

TP_ARTIFACT

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Chapter 1

TP_ARTIFACT

1.1 Tempest - Artifact Cards

Tempest - Artifact Cards

Altar of Dementia

Booby Trap

Bottle Gnomes

Coiled Tinviper

Cold Storage

Cursed Scroll

Echo Chamber

Emerald Medallion

Emmessi Tome

Energizer

Essence Bottle

Excavator

Flowstone Sculpture

Fool's Tome

Grindstone

Helm of Possession

Jet Medallion

Jinxed Idol
Lotus Petal
Magnetic Web
Manakin
Metallic Sliver
Mogg Cannon
Patchwork Gnomes
Pearl Medallion
Phyrexian Grimoire
Phyrexian Hulk
Phyrexian Splicer
Puppet Strings
Ruby Medallion
Sapphire Medallion
Scalding Tongs
Scroll Rack
Squee's Toy
Static Orb
Telethopter
Thumbscrews
Torture Chamber
Watchdog

1.2 Altar of Dementia

Altar of Dementia

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Brom

Text (TP): Sacrifice a creature: Target player puts a number of cards equal to that creature's power from the top of his or her library into his or her graveyard.

Flavor Text: "It is not that you will go mad. It is that you will beg for madness." ---Volrath

NO RULINGS

1.3 Booby Trap

Booby Trap

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 6
Artist = Doug Chaffee

Text (TP): When Booby Trap comes into play, name a card other than a basic land. Whenever target opponent draws any cards, he or she reveals those cards to all players. If any of those cards is the named card, Sacrifice Booby Trap and it deals 10 damage to that player.

Rulings

1.4 Bottle Gnomes

Bottle Gnomes

Color = Artifact
Rarity = TP (U)
Type = Artifact
Cost = 3
Artist = Kaja Foglio

Text (TP): Sacrifice Bottle Gnomes: Gain 3 life.

Flavor Text: "I am reminded of the fable of the silver egg. Its owner cracks it open to see what jewels it holds, only to discover a simple yellow yolk." ---Karn, silver golem

NO RULINGS

1.5 Coiled Tinvipiper

Coiled Tinviper

Color = Artifact
Rarity = TP(C)
Type = Artifact Creature (2/1)
Cost = 3
Artist = John Matson

Text(TP): First strike

Flavor Text: The bite of the tinviper feels most like a razor draws
across the tongue.

NO RULINGS

1.6 Cold Storage

Cold Storage

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 4
Artist = Greg Simanson

Text(TP): <3>: Put target creature you control on Cold Storage.
Sacrifice Cold Storage: Put all creature
cards on Cold Storage into play.

Rulings

1.7 Cursed Scroll

Cursed Scroll

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 1
Artist = D. Alexander Gregory

Text(TP): <3T>: Name a card. Target opponent chooses
a card at random from your hand. If he or she
chooses the named card, Cursed Scroll deals 2
damage to target creature or player.

Rulings

1.8 Echo Chamber

Echo Chamber

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

Text (TP): <4T>: Target opponent chooses target creature he or she controls. Put a token creature into play and treat it as a copy of that creature. The token creature is unaffected by summoning sickness this turn. At end of turn, remove the token creature from the game. Play this ability as a sorcery.

Rulings

1.9 Emerald Medallion

Emerald Medallion

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Sue Ellen Brown

Text (TP): Your green spells cost 1 less to play.

Rulings

1.10 Emmessi Tome

Emmessi Tome

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Tom Wannerstrand

Text (TP): <5T>: Draw two cards, then choose and discard a card.

Flavor Text: It is like life and destiny: we think we know the story, but we have read only half the tale.

NO RULINGS

1.11 Energizer

Energizer

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Val Mayerik

Text (TP): <2T>: Put a +1/+1 counter on Energizer.

NO RULINGS

1.12 Essence Bottle

Essence Bottle

Color = Artifact
Rarity = TP (U)
Type = Artifact
Cost = 2
Artist = Donato Giancola

Text (TP): <3T>: Put an elixir counter on Essence Bottle.
TAP, Remove all elixir counters from
Essence Bottle: Gain 2 life for each elixir
counter removed in this way.

NO RULINGS

1.13 Excavator

Excavator

Color = Artifact
Rarity = TP (U)
Type = Artifact
Cost = 2
Artist = Tom Kyffin

Text (TP): <T>, Sacrifice a basic land: Target creature
gains that landwalk ability until end of turn.
(If defending player controls any lands of that
type, this creature is unblockable.)

