

AQ_RED

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COLLABORATORS

	<i>TITLE :</i> AQ_RED		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

AQ_RED

1.1 Antiquities - Red Cards

Antiquities - Red Cards

Artifact Blast

Atog

Detonate

Dwarven Weaponsmith

Goblin Artisans

Orcish Mechanics

Shatterstorm

1.2 Artifact Blast

Artifact Blast

Color = Red
Rarity = AQ(C4)
Type = Interrupt
Cost = R
Artist = Mark Poole

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

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

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

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

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

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

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
