SH_Artifact

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COLLABORATORS

	TITLE : SH_Artifact		
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              Stronghold - Artifact Cards


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```

1.2 Bullwhip

```
Bullwhip

Color  = Artifact
Rarity = SH(U)
Type   = Artifact
Cost   = 4
```

```
Artist  = Brom
```

Text(SH): <2T>: Bullwhip deals 1 damage to target creature. That creature
          attacks this turn if able.

Flavor Text: "Pain is a crude way to enforce obedience, but it
             is cheap and plentiful." -Volrath

 NO RULINGS

1.3 Ensnaring Bridge

```
Ensnaring Bridge

Color  = Artifact
Rarity = SH(R)
Type   = Artifact
Cost   = 3
Artist = Pete Venters
```

Text(SH): Each creature with power greater than the number of cards in your
          hand cannot attack.

Flavor Text: "I expected a fight, but I didn't expect it from the
             building itself." -Gerrard

 NO RULINGS

1.4 Heartstone

```
Heartstone

Color  = Artifact
Rarity = SH(U)
Type   = Artifact
Cost   = 3
Artist = John Matson
```

Text(SH): The cost of each creature ability requiring an activation cost is
          reduced by 1. This cannot reduce an ability's generic mana cost
          to less then 1.

Flavor Text: "Finding a true heartstone is even harder than finding
             a true heart." -Hanna

 NO RULINGS

1.5   Horn of Greed

```
Horn of Greed

Color   = Artifact
Rarity  = SH(R)
Type    = Artifact
Cost    = 3
Artist  = Jeff Miracola
```

Text(SH): Whenever any player plays a land, that player draws a card.

Flavor Text: "Rath grows, and I am nourished." -Volrath

```
 NO RULINGS
```

1.6   Hornet Cannon

```
Hornet Cannon

Color   = Artifact
Rarity  = SH(U)
Type    = Instant
Cost    = 4
Artist  = Ron Spencer
```

Text(SH): <3T>: Put a Hornet token into play. Treat this token as a 1/1
         artifact creature with flying that is unaffected by summoning
         sickness. At end of turn, destroy the token.

```
 NO RULINGS
```

1.7   Jinxed Ring

```
Jinxed Ring

Color   = Artifact
Rarity  = SH(U)
Type    = Artifact
Cost    = 2
Artist  = DiTerlizzi
```

Text(SH): Whenever any card is put into your graveyard from play, Jinxed
         Ring deals 1 damage to you.
         Sacrifice a creature: Target opponent gains control of Jinxed
         Ring permanently.

```
 NO RULINGS
```

1.8   Mox Diamond

```
Mox Diamond

Color   = Artifact
Rarity  = SH(R)
Type    = Artifact
Cost    = 0
Artist  = Dan Frazier

Text(SH): When Mox Diamond comes into play, choose and discard a land card
          or sacrifice Mox Diamond.
            <T>: Add one mana of any color to your mana pool. Play this ability
            as a mana source.


  NO RULINGS
```

1.9   Portcullis

```
Portcullis

Color   = Artifact
Rarity  = SH(R)
Type    = Artifact
Cost    = 4
Artist  = Kev Walker

Text(SH): Whenever any creature comes into play, if there are two or more
          other creatures in play, set that creature aside. If Portcullis
          leaves play, put the creature into play under its owner's
          control.


  NO RULINGS
```

1.10   Shifting Wall

```
Shifting Wall

Color   = Artifact
Rarity  = SH(U)
Type    = Artifact Creature (0/0)
Cost    = X
Artist  = Michael Sutfin

Text(SH): Shifting Wall counts as a Wall (Walls cannot attack.)
          Shifting Wall comes into play with X +1/+1 counters on it.

Flavor Text: "You'd almost think Volrath
              doesn't want me here." -Gerrard
```

```
   NO RULINGS
```

1.11   Sword of the Chosen

```
Sword of the Chosen

Color   = Artifact
Rarity  = SH(R)
Type    = Legendary Artifact
Cost    = 2
Artist  = Adam Rex

Text(SH): <T>: Target legend gets +2/+2 until end of turn.

Flavor Text: One shard of Selenia yet remained.

  NO RULINGS
```

1.12   Volrath's Laboratory

```
Volrath's Laboratory

Color   = Artifact
Rarity  = SH(R)
Type    = Artifact
Cost    = 5
Artist  = Brom

Text(SH): When you play Volrath's Laboratory, choose a color and creature
          type.
          <5T>: Put a token creature into play. Treat this token as a 2/2
          creature of the chosen color and creature type.


  NO RULINGS
```