

VI_ARTIFACT

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COLLABORATORS

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Chapter 1

VI_ARTIFACT

1.1 Visions - Artifact Cards

Visions - Artifact Cards

Anvil of Bogardan

Brass-Talon Chimera

Diamond Kaleidoscope

Dragon Mask

Helm of Awakening

Iron-Heart Chimera

Juju Bubble

Lead-Belly Chimera

Magma Mine

Matopi Golem

Phyrexian Marauder

Phyrexian Walker

Sands of Time

Sisay's Ring

Snake Basket

Teferi's Puzzle Box

Tin-Wing Chimera

Triangle of War

Wand of Denial

1.2 Anvil of Bogardan

Anvil of Bogardan

Color = Colorless
Rarity = VI(R)
Type = Artifact
Cost = 2
Artist = Roger Raupp

Text (VI): Each player skips his or her discard phase. During each player's draw phase, that player draws an additional card and then chooses and discards a card.

Flavor Text: No Flavor Text

Rulings

1.3 Brass-Talon Chimera

Brass-Talon Chimera

Color = Colorless
Rarity = VI(U)
Type = Artifact Creature (2/2)
Cost = 4
Artist = Mike Dringenberg

Text (VI): First strike.
Brass-Talon Chimera counts as a Chimera.
Sacrifice Brass-Talon Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains first strike permanently.

Flavor Text: No Flavor Text

NO RULINGS

1.4 Diamond Kaleidoscope

Diamond Kaleidoscope

Color = Colorless
Rarity = VI(R)
Type = Artifact
Cost = 4

Artist = Ron Spencer

Text (VI): <3T>: Put a Prism token into play. Treat this token as a 0/1 artifact creature.

Sacrifice a Prism token: Add one mana of any color to your mana pool. Play this ability as a mana source.

Flavor Text: "A pretty toy. Now show me its tactical applications."
-Telim'Tor

NO RULINGS

1.5 Dragon Mask

Dragon Mask

Color = Colorless

Rarity = VI(U)

Type = Artifact

Cost = 3

Artist = Craig Hooper

Text (VI): <3T>: Target creature you control gets +2/+2 until end of turn. At end of turn, if that creature is in play, return it to owner's hand.

Flavor Text: No Flavor Text

NO RULINGS

1.6 Helm of Awakening

Helm of Awakening

Color = Colorless

Rarity = VI(U)

Type = Artifact

Cost = 2

Artist = Adam Rex

Text (VI): All spells cost one generic mana less to play.

Flavor Text: "This little prize will cover your head, your spells,
your bets, and your behind!"
-Pashad ibn Asim, Suq'Ata trader

Rulings

1.7 Iron-Heart Chimera

Iron-Heart Chimera

Color = Colorless
Rarity = VI(U)
Type = Artifact Creature (2/2)
Cost = 4
Artist = Mike Dringenberg

Text (VI): Attacking does not cause Iron-Heart Chimera to tap.
Iron-Heart Chimera counts as a Chimera.
Sacrifice Iron-Heart Chimera: Put a +2/+2 counter on target Chimera and attacking any turn does not cause that Chimera to tap.

Flavor Text: No Flavor Text

NO RULINGS

1.8 Juju Bubble

Juju Bubble

Color = Colorless
Rarity = VI(U)
Type = Artifact
Cost = 1
Artist = Donato Giancola

Text (VI): Cumulative upkeep: <1>
If you play a card, bury Juju Bubble.
<2>: Gain 1 life.

Flavor Text: "If my heart had a lid, I would lift it and show you my joy." -From Suq'Ata wedding ceremony

Rulings

1.9 Lead-Belly Chimera

Lead-Belly Chimera

Color = Colorless
Rarity = VI(U)
Type = Artifact Creature <2/2>
Cost = 4
Artist = Mike Dringenberg

Text (VI): Trample
Lead-Belly Chimera counts as a Chimera.
Sacrifice Lead-Belly Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains trample permanently.

Flavor Text: No Flavor Text

NO RULINGS

1.10 Magma Mine

Magma Mine

Color = Colorless
Rarity = VI(U)
Type = Artifact
Cost = 1
Artist = Ron Spencer

Text (VI): <4>: Put a pressure counter on Magma Mine.
<T>, Sacrifice Magma Mine: For each pressure counter on it,
Magma Mine deals 1 damage to target creature or player.

