

Antiquities

Expansion set for Magic: The Gathering

This card list is copyrighted, but may be distributed freely in unmodified form at no more than cost of duplication.
 It is an original work with paraphrased card descriptions provided to assist players and collectors.
 It is not approved by Wizards of the Coast, but it should not violate the rights and protection that they are entitled to.
 Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

Rare cards are shown in bold text and occur only once (u1) on the uncommon sheet.

Uncommon cards are shown in italics and occur either two (u2) or three (u3) times on the uncommon sheet or once (c1) or twice (c2) on the common sheet.

Common cards are shown in normal text and occur four (c4) times on the common sheet.

There are 3 common cards for every one uncommon card.

The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon).

Rare Artifacts:

Card Name	Spell Type	Cost	Ability
Bronze Tablet u1	Mono Artifact	6	Swap Tablet with any card in play (4); Effect is permanent, but can be countered with 10 life lost; Ante games only; Enters play tapped.
Candelabra of Tawnos u1	Mono Artifact	1	Untap X lands (X)
Clockwork Avian u1	Artifact Creature	5	0/4, Flying; Starts with four +1/+0 counters; Remove one counter after each time it attacks or defends; Can replace counters during upkeep for 1 colorless mana each, but this taps the Avian.
Colossus of Sardia u1	Artifact Creature	9	9/9, Trample; Does not untap as normal; Costs 9 to untap during upkeep.
Coral Helm u1	Poly Artifact	3	+2/+2 to a creature until end of turn (3 and discard random card from hand)
Golgothian Sylex u1	Mono Artifact	4	Destroys all Antiquities cards in play including itself (1)
Mishra's War Machine u1	Artifact Creature	7	5/5, Bands; Discard 1 card from hand each upkeep or take 3 dmg and Machine becomes tapped.
Obelisk of Undoing u1	Mono Artifact	1	Return one card in play you own and control to hand (6)
Shapeshifter u1	Artifact Creature	6	*/(7-*) where * is chosen between 0 and 6 on casting and each upkeep.
Tawnos's Coffin u1	Mono Artifact	4	Remove creature from game (3); Effect remains until untapped, may choose not to untap.
Tetravus u1	Artifact Creature	6	1/1, Flying; Starts with three +1/+1 counters; During upkeep can convert counters to or from 1/1, Flying artifact token creatures which cannot be enchanted.
Triskelion u1	Artifact Creature	6	1/1; Starts with three +1/+1 counters; Remove a counter to do 1 damage to any target.
Urza's Avenger u1	Artifact Creature	6	4/4; Can give Bands, Flying, Trample, and/or First Strike until end of turn at -1/-1 for each until end of turn.
Urza's Miter u1	Poly Artifact	3	Draw one card when one of your artifacts goes to the graveyard (3); Does not work when you gain other benefits for sending the artifact there.

Uncommon and Common Artifacts:

