

AI_ARTIFACT

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COLLABORATORS

	<i>TITLE :</i> AI_ARTIFACT		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

AI_ARTIFACT

1.1 Alliances - Artifact Cards

Alliances - Artifact Cards

Aesthir Glider

Ashnod's Cylix

Astrolabe

Floodwater Dam

Gustha's Scepter

Helm of Obedience

Lodestone Bauble

Mishra's Groundbreaker

Mystic Compass

Phyrexian Devourer

Phyrexian Portal

Phyrexian War Beast

Scarab of the Unseen

Shield Sphere

Sol Grail

Soldevi Digger

Soldevi Sentry

Soldevi Steam Beast

Storm Cauldron

Urza's Engine

Whirling Catapult

1.2 Aesthir Glider

Aesthir Glider

Color = Colorless

Rarity = AI(C2)

Type = Artifact Creature (2/1)

Cost = 3

Artist = Ruth Thompson / Ruth Thompson

NOTE: There are TWO different artworks for this card.

Text (AI): Flying

Cannot be assigned to block.

Flavor Text: "A fine example of the rewards of artifice: a thoroughly obedient steed with wings of Soldevi steel."

---Arcum Dagsson, Soldevi Machinist

Flavor Text: "Sacrilege ! A noble ally in life, made nothing more than a glorified kite in death !"

---Arna Kennerud, Skycaptain

NO RULINGS

1.3 Ashnod's Cylix

Ashnod's Cylix

Color = Colorless

Rarity = AI(R2)

Type = Artifact

Cost = 2

Artist = Nicola Leonard

Text (AI): <3T>: Target player looks at the top three cards of his or her library and puts one of them on top of that library.

Remove the remaining two from the game.

Flavor Text: Few remember that Ashnod's defilement of Terisiare's resources outstripped even that of her peers.

Rulings

1.4 Astrolabe

Astrolabe

Color = Colorless
Rarity = AI (C2)
Type = Artifact
Cost = 3
Artist = Amy Weber / Amy Weber

NOTE: There are TWO different artworks for this card.

Text (AI): <1T>: Sacrifice Astrolabe to add two mana of any one color to your mana pool. Play this ability as an interrupt. Draw a card at the beginning of the next turn's upkeep.

Rulings

1.5 Floodwater Dam

Floodwater Dam

Color = Colorless
Rarity = AI (R2)
Type = Artifact
Cost = 3
Artist = Randy Gallegos

Text (AI): <XX1T>: Tap X target lands.

Flavor Text: Vicerid dams may be of living creatures as well as bones and mud.

NO RULINGS

1.6 Gustha's Scepter

Gustha's Scepter

Color = Colorless
Rarity = AI (R2)
Type = Artifact
Cost = 0
Artist = Sandra Everingham

Text (AI): If Gustha's Scepter leaves play or you lose control of it, put all cards under Gustha's Scepter into your graveyard.
<T>: Put any card from your hand face down under Gustha's Scepter. You may look at that card at any time.
<T>: Return any card under Gustha's Scepter to your hand.

NO RULINGS

1.7 Helm of Obedience

Helm of Obedience

Color = Colorless
Rarity = AI (R2)
Type = Artifact
Cost = 4
Artist = Brian Snoddy

Text (AI): <XT>: Put the top card of target opponent's library into his or her graveyard. Continue doing this until you have put X cards or a creature card into that graveyard, whichever occurs first. If the last card put into the graveyard is a creature card, bury Helm of Obedience and put that creature into play under your control as though it were just cast. X cannot be equal to 0.

Rulings

1.8 Lodestone Bauble

Lodestone Bauble

Color = Colorless
Rarity = AI (R2)
Type = Artifact
Cost = 0
Artist = Douglas Shuler

Text (AI): <1T>: Sacrifice Lodestone Bauble to put up to four target basic lands from any player's graveyard on top of his or her library in any order. That player draws a card at the beginning of the next turn's upkeep.

NO RULINGS

1.9 Mishra's Groundbreaker

Mishra's Groundbreaker

Color = Colorless
Rarity = AI (U2)
Type = Artifact
Cost = 4
Artist = Randy Gallegos

Text (AI): <T>: Sacrifice Mishra's Groundbreaker. Target land becomes a 3/3 artifact creature. That creature still counts as a land.

Flavor Text: The very ground yielded to Mishra's wishes.

Rulings

1.10 Mystic Compass

Mystic Compass

Color = Colorless
Rarity = AI(U2)
Type = Artifact
Cost = 2
Artist = Amy Weber

Text(AI): <1T>: Target mana-producing land becomes a basic land type of your choice until end of turn.

Flavor Text: "And I say north is where I want it to be !"
---Jaya Ballard, Task Mage

NO RULINGS

1.11 Phyrexian Devourer

Phyrexian Devourer

Color = Colorless
Rarity = AI(R2)
Type = Artifact Creature (1/1)
Cost = 6
Artist = Mark Tedin

Text(AI): If Phyrexian Devourer's power is 7 or greater, bury it.
<0>: Remove the top card of your library from the game to put a +X/+X counter on Phyrexian Devourer, where X is equal to that card's casting cost.

