

AQ_BLUE

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> AQ_BLUE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	AQ_BLUE	1
1.1	Antiquities - Blue Cards	1
1.2	Drafna's Restoration	1
1.3	Energy Flux	2
1.4	Hurkyl's Recall	2
1.5	Power Artifact	3
1.6	Reconstruction	3
1.7	Sage of Lat-Nam	3
1.8	Transmute Artifact	4

Chapter 1

AQ_BLUE

1.1 Antiquities - Blue Cards

Antiquities - Blue Cards

Drafna's Restoration

Energy Flux

Hurkyl's Recall

Power Artifact

Reconstruction

Sage of Lat-Nam

Transmute Artifact

1.2 Drafna's Restoration

Drafna's Restoration

Color = Blue
Rarity = AQ(C4)
Type = Sorcery
Cost = U
Artist = Amy Weber

Text (AQ): Take any number of artifacts of your choice from target player's graveyard and place them on top of that player's library, in any order.

Flavor Text: Drafna, founder of the College of Lat-Nam, could create a working model from even the smallest remnants of a

newly unearthed artifact.

Rulings

1.3 Energy Flux

Energy Flux

Color = Blue
Rarity = AQ(U3) / RV(U) / 4E(U) / 5E(U)
Type = Enchantment
Cost = 2U
Artist = Kaja Foglio

Text (5E): All artifacts gain "During your upkeep, pay <2> or bury this artifact."

Text (4E): During each player's upkeep, destroy all artifacts that player controls. The player may pay an additional <2> for each artifact he or she wishes to prevent Energy Flux from destroying.

Text (RV): All artifacts in play now require an upkeep cost of <2> in addition to any other upkeep costs they may have. If the upkeep cost for an artifact is not paid, the artifact must be discarded.

Text (AQ): All artifacts in play now require an upkeep cost of <2> in addition to any other upkeep costs they may have. If the upkeep cost for an artifact is not paid, the artifact must be discarded.

Rulings

1.4 Hurkyl's Recall

Hurkyl's Recall

Color = Blue
Rarity = AQ(U1) / RV(R) / 4E(R) / 5E(R)
Type = Instant
Cost = 1U
Artist = NeNe Thomas

Text (5E): Return to target player's hand all artifacts in play he or she owns.

Text (4E): All artifacts in play owned by target player are returned to that player's hand.

Text (RV): All artifacts in play owned by target player are returned to target player's hand. Any enchantments on those artifacts are discarded.

Text (AQ): All artifacts in play owned by target player are returned to

target player's hand. Any enchantments on those artifacts are discarded. Cannot be played during the damage-dealing phase of an attack.

Flavor Text: This spell, like many attributed to Drafna, was actually the work of his wife and former student, Hurkyl.

Rulings

1.5 Power Artifact

Power Artifact

Color = Blue
Rarity = AQ(U3)
Type = Enchant Artifact
Cost = UU
Artist = Douglas Shuler

Text (AQ): The activation cost of target artifact is reduced by <2>. If this would reduce target artifact's activation cost below <1>, target artifact's activation cost becomes <1>. Power Artifact has no effect on artifacts that have no activation cost or whose activation cost is <0>.

Rulings

1.6 Reconstruction

Reconstruction

Color = Blue
Rarity = AQ(C4) / RV(C)
Type = Sorcery
Cost = U
Artist = Anson Maddocks

Text (RV): Bring one artifact from your graveyard to your hand.

Text (AQ): Bring one artifact from your graveyard to your hand.

Flavor Text: Tedious research made the Sages of the College of Lat-Nam adept in repairing broken artifacts.

Rulings

1.7 Sage of Lat-Nam

Sage of Lat-Nam

Color = Blue
Rarity = AQ(C4)
Type = Summon Sage (1/2)
Cost = 1U
Artist = Pete Venters

Text (AQ): Tap to draw a card from your library. 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 its way to the graveyard, and artifact creatures killed this way may not be regenerated.

Rulings

1.8 Transmute Artifact

Transmute Artifact

Color = Blue
Rarity = AQ(U3)
Type = Sorcery
Cost = UU
Artist = Anson Maddocks

Text (AQ): Search through your library for one artifact and immediately place it into play; also, choose any artifact in play that you control and place it in its owner's graveyard. If the new artifact has a casting cost greater than that of the discarded one, you must pay the difference or Transmute Artifact fails and both artifacts are discarded. Shuffle your library after playing this card.

Rulings