Card Name	Spell Type	Cost	Ability
<i>Armageddon Clock</i> <i>u2</i>	Continuous Artifact	6	Add one counter each upkeep; Does 1 damage to all players for each counter at end of upkeep; Any player can remove a counter for 4 mana.
<i>Ashnod's Altar</i> <i>u2</i>	Poly Artifact	3	Sacrifice creature to get 2 colorless mana (0)
<i>Ashnod's Battle Gear</i> <i>u2</i>	Mono Artifact	2	Tap to give one of your creatures +2/-2 (2); Effect remains until untapped, may choose not to untap.
<i>Ashnod's Transmogrant</i> <i>u3</i>	Mono Artifact	1	Tap and sacrifice to give creature a permanent +1/+1 and it becomes an Artifact Creature.
<i>Cursed Rack</i> <i>c1</i>	Continuous Artifact	4	Opponent must discard down to 4 cards during discard phase.
<i>Feldon's Cane</i> <i>c1</i>	Mono Artifact	1	Tap and remove Cane from game to reshuffle graveyard into library.
<i>Ivory Tower</i> <i>u3</i>	Continuous Artifact	1	Gain 1 life for each card over 4 in hand during upkeep.
<i>Jalum Tome</i> <i>u2</i>	Mono Artifact	3	Draw a card, then discard one (Tap+2)
<i>Mightstone</i> <i>u2</i>	Continuous Artifact	4	+1/+0 to all attacking creatures.
<i>Millstone</i> <i>u3</i>	Mono Artifact	2	Opponent discards 2 cards from top of library (Tap+2)
<i>Onulet</i> <i>u3</i>	Artifact Creature	3	2/2, Controller gains 2 life when Onulet is destroyed.
<i>Primal Clay</i> <i>u3</i>	Artifact Creature	4	At casting choose to make it a 3/3 creature, a 1/6, Wall creature, or a 2/2, Flying creature.
<i>The Rack</i> <i>u3</i>	Continuous Artifact	1	Opponent takes 1 damage for each card less than 3 in hand at beginning of turn.
<i>Rakalite</i> <i>u3</i>	Poly Artifact	6	Prevent 1 damage to any target (2); Return to hand at end of turn in which it is used
<i>Rocket Launcher</i> <i>u3</i>	Poly Artifact	4	1 dmg to any target (2); Goes to graveyard at end of turn in which it is used
<i>Su-Chi</i> <i>u3</i>	Artifact Creature	4	4/4; Controller gets 4 colorless mana when Su-Chi is destroyed.
<i>Tawnos's Wand</i> <i>u3</i>	Mono Artifact	4	Creature of power <=2 blockable only by artifact creatures until end of turn (Tap+2)
<i>Tawnos's Weaponry</i> <i>u3</i>	Mono Artifact	2	Gives +1/+1 to a creature (Tap+2); Effect remains until untapped, may choose not to untap. {There are 2 versions of this card... one does not have a colorless mana circle.}
<i>Wall of Spears</i> <i>u3</i>	Artifact Creature	3	2/3, Wall, First Strike
<i>Weakstone</i> <i>u3</i>	Continuous Artifact	4	-1/-0 to all attacking creatures
<i>Amulet of Kroog</i> <i>c4</i>	Mono Artifact	2	Prevent 1 dmg to any target (Tap+2)
<i>Battering Ram</i> <i>c4</i>	Artifact Creature	2	1/1, Bands only when attacking; Destroys defending Walls.
<i>Clay Statue</i> <i>c4</i>	Artifact Creature	4	3/1, Regenerates (2)
<i>Dragon Engine</i> <i>c4</i>	Artifact Creature	3	1/3, +1/+0(2)
<i>Grapeshot Catapult</i> <i>c4</i>	Artifact Creature	4	2/3, Tap for 1 damage to any Flying creature.
<i>Ornithopter</i> <i>c4</i>	Artifact Creature	0	0/2, Flying
<i>Staff of Zegon</i> <i>c4</i>	Mono Artifact	4	-2/-0 to target until end of turn (Tap+3)
<i>Tablet of Epityr</i> <i>c4</i>	Poly Artifact	1	+1 life when an artifact goes to graveyard (1)
<i>Urza's Chalice</i> <i>c4</i>	Poly Artifact	1	+1 life when artifact is cast (1)
<i>Yotian Soldier</i> <i>c4</i>	Artifact Creature	3	1/4, Does not tap when attacking.

Land:

Card Name	Spell Type	Ability
Mishra's Factory <i>Red Balloon / Summer / Dark Green</i>	u1 Land	Tap for 1 colorless mana -or- Tap to give +1/+1 to any Assembly Worker -or- Spend 1 colorless mana to turn land into a 2/2 Assembly Worker artifact-land creature until end of turn.
Mishra's Factory <i>Two Balloons / Fall / Red</i>	u1 Land	< same >
Mishra's Factory <i>No Balloon / Winter / White</i>	u1 Land	< same >
<i>Mishra's Factory</i> <i>Blue Balloon / Spring</i> <i>Pale Green</i>	c1 Land	< same >
Mishra's Workshop	u1 Land	Tap for 3 colorless mana which can only be used to cast artifacts.
Strip Mine <i>Even steps , Sky</i>	u1 Land	Tap for 1 colorless mana -or- Tap and sacrifice Strip Mine to destroy any one land.
Strip Mine <i>Uneven steps , Sky</i>	u1 Land	< same >
Strip Mine <i>Small tower in lower left,</i> <i>No sky</i>	u1 Land	< same >
<i>Strip Mine</i> <i>No tower, No sky, Wide steps</i>	c1 Land	< same >
<i>Urza's Mine</i> <i>Tunnel mouth</i>	c1 Land	Tap for 1 colorless mana; If Urza's Power Plant and Urza's Tower are also in play you get 2 colorless mana.
<i>Urza's Mine</i> <i>Pulley</i>	c1 Land	< same >
<i>Urza's Mine</i> <i>Bathyscape / Clawed Sphere</i>	c2 Land	< same >
<i>Urza's Mine</i> <i>Tower</i>	c2 Land	< same >
<i>Urza's Power Plant</i> <i>Columns</i>	c1 Land	Tap for 1 colorless mana; If Urza's Mine and Urza's Tower are also in play you get 2 colorless mana.
<i>Urza's Power Plant</i> <i>Vat / Rock in Pot</i>	c1 Land	< same >
<i>Urza's Power Plant</i> <i>Insect / Bug</i>	c2 Land	< same >
<i>Urza's Power Plant</i> <i>Copper Sphere</i>	c2 Land	< same >
<i>Urza's Tower</i> <i>Winter / Mountains</i>	c1 Land	Tap for 1 colorless mana; If Urza's Mine and Urza's Power Plant are also in play you get 3 colorless mana.
<i>Urza's Tower</i> <i>Spring / Seashore</i>	c1 Land	< same >
<i>Urza's Tower</i> <i>Summer / Plains</i>	c1 Land	< same >
<i>Urza's Tower</i> <i>Fall / Forest</i>	c2 Land	< same >

Black Spells:

