AQ_RED

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	TITLE : AQ_RED		
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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AQ_RED

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                    Antiquities - Red Cards


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1.2   Artifact Blast

```
Artifact Blast

Color     = Red
Rarity    = AQ(C4)
Type      = Interrupt
Cost      = R
Artist    = Mark Poole
Print run = AQ(372,000)

Text(AQ): Counters any artifact as it is being cast.

Flavor Text: The first line of defense against Urza and Mishra,
          the Artifact Blast achieved widespread fame until
          an unlucky mage discovered it was useless on the
```

devices the brothers had already created.

NO RULINGS

1.3 Atog

Atog

```
Color    = Red
Rarity   = AQ(C4) / RV(C)
Type     = Summon Atog (1/2)
Cost     = 1R
Artist   = Jesper Myrfors
Print run = AQ(372,000) / RV(3,657,000)
```

Text(RV): <0>: +2/+2.
        Each time you use this ability, you must sacrifice one of your
        artifacts in play.

Text(AQ): <0>: +2/+2 until end of turn.
        Each time you use this ability, you must choose one of your
        artifacts in play and place it in the graveyard. This artifact
        cannot be one that is already one its way to the graveyard, and
        artifact creatures killed this way may not be regenerated.

Flavor Text: The bane of all artificers, the legendary Atogs devoured
        intricate tools to further their own twisted growth.

   Rulings

1.4 Detonate

Detonate

```
Color    = Red
Rarity   = AQ(U3) / 4E(U)
Type     = Sorcery
Cost     = XR
Artist   = Randy Asplund-Faith
Print run = AQ(93,000) / 4E(1,060,500)
```

Text(4E): Bury target artifact. Detonate deals X damage to the artifact's
        controller, where X is the casting cost of the artifact.

Text(AQ): Targets any artifact; X is the casting cost of target artifact.
        Target artifact is destroyed, and Detonate does X points of
        damage to artifact's controller. Artifact creatures destroyed in
        this manner may not be regenerated.

   Rulings

1.5 Dwarven Weaponsmith

```
Dwarven Weaponsmith

Color     = Red
Rarity    = AQ(U3) / RV(U)
Type      = Summon Dwarves (1/1)
Cost      = 1R
Artist    = Mark Poole
Print run = AQ(93,000) / RV(1,012,000)
```

Text(RV): <T>: During your upkeep add a permanent +1/+1 counter to any
          creature. Each time you use this ability, you must sacrifice one
          of your artifacts in play.

Text(AQ): <T>: During your upkeep add a permanent +1/+1 counter to any
          creature. Each time you use this ability, you must choose one of
          your artifacts in play and place it in the graveyard. This
          artifact cannot be one that is already on the way to the
          graveyard, and artifact creatures killed this way may not be
          regenerated.

Flavor Text: "Work with zeal as hammers peal! Melt, anneal,
             and pound the steel!"
             ---Old Dwarvish forge-chant

   Rulings

1.6 Goblin Artisans

```
Goblin Artisans

Color     = Red
Rarity    = AQ(U3) / CR(U3)
Type      = Summon Goblins (1/1)
Cost      = R
Artist    = Julie Baroh
Print run = AQ(93,000) / CR(1,549,500)
```

Text(CR): <T>: Use this ability only when you cast a target artifact
          spell; play this ability as an interrupt. Flip a coin; target
          opponent calls heads or tails while coin is in the air. If the
          flip ends up in your favor, draw a card. Otherwise, counter your
          artifact spell. More than one Goblin Artisans ability cannot
          target the same artifact spell.

Text(AQ): You may tap Goblin Artisans as you cast an artifact. Then flip a
          coin; opponent calls heads or tails while coin is in the air. If
          the flip ends up in opponent's favor, your artifact is countered.
          Otherwise, draw another card from your library. You can only use
          this ability once for each time you cast an artifact.

   Rulings

1.7 Orcish Mechanics

```
Orcish Mechanics

Color     = Red
Rarity    = AQ(C4)
Type      = Summon Orcs (1/1)
Cost      = 2R
Artist    = Pete Venters
Print run = AQ(372,000)

Text(AQ): Tap  to  do  2 points of damage to any target.  Each time you use
          this  ability,  you must choose one of your artifacts in play and
          place  it  in the graveyard.  This artifact cannot be one already
          on  the  way  to  the graveyard, and artifact creatures killed in
          this way may not be regenerated.

   Rulings
```

1.8 Shatterstorm

```
Shatterstorm

Color     = Red
Rarity    = AQ(U1) / RV(U)
Type      = Sorcery
Cost      = 2RR
Artist    = Mark Poole
Print run = AQ(31,000) / RV(1,012,000)

Text(RV): All artifacts in play are buried.

Text(AQ): All  artifacts  in  play  are  are discarded.  Artifact creatures
          cannot be regenerated.

Flavor Text: Chains of leaping fire and sizzling lightning laid waste
             the artificers' handiwork, sparing not a single device.

 NO RULINGS
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