Flavor Text: BOOM!

NO RULINGS

1.11 Matopi Golem

Matopi Golem

Color = Colorless
Rarity = VI(U)
Type = Artifact Creature (3/3)
Cost = 5
Artist = Tom Kyffin

Text (VI): <1>: Regenerate and put a -1/-1 counter on Matopi Golem.

Flavor Text: Some potmakers claim to use the mud of such creatures
to make their finest bowls—and that the bowls scream
when fired.

NO RULINGS

1.12 Phyrexian Marauder

Phyrexian Marauder

Color = Colorless
Rarity = VI(R)
Type = Artifact Creature (0/0)
Cost = X
Artist = David Seeley

Text (VI): Phyrexian Marauder comes into play with X +1/+1 counters on it.
Phyrexian Marauder cannot block. Phyrexian Marauder cannot attack
unless you pay <1> for each +1/+1 counter on it.

Flavor Text: No Flavor Text

Rulings

1.13 Phyrexian Walker

Phyrexian Walker

Color = Colorless
Rarity = VI(C)
Type = Artifact Creature (0/3)
Cost = 0
Artist = Bryan Talbot

Flavor Text: "I have heard terrible tales of black rains,
ashen fields, and metal that screams. I have consoled
myself that the tales were a myth of some fevered mind.
But today I saw a walker—and now I fear the truth."
-Kasib Ibn Naji, Letters

NO RULINGS

1.14 Sands of Time

Sands of Time

Color = Colorless
Rarity = VI(R)
Type = Artifact
Cost = 4
Artist = Paul Lee

Text (VI): Each player skips his or her untap phase. At the beginning of each
player's turn, untap each tapped artifact, creature, and land he or
she controls and tap each untapped artifact, creature, and land he
or she controls.

Flavor Text: "But once, with a magician's help, Time was stopped and
Day stood still." -"Love Song of Night and Day"

Rulings

1.15 Sisay's Ring

Sisay's Ring

Color = Colorless
Rarity = VI(C)
Type = Artifact
Cost = 4
Artist = Donato Giancola

Text (VI): <T>: Add 2 colorless mana to your mana pool. Play this ability as a mana source.

Flavor Text: "With this ring, you have friends in worlds you've never heard of." -Sisay, Captain of the Weatherlight

NO RULINGS

1.16 Snake Basket

Snake Basket

Color = Colorless
Rarity = VI(R)
Type = Artifact
Cost = 4
Artist = Roger Raupp

Text (VI): <X>, Sacrifice Snake Basket: Put X Cobra tokens into play. Threat these tokens as 1/1 green creatures. Play this ability as a sorcery.

Flavor Text: "Uh, does anyone have a flute?"
-Rana, Suq'Ata market fool

NO RULINGS

1.17 Teferi's Puzzle Box

Teferi's Puzzle Box

Color = Colorless
Rarity = VI(R)
Type = Artifact
Cost = 4
Artist = Kaja Foglio

Text (VI): During each player's draw phase, that player counts the cards in his or her hand, puts those cards on the bottom of his or her library, and then draws that number of cards.

Flavor Text: No Flavor Text

Rulings

1.18 Tin-Wing Chimera

Tin-Wing Chimera

Color = Colorless
Rarity = VI(U)
Type = Artifact Creature (2/2)
Cost = 4
Artist = Mike Dringenberg

Text (VI): Flying
Tin-Wing Chimera counts as a Chimera.
Sacrifice Tin-Wing Chimera: Put a +2/+2 counter on target Chimera and that Chimera gains flying permanently.

Flavor Text: No Flavor Text

NO RULINGS

1.19 Triangle of War

Triangle of War

Color = Colorless
Rarity = VI(R)
Type = Artifact
Cost = 1
Artist = Ian Miller

Text (VI): <2>, Sacrifice Triangle of War: Choose target creature you control and target creature an opponent controls. Each creature deals an amount of damage equal to its power to the other.

Flavor Text: The Zhalfirin war triangle represents a trinity of might, faith, and guile.

Rulings

1.20 Wand of Denial

Wand of Denial

Color = Colorless
Rarity = VI(R)
Type = Artifact
Cost = 2
Artist = Steve Luke

Text (VI): <T>: Look at the top card of target player's library. If that card is a nonland card, you may pay 2 life to put it into that player's graveyard.

Flavor Text: You'll never miss what you never had.

NO RULINGS
