MI_ARTIFACT

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COLLABORATORS

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                    Mirage - Artifact Cards


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1.2 Acidic Dagger

Acidic Dagger

```
Color   = Colorless
Rarity  = MI(R)
Type    = Artifact
Cost    = 4
Artist  = Stuart Beel
```

Text(MI): <4T>: Destroy any non-Wall creature receiving combat damage from
          target creature this turn. If targeted creature leaves play,
          bury Acidic Dagger. Use this ability only before defense is
          chosen.

Flavor Text: No Flavor Text

  Rulings

1.3   Amber Prison

Amber Prison

```
Color   = Colorless
Rarity  = MI(R)
Type    = Artifact
Cost    = 4
Artist  = Donato Giancola
```

Text(MI): You may choose not to untap Amber prison during your untap phase.
         <4T>: Tap target artifact, creature or land. As long as Amber
         Prison remains tapped, that permanent does not untap during
         its controller's untap phase.

Flavor Text: No Flavor Text

 NO RULINGS

1.4   Amulet of Unmaking

Amulet of Unmaking

```
Color   = Colorless
Rarity  = MI(R)
Type    = Artifact
Cost    = 5
Artist  = Kaja Foglio
```

Text(MI): <5T>: Remove Amulet of Unmaking from the game: Remove target
         artifact, creature or land from the game.
         Play this ability as a sorcery.

Flavor Text: Trade to trade, not to keep. --Suq'Ata motto

 NO RULINGS

1.5   Basalt Golem

Basalt Golem

```
Color   = Colorless
Rarity  = MI(U)
Type    = Artifact Creature (2/4)
Cost    = 5
Artist  = Scott Kirschner
```

Text(MI): Basalt Golem cannot be blocked by artifact creatures. Whenever
         Golem is blocked by any creature, bury that creature at end of
         combat and put a Stone token into play under the control of the
         creature's controller. Treat this token as a 0/2 artifact
         creatue that counts as a Wall.

Flavor Text: No Flavor Text

   Rulings

1.6   Bone Mask

Bone Mask

Color   = Colorless
Rarity = MI(R)
Type   = Artifact
Cost   = 4
Artist = D. Alexander Gregory

Text(MI): <2T>: Prevent all damage to you from any one source.
          For each 1 damage prevented in this way, remove the
          top card of your library from the game.

Flavor Text: "The protection offered comes at a price.
                    How numerous are your kin?" -Purraj of Urborg

   Rulings

1.7   Charcoal Diamond

Charcoal Diamond

Color   = Colorless
Rarity = MI(U)
Type   = Artifact
Cost   = 2
Artist = Drew Tucker

Text(MI): Charcoal Diamond comes into play tapped.
          <T>: Add <B> to your mana pool.
          Play this ability as a mana source.

Flavor Text: No Flavor Text

 NO RULINGS

1.8   Chariot of the Sun

Chariot of the Sun

Color   = Colorless
Rarity = MI(U)
Type   = Artifact
Cost   = 3

```
Artist  = Gerry Grace

Text(MI): <2T>: Target creature you control gains flying and has its
          toughness reduced to 1 until end of turn.

Flavor Text: "Sun follows Moon until she tires, then carries
              her until she's strong and runs ahead of him again."
              -"Love Song of Night and Day"
```

  Rulings

1.9 Crystal Golem

```
Crystal Golem

Color  = Colorless
Rarity = MI(U)
Type   = Artifact Creature (3/3)
Cost   = 4
Artist = Mike Dringenberg

Text(MI): At the end of your turn Crystal Golem phases out.

Flavor Text: "Once, a wealthy king commissioned an artificial
              creature to be crafted from the royal treasury,
              thinking it a clever ploy to have the jewels guard
              themselves." -Azeworai, "The Golem's Wish"
```

 NO RULINGS

1.10 Cursed Totem

```
Cursed Totem

Color  = Colorless
Rarity = MI(R)
Type   = Artifact
Cost   = 2
Artist = D. Alexander Gregory

Text(MI): Players cannot play any creature abilities requiring
          an activation cost.

Flavor Text: Pass me from soul to soul, soldier to herder,
              herder to beast, beast to soil, until I am everywhere.
              Then pass me those souls. --Totem inscription (translated)
```

  Rulings

1.11 Elixir of Vitality

```
Elixir of Vitality

Color  = Colorless
Rarity = MI(U)
Type   = Artifact
Cost   = 4
Artist = Douglas Shuler

Text(MI): Elixir of Vitality comes into play tapped.
          <T>: Sacrifice Elixir of Vitality: Gain 4 life.
          <8T>: Sacrifice Elixir of Vitality: Gain 8 life.

Flavor Text: "Eternal life or your money back."
                  -Unnamed Suq'Ata merchant, deceased

  NO RULINGS
```