Rulings

1.12 Phyrexian Portal

Phyrexian Portal

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 3
Artist = Pete Venters

Text(AI): <3>: Target opponent looks at the top ten cards of your library and separates them into two face-down piles. Choose one of those piles and remove it from the game. Search the remaining pile and put one of those cards into your hand. Shuffle the remaining cards into your library. Ignore this effect if you have fewer than ten cards in your library.

Rulings

1.13 Phyrexian War Beast

Phyrexian War Beast

Color = Colorless
Rarity = AI(C2)
Type = Artifact Creature (3/4)
Cost = 3
Artist = Bill Sienkiewicz / Bill Sienkiewicz

NOTE: There are TWO different artworks for this card.

Text (AI): If Phyrexian War Beast leaves play, sacrifice a land, and Phyrexian War Beast deals 1 damage to you.

Flavor Text: "Deal with the spawn of Phyrexia cautiously; only with time may we control them."
---Arcum Dagsson, Soldevi Machinist

Flavor Text: "Knowing its origins, how could they have thought they could control it ?"
---Sorine Relicbane, Soldevi Heretic

NO RULINGS

1.14 Scarab of the Unseen

Scarab of the Unseen

Color = Colorless
Rarity = AI(U2)
Type = Artifact
Cost = 2
Artist = Sandra Everingham

Text (AI): <T>: Sacrifice Scarab of the Unseen to return all enchantments on target permanent you own to their owners' hand. Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

1.15 Shield Sphere

Shield Sphere

Color = Colorless
Rarity = AI(U2)

Type = Artifact Creature (0/6)
Cost = 0
Artist = Alan Rabinowitz

Text (AI): Counts as a wall.
If Shield Sphere is assigned as a blocker,
put a -0/-1 counter on it.

Flavor Text: "My Soldiers know that they need never
fear for their protection."
---King Darien of Kjeldor

Rulings

1.16 Sol Grail

Sol Grail

Color = Colorless
Rarity = AI (R6)
Type = Artifact
Cost = 3
Artist = Christopher Rush

Text (AI): When Sol Grail comes into play, choose a color.
<T>: Add one mana of the chosen color to your mana pool.
Play this ability as an interrupt.

Flavor Text: "Look deep into the Grail, and see there what
you desire most."
---Gerda Aagesdotter, Archmage of the Unseen

Rulings

1.17 Soldevi Digger

Soldevi Digger

Color = Colorless
Rarity = AI (R2)
Type = Artifact
Cost = 2
Artist = Amy Weber

Text (AI): <2>: Put the top card of your graveyard on the bottom
of your library.

Flavor Text: "This ceaseless device has helped uncover
marvels unreachable by mere flesh."
---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.18 Soldevi Sentry

Soldevi Sentry

Color = Colorless
Rarity = AI(C2)
Type = Artifact Creature (1/1)
Cost = 1
Artist = Alan Rabinowitz / Alan Rabinowitz

NOTE: There are TWO different artworks for this card.

Text(AI): <1>: Regenerate. Target opponent may draw a card.

Flavor Text: "Our newfound security enables us to turn more of our attentions to the wonders that lie deep within the soil".
---Arcum Dagsson, Soldevi Machinist

Flavor Text: "A dreadful invention. What ease is there under the watchful eye of cold steel ?"
---Sorine Relicbane, Soldevi Heretic

NO RULINGS

1.19 Soldevi Steam Beast

Soldevi Steam Beast

Color = Colorless
Rarity = AI(C2)
Type = Artifact Creature (4/2)
Cost = 5
Artist = Bill Sienkiewicz / Bill Sienkiewicz

NOTE: There are TWO different artworks for this card.

Text(AI): Whenever Soldevi Steam Beast becomes tapped, target opponent gains 2 life.
<2>: Regenerate

Flavor Text: "Nothing has ever broken my heart so much as this - the betrayal of Soldev by my beloved machines !"
---Arcum Dagsson, Soldevi Machinist

Flavor Text: "Dagsson saw the steam as life-giving - until his followers felt its scalding touch."
---Sorine Relicbane, Soldevi Heretic

NO RULINGS

1.20 Storm Cauldron

Storm Cauldron

Color = Colorless
Rarity = AI(R2)
Type = Artifact
Cost = 5
Artist = Dan Frazier

Text (AI): During each player's turn, that player may put one additional land into play. Whenever a land is tapped for mana, return that land to owner's hand.

Rulings

1.21 Urza's Engine

Urza's Engine

Color = Colorless
Rarity = AI(R6)
Type = Artifact Creature (1/5)
Cost = 5
Artist = Greg Simanson

Text (AI): Trample
<3>: Banding until end of turn
<3>: All creatures banded with Urza's Engine gain trample until end of turn.

Flavor Text: "Humans and machines working together can be fearsome indeed !"
---Arcum Dagsson

NO RULINGS

1.22 Whirling Catapult

Whirling Catapult

Color = Colorless
Rarity = AI(R6)
Type = Artifact
Cost = 4
Artist = Dan Frazier

Text (AI): <2>: Remove the top two cards of your library from the game to have Whirling Catapult deal 1 damage to each creature with flying and each player.

Flavor Text: "Direct confrontation never was to the Orcs' taste."
---General Varchild

NO RULINGS