Card Name	Spell Type	Cost	Ability
Yawgmoth Demon u1	Summon Demon	BB4	6/6, Flying, First Strike; Sacrifice an artifact during upkeep or take 2 damage and Demon taps.
<i>Gate to Phyrexia</i> u3	Enchantment	BB	Sacrifice a creature during upkeep to destroy any one artifact in play.
<i>Haunting Wind</i> u3	Enchantment	B3	1 damage to anyone who taps or powers an artifact.
<i>Xenic Poltergeist</i> u3	Summon Poltergeist	BB1	1/1, Tap to turn a non-creature artifact into a creature of power/toughness equal to its casting cost until beginning of your next turn.
Artifact Possession c4	Enchant Artifact	B2	2 damage when taps or powers the target artifact.
Phyrexian Gremlins c4	Summon Gremlins	B2	1/1, Tap to tap an artifact; Artifact stays tapped until Gremlins are untapped, may choose not to untap Gremlins.
Priest of Yawgmoth c4	Summon Cleric	B1	1/2, Tap to sacrifice one of your artifacts for Black mana equal to artifact casting cost.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Hurkyl's Recall u1	Instant	U1	Sends all of one player's artifacts from play into their hand.
<i>Energy Flux</i> u3	Enchantment	U2	Pay 2 for each artifact during upkeep or artifact is destroyed.
<i>Power Artifact</i> u3	Enchant Artifact	UU	Reduce artifact use cost by 2 (minimum of 1); Does not affect artifacts with no use cost.
<i>Transmute Artifact</i> u3	Sorcery	UU	Send one of your artifacts in play to the graveyard and place any artifact from your library into play; You must pay difference in casting cost.
Drafna's Restoration c4	Sorcery	U	Take any number of artifacts from one player's graveyard and place them in any order on top of his library.
Reconstruction c4	Sorcery	U	Take artifact from your graveyard to your hand. [Card does not have Anvil symbol on it]
Sage of Lat-Nam c4	Summon Sage	U1	1/2, Tap and sacrifice one of your artifacts to draw a card.

Green Spells:

Card Name	Spell Type	Cost	Ability
Gaea's Avenger u1	Summon Gaea's Avenger	GG1	(*+1)/(*+1) where * = number of artifacts opponent has in play.
<i>Citanul Druid</i> u3	Summon Druid	G1	1/1; Gets a +1/+1 counter every time opponent casts an artifact.
<i>Powerleech</i> u3	Enchantment	GG	+1 life whenever opponent taps or powers an artifact.
<i>Titania's Song</i> u3	Enchantment	G3	All non-creature artifacts lose abilities and become artifact creatures with power/toughness = casting cost.
Argothian Pixies c4	Summon Faeries	G1	2/1, Cannot be blocked by artifact creatures, Damage from artifact sources is reduced to zero.
Argothian Treefolk c4	Summon Treefolk	GG3	3/5, Ignores damage from artifact sources
Crumble c4	Instant	G	Destroys an artifact without regeneration and gives controller life equal to its casting cost.

Red Spells:

Card Name	Spell Type	Cost	Ability
Shatterstorm u1	Sorcery	RR2	All artifacts in play are destroyed and cannot regenerate.
<i>Detonate</i> u3	Sorcery	RX	Destroys an artifact of casting cost X without regeneration and does X dmg to its controller.
<i>Dwarven Weaponsmith</i> u3	Summon Dwarves	R1	1/1, Tap and sacrifice artifact to give a permanent +1/+1 to a creature.
<i>Goblin Artisans</i> u3	Summon Goblins	R	1/1, Tap when you cast an artifact then flip a coin with opponent calling Heads or Tails: Opponent's Favor=counters artifact, Your Favor=draw one card
Artifact Blast c4	Interrupt	R	Counters an artifact being cast.
Atog c4	Summon Atog	R1	1/2, +2/+2 until end of turn for each artifact sacrificed.
Orcish Mechanics c4	Summon Orcs	R2	1/1, Tap and sacrifice one of your artifacts to do 2 damage to any target.

White Spells:

Card Name	Spell Type	Cost	Ability
Argvian Archaeologist u1	Summon Archaeologist	WW1	1/1, Bring artifact from graveyard to hand (Tap+WW)
<i>Circle of Protection: Artifacts</i> u3	Enchantment	W1	Reduce dmg to you from one artifact source to zero (2)
<i>Damping Field</i> u3	Enchantment	W2	Players may untap only one artifact each turn during untap.
<i>Martyrs of Korlis</i> u3	Summon Bodyguard	WW3	1/6; If untapped, all artifact damage is taken from you to one of your Martyrs. Only one Bodyguard can be used during a single turn.
Argvian Blacksmith c4	Summon Smith	WW1	2/2, Tap to prevent 2 damage to any artifact creature.
Artifact Ward c4	Enchant Creature	W	Target creature cannot be blocked by artifact creatures, ignores damage from artifact sources, and ignores effects of artifacts that target it.
Reverse Polarity c4	Instant	WW	All damage done by artifacts to you so far this turn is instead added to life.