1.12 Ersatz Gnomes

```
Ersatz Gnomes

Color  = Colorless
Rarity = MI(U)
Type   = Artifact Creature (1/1)
Cost   = 3
Artist = Ron Spencer

Text(MI): <T>: Target spell is colorless. Play this ability as an interrupt.
          <T>: Target permanent is colorless until end of turn.

Flavor Text: From jungle to sea, from sea to stone, from stone to field,
                  from field to bone. What am I? --Zhalfirin riddle

  Rulings
```

1.13 Fire Diamond

```
Fire Diamond

Color  = Colorless
Rarity = MI(U)
Type   = Artifact
Cost   = 2
Artist = Richard Thomas

Text(MI): Fire Diamond comes into play tapped.
          <T>: Add <R> to your mana pool.
          Play this ability as a mana source.

Flavor Text: No Flavor Text

  NO RULINGS
```

1.14   Grinning Totem

```
Grinning Totem

Color  = Colorless
Rarity = MI(R)
Type   = Artifact
Cost   = 4
Artist = Donato Giancola

Text(MI): <2T>: Sacrifice Grinning Totem: Search target opponent's library
          for any card and put it face-up in front of you. That player
          shuffles his or her library afterwards. You may play the card as
          though it were in your hand. If you do not play the card by the
          beginning of your next upkeep, put it into owner's graveyard.


Flavor Text: No Flavor Text

 NO RULINGS
```

1.15   Horrible Hordes

```
Horrible Hordes

Color  = Colorless
Rarity = MI(U)
Type   = Artifact Creature (2/2)
Cost   = 3
Artist = Ian Miller

Text(MI): Rampage: 1

Flavor Text: Few are able to underestimate the hordes.

 NO RULINGS
```

1.16   Igneous Golem

```
Igneous Golem

Color  = Colorless
Rarity = MI(U)
Type   = Artifact Creature (3/4)
Cost   = 5
Artist = Adam Rex

Text(MI): <2>: Trample until end of turn.

Flavor Text: No Flavor Text

 NO RULINGS
```

1.17   Lead Golem

```
Lead Golem

Color   = Colorless
Rarity  = MI(U)
Type    = Artifact Creature (3/5)
Cost    = 5
Artist  = Hannibal King

Text(MI): If Lead Golem attacks, it does not untap during your
          next untap phase.

Flavor Text: Slow and heavy swings the club.

  NO RULINGS
```

1.18   Lion's Eye Diamond

```
Lion's Eye Diamond

Color   = Colorless
Rarity  = MI(R)
Type    = Artifact
Cost    = 0
Artist  = Margaret Organ-Kean

Text(MI): Sacrifice Lion's Eye Diamond, Discard your hand: Add three mana
          of any one color to your mana pool. Play this ability as a mana
          source.

Flavor Text: Held in the lion's eye --Zhalfirin saying meaning
               "caught in the moment of crisis"

   Rulings
```

1.19   Mana Prism

```
Mana Prism

Color   = Colorless
Rarity  = MI(U)
Type    = Artifact
Cost    = 3
Artist  = Margaret Organ-Kean

Text(MI): <T>: Add one colorless mana to your mana pool.
          Play this ability as a mana source.
          <1T>: Add one mana of any color to your mana pool.
          Play this ability as a mana source.

Flavor Text: No Flavor Text
```

NO RULINGS

1.20   Mangara's Tome

```
Mangara's Tome

Color   = Colorless
Rarity  = MI(R)
Type    = Artifact
Cost    = 5
Artist  = John Bolton
```

Text(MI): When Mangara's Tome comes into play, search your library and
          choose any five cards. Shuffle these cards and put them face
          down under Mangara's Tome. Shuffle your library afterwards. If
          you lose control of Mangara's Tome, remove all cards under it
          from the game.
          <2>: Instead of drawing a card, put the top card from under
          Mangara's Tome into your hand.

Flavor Text: No Flavor Text

   Rulings

1.21   Marble Diamond

```
Marble Diamond

Color   = Colorless
Rarity  = MI(U)
Type    = Artifact
Cost    = 2
Artist  = Jeff Miracola
```

Text(MI): Marble Diamond comes into play tapped.
          <T>: Add <W> to your mana pool.
          Play this ability as a mana source.

Flavor Text: No Flavor Text

 NO RULINGS

1.22   Misers' Cage

```
Misers' Cage

Color   = Colorless
Rarity  = MI(R)
Type    = Artifact
```

```
Cost   = 3
Artist = Jeff Miracola
```

Text(MI): At end of target opponent's upkeep, if that opponent has 5 or
         more cards in hand, Miser's Cage deals 2 damage to them.

Flavor Text: No Flavor Text

   Rulings

1.23 Moss Diamond

```
Moss Diamond

Color  = Colorless
Rarity = MI(U)
Type   = Artifact
Cost   = 2
Artist = Donato Giancola
```

Text(MI): Moss Diamond comes into play tapped.
         <T>: Add <G> to your mana pool.
         Play this ability as a mana source.