Rulings

1.14 Flowstone Sculpture

Flowstone Sculpture

Color = Artifact
Rarity = TP(R)
Type = Artifact Creature
Cost = 6
Artist = Hannibal King

Text(TP): <2>, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

Flavor Text: The sculptor, weary of his work, created art that would finish itself.

NO RULINGS

1.15 Fool's Tome

Fool's Tome

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 4
Artist = Julie Baroh

Text(TP): <2T>: Draw a card. Use this ability only if you have no cards in your hand.

NO RULINGS

1.16 Grindstone

Grindstone

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 1
Artist = Greg Simanson

Text(TP): <3T>: Put the top two cards of target player's library into that player's graveyard. If both cards share at least one color, repeat this process.

Rulings

1.17 Helm of Possession

Helm of Possession

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 4
Artist = Janet Aulisio

Text (TP): You may choose not to untap Helm of Possession during your untap phase.
<2T>, Sacrifice a creature: Gain control of target creature as long as you control Helm of Possession and Helm of Possession remains tapped.

NO RULINGS

1.18 Jet Medallion

Jet Medallion

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Sue Ellen Brown

Text (TP): Your black spells cost 1 less to play.

Rulings

1.19 Jinxed Idol

Jinxed Idol

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = John Matson

Text (TP): During your upkeep, Jinxed Idol deals 2 damage to you.
Sacrifice a creature: Target opponent gains control of Jinxed Idol permanently.

Flavor Text: "Here."

Rulings

1.20 Lotus Petal

Lotus Petal

Color = Artifact
Rarity = TP(C)
Type = Artifact
Cost = 0
Artist = April Lee

Text(TP): <T>, Sacrifice Lotus Petal: Add one mana of any color to your mana pool. Play this ability as a mana source.

Flavor Text: "Hard to imagine," mused Hanna, stroking the petal, "such a lovely flower inspiring such greed."

NO RULINGS

1.21 Magnetic Web

Magnetic Web

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

Text(TP): If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the attacking player controls attack if able. If any creature with any magnet counters on it attacks, all creatures with magnet counters on them that the defending player controls block that creature if able.
<1T>: Put a magnet counter on target creature.

Rulings

1.22 Manakin

Manakin

Color = Artifact
Rarity = TP(C)
Type = Artifact Creature (1/1)
Cost = 2
Artist = Scott Kirschner

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

Flavor Text: Hanna regarded Squee sternly. "Because it's not a toy, no matter how much it looks like one," she said, taking the manakin from him

NO RULINGS

1.23 Metallic Sliver

Metallic Sliver

Color = Artifact
Rarity = TP (C)
Type = Artifact Creature (1/1)
Cost = 1
Artist = L. A. Williams

Text (TP): Metallic Sliver counts as a Sliver.

Flavor Text: When the clever counterfeit was accepted by the hive, Volrath's influence upon the slivers grew even stronger.

NO RULINGS

1.24 Mogg Cannon

Mogg Cannon

Color = Artifact
Rarity = TP (U)
Type = Artifact
Cost = 2
Artist = Mike Raabe

Text (TP): <T>: Target creature you control gets +1/+0 and gains flying until end of turn. At end of turn, destroy that creature.

Flavor Text: Moggs never volunteer for anything twice.

NO RULINGS

1.25 Patchwork Gnomes

Patchwork Gnomes

Color = Artifact
Rarity = TP (U)
Type = Artifact Creature (2/1)
Cost = 3

Artist = Mike Rabee

Text(TP): Choose and discard a card: Regenerate
Patchwork Gnomes.

Flavor Text: "Just when O get them working, they always start fighting
and tearing at each other for spare parts."
---Hana, Weatherlight navigator

NO RULINGS

1.26 Pearl Medallion

Pearl Medallion

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Sue Ellen Brown

Text(TP): Your white spells cost 1 less to play.

Rulings

1.27 Phyrexian Grimoire

Phyrexian Grimoire

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 3
Artist = Doug Chaffee

Text(TP): <4T>: Target opponent chooses one of the top
two cards in your graveyard. Remove that card
from the game and put the other into your hand.

Flavor Text: Every page cost a life; every secret cost a thousand more.

