

AQ_LAND

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> AQ_LAND		
<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 LAND	1
1.1	Antiquities - Land Cards	1
1.2	Mishra's Factory	1
1.3	Mishra's Workshop	2
1.4	Strip Mine	2
1.5	Urza's Mine	2
1.6	Urza's Power Plant	3
1.7	Urza's Tower	3

Chapter 1

AQ_LAND

1.1 Antiquities - Land Cards

Antiquities - Land Cards

Mishra's Factory

Mishra's Workshop

Strip Mine

Urza's Mine

Urza's Power Plant

Urza's Tower

1.2 Mishra's Factory

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.

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

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.

Rulings

1.4 Strip Mine

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

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

1.6 Urza's Power Plant

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

1.7 Urza's Tower

Urza's Tower

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

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
