AQ_WHITE

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COLLABORATORS

	TITLE : AQ_WHITE		
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WRITTEN BY	Tom de Ruyter	December 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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AQ_WHITE

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                    Antiquities - White Cards


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1.2   Argivian Archaeologist

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Argivian Archaeologist

Color     = White
Rarity    = AQ(U1)
Type      = Summon Archaeologist (1/1)
Cost      = 1WW
Artist    = Amy Weber
Print run = AQ(31,000)

Text(AQ): <WW>: Tap to bring one artifact from your graveyard to your hand.

Flavor Text: Fascinated by the lore of ancient struggles, the
             Archaeologist searches incessantly for remnants
             of an earlier, more powerful era.
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 NO RULINGS
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1.3 Argivian Blacksmith

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Argivian Blacksmith

Color     = White
Rarity    = AQ(C4)
Type      = Summon Smith (2/2)
Cost      = 1WW
Artist    = Kerstin Kaman
Print run = AQ(372,000)

Text(AQ): Tap to prevent up to 2 damage to target artifact creature.

Flavor Text: Through years of study and training, the Blacksmiths
             of Argive became adept at reassembling the mangled
             remains of the strange, mechanical creatures abounding
             in their native land.

 NO RULINGS
```

1.4 Artifact Ward

```
Artifact Ward

Color     = White
Rarity    = AQ(C4)
Type      = Enchant Creature
Cost      = W
Artist    = Douglas Shuler
Print run = AQ(372,000)

Text(AQ): Target  creature cannot be blocked by artifact creatures, and any
          damage  taken  from  an  artifact source is reduced to 0.  Target
          creature is unaffected by any artifact effects that target it.

  Rulings
```

1.5 Circle of Protection: Artifacts

```
Circle of Protection: Artifacts

Color     = White
Rarity    = AQ(U3) / 4E(U)
Type      = Enchantment
Cost      = 1W
Artist    = Pete Venters
Print run = AQ(93,000) / 4E(1,060,500)
```

Text(4E): <2>:   Prevent all damage against you from one artifact source.
          If a source deals damage to you more than once in a turn, you may
          pay <2> each time to prevent the damage.

Text(AQ): <2>:   Prevents all damage against you from any one artifact
          source. If a source does damage to you more than once in a turn,
          you must pay <2> each time you want to prevent the damage.

   NO RULINGS

1.6   Damping Field

Damping Field

Color   = White
Rarity   = AQ(U3)
Type   = Enchantment
Cost   = 2W
Artist   = Justin Hampton
Print run = AQ(93,000)

Text(AQ): Players may not untap more than one artifact during each of their
          own untap phases.

Flavor Text: Eventually, mages learned to harness the power
             of natural damping fields and use it for their
             own ends.

   Rulings

1.7   Martyrs of Korlis

Martyrs of Korlis

Color   = White
Rarity   = AQ(U3)
Type   = Summon Bodyguard (1/6)
Cost   = 3WW
Artist   = Margaret Organ-Kean
Print run = AQ(93,000)

Text(AQ): Unless Martyrs of Korlis is tapped, any damage done to you by
          artifacts is instead applied to Martyrs of Korlis. You may not
          take this damage yourself, though you may prevent it if possible.
          No more than one Bodyguard of your choice can take damage for you
          in this manner each turn.

   Rulings

1.8 Reverse Polarity

```
Reverse Polarity

Color     = White
Rarity    = AQ(C4) / RV(U)
Type      = Instant
Cost      = WW
Artist    = Justin Hampton
Print run = AQ(372,000) / RV(1,012,000)

Text(RV): All  damage  done  to  you  by  artifacts  so  far  this  turn is
          retroactively  added  to  your  life total instead of subtracted.
          Further damage this turn is treated normally.

Text(AQ): All damage done to you by artifacts so far this turn by artifacts
          is  retroactively added to your life total instead of subtracted.
          Further damage this turn is treated normally.

   Rulings
```