Rulings

1.28 Phyrexian Hulk

Phyrexian Hulk

Color = Artifact
Rarity = TP (U)
Type = Artifact Creature (5/4)

Cost = 6
Artist = Matthew Wilson

Flavor Text: "They are convenient in having no souls, but less so in having no spirit." ---Volrath

NO RULINGS

1.29 Phyrexian Splicer

Phyrexian Splicer

Color = Artifact
Rarity = TP(U)
Type = Artifact
Cost = 2
Artist = Brom

Text(TP): <2T>: Choose flying, first strike, trample, or shadow. Target creature with that ability loses it until end of turn. Another target creature gains that ability until end of turn.

NO RULINGS

1.30 Puppet Strings

Puppet Strings

Color = Artifact
Rarity = TP(U)
Type = Artifact
Cost = 3
Artist = Scott Kirschner

Text(TP): <2T>: Tap or untap target creature.

Flavor Text: "Hace no illusions," Volrath warned Greven, "about free will."

NO RULINGS

1.31 Ruby Medallion

Ruby Medallion

Color = Artifact
Rarity = TP(R)
Type = Artifact
Cost = 2

Artist = Sue Ellen Brown

Text(TP): Your red spells cost 1 less to play.

Rulings

1.32 Sapphire Medallion

Sapphire Medallion

Color = Artifact

Rarity = TP (R)

Type = Artifact

Cost = 2

Artist = Sue Ellen Brown

Text(TP): Your blue spells cost 1 less to play.

Rulings

1.33 Scalding Tongs

Scalding Tongs

Color = Artifact

Rarity = TP (R)

Type = Artifact

Cost = 2

Artist = Randy Gallegos

Text(TP): During your upkeep, if you have three or fewer cards in your hand, Scalding Tongs deals 1 damage to target opponent.

Flavor Text: "This has nothing to do with what you know and everything to do with what I wish." ---Volrath

Rulings

1.34 Scroll Rack

Scroll Rack

Color = Artifact

Rarity = TP (R)

Type = Artifact

Cost = 2

Artist = Heather Hudson

Text(TP): <1T>: Choose any number of cards in your hand

and set those cards aside. Put an equal number of cards from the top of your library into your hand. Then put the cards set aside in this way on top of your library in any order.

NO RULINGS

1.35 Squee's Toy

Squee's Toy

Color = Artifact
Rarity = TP (C)
Type = Artifact
Cost = 1
Artist = Heather Hudson

Text(TP): <T>: Prevent 1 damage to any creature.

Flavor Text: As the horrors closed on Gerrard, Squee trembled and clutched his toy for comfort. He didn't know where it came from or why it was so warm, but he was glad he'd kept it near.

NO RULINGS

1.36 Static Orb

Static Orb

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 3
Artist = Dermot Power

Text(TP): Players cannot untap more than two permanents during their untap phases.

Flavor Text: Time moves, time crawls; Time does not move at all.

NO RULINGS

1.37 Telethopter

Telethopter

Color = Artifact
Rarity = TP (U)
Type = Artifact Creature (3/1)
Cost = 4

Artist = Thomas M. Baxa

Text(TP): Tap a creature you control: Telethopter gains flying until end of turn.

Flavor Text: After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Rulings

1.38 Tumbscrews

Tumbscrews

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 2
Artist = Charles Gillespie

Text(TP): During your upkeep, if you have five or more cards in your hand, Tumbscrews deals 1 damage to target opponent.

Flavor Text: "We will start small, I think." ---Volrath

Rulings

1.39 Torture Chamber

Torture Chamber

Color = Artifact
Rarity = TP (R)
Type = Artifact
Cost = 3
Artist = Thomas Gianni

Text(TP): During your upkeep, put a pain counter on Torture Chamber. At the end of your turn, Torture Chamber deals 1 damage to you for each pain counter on it.
<1T>, Remove all pain counters from Torture Chamber: Torture Chamber deals 1 damage for each pain counter on it to target creature.

NO RULINGS

1.40 Watchdog

Watchdog

Color = Artifact

Rarity = TP(U)

Type = Artifact Creature (1/2)

Cost = 3

Artist = Richard Kane Ferguson

Text (TP): Watchdog blocks if able.

As long as Watchdog is untapped, all creatures
attacking you get -1/-0.

Flavor Text: Its growl is a long, rumbling grind of gears and clockwork,
its bark a blast of hissing steam.

NO RULINGS
