

3E_ARTIFACT

Tom de Ruyter

COLLABORATORS

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|---------------|-------------------------------|----------------|------------------|
| | <i>TITLE :</i> 3E_ARTIFACT | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | Tom de Ruyter | April 18, 2022 | |

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)

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
