AQ_LAND

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COLLABORATORS

	TITLE : AQ_LAND		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

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AQ_LAND

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                    Antiquities - Land Cards


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1.2 Mishra's Factory

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Mishra's Factory

Rarity  = AQ(C1) - Summer, Blue balloon, Pale green
Rarity  = AQ(U1) - Fall, Two balloons, Red
Rarity  = AQ(U1) - Winter, No balloon, White
Rarity  = AQ(U1) - Spring, Red balloon, Dark green
Rarity  = 4E(U)  - Fall, Two balloons, Red
Type    = Land
Artist  = Kaja & Phil Foglio

Text(4E): <T>: Add one colorless mana to your mana pool.
          <1>: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact
          creature, until end of turn. Assembly Worker still counts as a
          land but cannot be tapped for mana the turn it comes into play.
          <T>: Target Assembly Worker gets +1/+1 until end of turn.
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Text(AQ): Tap to add 1 colorless mana to your mana pool -or- give any
          Assembly Worker +1/+1 until end of turn.
          <1>: Mishra's Factory becomes an Assembly Worker, a 2/2 artifact
          creature, until end of turn. Assembly Worker is still considered
          a land as well.
```

   Rulings

1.3 Mishra's Workshop

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Mishra's Workshop

Rarity  = AQ(U1)
Type    = Land
Artist  = Kaja Foglio

Text(AQ): Tap to add 3 colorless mana to your mana pool. This mana may
          only be used to cast artifacts.

Flavor Text: Though he eventually came to despise Tocasia, Mishra
             listened well to her lessons on clarity of purpose.
             Unlike his brother, he focused his mind on a single goal.
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   Rulings

1.4 Strip Mine

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Strip Mine

Rarity  = AQ(C1) - No tower, No sky, Wide steps
Rarity  = AQ(U1) - Even steps, Sky
Rarity  = AQ(U1) - Uneven steps, Sky
Rarity  = AQ(U1) - Small tower in lower left, No sky
Rarity  = 4E(U)  - Even steps, Sky
Type    = Land
Artist  = Daniel Gelon

Text(4E): <T>: Add one colorless mana to your mana pool.
          <T>: Sacrifice Strip Mine to destroy target land.

Text(AQ): Tap to add 1 colorless mana to your mana pool -or- place Strip
          Mine in your graveyard and destroy one land of your choice.

Flavor Text: Unlike previous conflicts, the war between Urza and
             Mishra made Dominia itself a casualty of war.
```

   Rulings

1.5 Urza's Mine

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Urza's Mine

Rarity  = AQ(C1) - Pulley
Rarity  = AQ(C1) - Tunnel mouth
Rarity  = AQ(C2) - Bathyscape, Sphere
Rarity  = AQ(C2) - Tower
Rarity  = CR(C4) - All four of them have the same rarity
Type    = Land
Artist  = Anson Maddocks

Text(CR): <T>: Add one colorless mana to your mana pool. If you control
          Urza's Mine, Urza's Tower, and Urza's Power Plant, add two
          colorless mana to your mana pool instead of one.

Text(AQ): Tap to add 1 colorless mana to your mana pool. If you have
          Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the
          same time, tap to add 2 colorless mana to your mana pool.

Flavor Text: Mines became common as cities during
             the days of the artificers.

   Rulings
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1.6 Urza's Power Plant

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Urza's Power Plant

Rarity  = AQ(C1) - Columns
Rarity  = AQ(C1) - Vat
Rarity  = AQ(C2) - Insect
Rarity  = AQ(C2) - Sphere
Rarity  = CR(C4) - All four of them have the same rarity
Type    = Land
Artist  = Mark Tedin

Text(CR): <T>: Add one colorless mana to your mana pool. If you control
          Urza's Mine, Urza's Tower, and Urza's Power Plant, add two
          colorless mana to your mana pool instead of one.

Text(AQ): Tap to add 1 colorless mana to your mana pool. If you have
          Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the
          same time, tap to add 2 colorless mana to your mana pool.

Flavor Text: Artifact construction required immense resources.

   Rulings
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1.7 Urza's Tower

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Urza's Tower
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Rarity  = AQ(C1) - Winter, Mountains
Rarity  = AQ(C1) - Spring, Seashore
Rarity  = AQ(C1) - Summer, Plains
Rarity  = AQ(C2) - Fall, Forest
Rarity  = CR(C4) - All four of them have the same rarity
Type    = Land
Artist  = Mark Poole
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Text(CR): <T>: Add one colorless mana to your mana pool. If you control
          Urza's Mine, Urza's Tower, and Urza's Power Plant, add three
          colorless mana to your mana pool instead of one.

Text(AQ): Tap to add 1 colorless mana to your mana pool. If you have
          Urza's Mine, Urza's Tower, and Urza's Power Plant in play at the
          same time, tap to add 3 colorless mana to your mana pool.

Flavor Text: Urza always put Tocasia's lessons on
             resource-gathering to effective use.

    Rulings