian Walker

Color   = Colorless
Rarity  = VI(C)
Type    = Artifact Creature (0/3)
Cost    = 0
Artist  = Bryan Talbot
```

  NO RULINGS

1.14   Sands of Time

```
Sands of Time

Color  = Colorless
Rarity = VI(R)
Type   = Artifact
Cost   = 4
Artist = Paul Lee

Text(VI): Each player skips his or her untap phase. At the beginning of each
         player's turn, untap each tapped artifact, creature, and land he or
         she controls and tap each untapped artifact, creature, and land he
         or she controls.
```

   Rulings

1.15 Sisay's Ring

```
Sisay's Ring

Color  = Colorless
Rarity = VI(C)
Type   = Artifact
Cost   = 4
Artist = Donato Giancola

Text(VI): <T>: Add 2 colorless mana to your mana pool. Play this ability as
         a mana source.
```

 NO RULINGS

1.16 Snake Basket

```
Snake Basket

Color  = Colorless
Rarity = VI(R)
Type   = Artifact
Cost   = 4
Artist = Roger Raupp

Text(VI): <X>, Sacrifice Snake Basket: Put X Cobra tokens into play. Threat
         these tokens as 1/1 green creatures. Play this ability as a sorcery.
```

 NO RULINGS

1.17 Teferi's Puzzle Box

```
Teferi's Puzzle Box
```

```
Color   = Colorless
Rarity  = VI(R)
Type    = Artifact
Cost    = 4
Artist  = Kaja Foglio
```

Text(VI): During each player's draw phase, that player counts the cards in
         his or her hand, puts those cards on the bottom of his or her
         library, and then draws that number of cards.

  Rulings

1.18   Tin-Wing Chimera

```
Tin-Wing Chimera

Color   = Colorless
Rarity  = VI(U)
Type    = Artifact Creature (2/2)
Cost    = 4
Artist  = Mike Dringenberg
```

Text(VI): Flying
         Tin-Wing Chimera counts as a Chimera.
         Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera
         and that Chimera gains flying permanently.

 NO RULINGS

1.19   Triangle of War

```
Triangle of War

Color   = Colorless
Rarity  = VI(R)
Type    = Artifact
Cost    = 1
Artist  = Ian Miller
```

Text(VI): <2>, Sacrifice Triangle of War: Choose target creature you control
         and target creature an opponent controls. Each creature deals an
         amount of damage equal to its power to the other.

  Rulings

1.20   Wand of Denial

```
Wand of Denial

Color   = Colorless
```

```
Rarity  = VI(R)
Type    = Artifact
Cost    = 2
Artist  = Steve Luke
```

Text(VI): <T>: Look at the top card of target player's library. If that card
          is a nonland card, you may pay 2 life to put it into that player's
          graveyard.

 NO RULINGS