Flavor Text: No Flavor Text

 NO RULINGS

1.24 Patagia Golem

```
Patagia Golem

Color  = Colorless
Rarity = MI(U)
Type   = Artifact Creature (2/3)
Cost   = 4
Artist = Scott Kirschner
```

Text(MI): <3>: Flying until end of turn.

Flavor Text: It scattered falcons like a lion hunting among
             jackals.

 NO RULINGS

1.25 Paupers' Cage

```
Paupers' Cage

Color  = Colorless
```

```
Rarity  = MI(R)
Type    = Artifact
Cost    = 3
Artist  = Mike Kimble


Text(MI): At end of target opponent's upkeep, if that player has two or
          fewer cards in hand, Paupers' Cage deals 2 damage to him or her.


Flavor Text: A cage may keep you in,
                 but it does not keep the stones out.


 NO RULINGS
```

1.26 Phyrexian Dreadnought

```
Phyrexian Dreadnought

Color   = Colorless
Rarity  = MI(R)
Type    = Artifact Creature (12/12)
Cost    = 1
Artist  = Pete Venters


Text(MI): Trample.
          When Phyrexian Dreadnought comes into play, sacrifice any number
          of creatures with total power 12 or more, or bury Phyrexian
          Dreadnought.


Flavor Text: No Flavor Text


 NO RULINGS
```

1.27 Phyrexian Vault

```
Phyrexian Vault

Color   = Colorless
Rarity  = MI(U)
Type    = Artifact
Cost    = 3
Artist  = Hannibal King


Text(MI): <2T>: Sacrifice a creature: draw a card.


Flavor Text: "The secrets of Phyrexia are expensive.
                 You will pay in brass and bone, steel and sinew."
             -Kaervek


 NO RULINGS
```

1.28   Razor Pendulum

```
Razor Pendulum

Color   = Colorless
Rarity  = MI(R)
Type    = Artifact
Cost    = 4
Artist  = Zak Plucinski
```

Text(MI): At the end of each player's turn, if any player has 5 or less
          life, Razor Pendulum deals 2 damage to him or her.

Flavor Text: "Amazing thing, gravity. It seems to work every time."
                 -Telim'Tor

  NO RULINGS

1.29   Sand Golem

```
Sand Golem

Color   = Colorless
Rarity  = MI(U)
Type    = Artifact Creature (3/3)
Cost    = 5
Artist  = John Matson
```

Text(MI): If a spell or effect controlled by an opponent causes you to
          discard Sand Golem, put Sand Golem from your graveyard into
          play at end of turn with a +1/+1 counter on it.

Flavor Text: No Flavor Text

  NO RULINGS

1.30   Sky Diamond

```
Sky Diamond

Color   = Colorless
Rarity  = MI(U)
Type    = Artifact
Cost    = 2
Artist  = D. Alexander Gregory
```

Text(MI): Sky Diamond comes into play tapped.
          <T>: Add <U> to your mana pool.
          Play this ability as a mana source.

Flavor Text: No Flavor Text

```
NO RULINGS
```

1.31 Teeka's Dragon

```
Teeka's Dragon

Color   = Colorless
Rarity  = MI(R)
Type    = Artifact Creature (5/5)
Cost    = 9
Artist  = Liz Danforth

Text(MI): Flying, trample, rampage: 4.
          Teeka's Dragon counts as a Dragon.

Flavor Text: No Flavor Text

  NO RULINGS
```

1.32 Telim'Tor's Darts

```
Telim'Tor's Darts

Color   = Colorless
Rarity  = MI(U)
Type    = Artifact
Cost    = 2
Artist  = Kevin Walker

Text(MI): <2T>: Telim'Tor's Darts deals 1 damage to target player.

Flavor Text: "People laughed at my darts-once."
                 -Telim'Tor

  NO RULINGS
```

1.33 Unerring Sling

```
Unerring Sling

Color   = Colorless
Rarity  = MI(U)
Type    = Artifact
Cost    = 3
Artist  = Zak Plucinski

Text(MI): <3T>: Tap an untapped creature you control: Unerring Sling
          deals an amount of damage equal to that creature's power
          to target attacking or blocking creature with flying.
```

Flavor Text: No Flavor Text

 NO RULINGS

1.34   Ventifact Bottle

Ventifact Bottle

```
Color   = Colorless
Rarity  = MI(R)
Type    = Artifact
Cost    = 3
Artist  = Ron Spencer
```

Text(MI): <1X><T>: Put X charge counters on Ventifact Bottle. Play this
          ability as a sorcery. At the beginning of your main phase, if
          Ventifact Bottle has any charge counters on it, tap Ventifact
          Bottle and remove all charge counters from it to add to your
          mana pool an amount of colorless mana equal to the number of
          charge counters removed.

Flavor Text: No Flavor Text

 NO RULINGS