AQ_BLUE

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	TITLE : AQ_BLUE		
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                    Antiquities - Blue Cards


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1.2   Drafna's Restoration

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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
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                    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

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                    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

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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

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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

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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
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