

# **AQ\_WHITE**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> AQ_WHITE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	February 12, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>AQ_WHITE</b>	<b>1</b>
1.1	Antiquities - White Cards . . . . .	1
1.2	Argivian Archaeologist . . . . .	1
1.3	Argivian Blacksmith . . . . .	2
1.4	Artifact Ward . . . . .	2
1.5	Circle of Protection: Artifacts . . . . .	2
1.6	Damping Field . . . . .	3
1.7	Martyrs of Korlis . . . . .	3
1.8	Reverse Polarity . . . . .	3

---

# Chapter 1

## AQ\_WHITE

### 1.1 Antiquities - White Cards

Antiquities - White Cards

Argivian Archaeologist

Argivian Blacksmith

Artifact Ward

Circle of Protection: Artifacts

Damping Field

Martyrs of Korlis

Reverse Polarity

### 1.2 Argivian Archaeologist

Argivian Archaeologist

Color = White

Rarity = AQ(U1)

Type = Summon Archaeologist (1/1)

Cost = 1WW

Artist = Amy Weber

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.

---

Rulings

### 1.3 Argivian Blacksmith

Argivian Blacksmith

Color = White  
Rarity = AQ(C4)  
Type = Summon Smith (2/2)  
Cost = 1WW  
Artist = Kerstin Kaman

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.

Rulings

### 1.4 Artifact Ward

Artifact Ward

Color = White  
Rarity = AQ(C4)  
Type = Enchant Creature  
Cost = W  
Artist = Douglas Shuler

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

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

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

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

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

---