

# **AQ\_BLUE**

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**COLLABORATORS**

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<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\_BLUE

### 1.1 Antiquities - Blue Cards

Antiquities - Blue Cards

Drafna's Restoration

Energy Flux

Hurkyl's Recall

Power Artifact

Reconstruction

Sage of Lat-Nam

Transmute Artifact

### 1.2 Drafna's Restoration

Drafna's Restoration

Color = Blue

Rarity = AQ(C4)

Type = Sorcery

Cost = U

Artist = Amy Weber

Print run = AQ(372,000)

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.

NO RULINGS

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### 1.3 Energy Flux

Energy Flux

Color = Blue  
Rarity = AQ(U3) / RV(U) / 4E(U)  
Type = Enchantment  
Cost = 2U  
Artist = Kaja Foglio  
Print run = AQ(93,000) / RV(1,012,000) / 4E(1,060,500)

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)  
Type = Instant  
Cost = 1U  
Artist = NeNe Thomas  
Print run = AQ(31,000) / RV(289,000) / 4E(353,500)

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 target player's hand. Any enchantments on those artifacts are discarded. Cannot be played during the damage-dealing phase of an attack.

Rulings

### 1.5 Power Artifact

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### Power Artifact

Color = Blue  
Rarity = AQ(U3)  
Type = Enchant Artifact  
Cost = UU  
Artist = Douglas Shuler  
Print run = AQ(93,000)

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

### Reconstruction

Color = Blue  
Rarity = AQ(C4) / RV(C)  
Type = Sorcery  
Cost = U  
Artist = Anson Maddocks  
Print run = AQ(372,000) / RV(3,657,000)

Text(RV): Bring one artifact from your graveyard to your hand.

Text(AQ): Bring one artifact from your graveyard to your hand.

Rulings

## 1.7 Sage of Lat-Nam

### Sage of Lat-Nam

Color = Blue  
Rarity = AQ(C4)  
Type = Summon Sage (1/2)  
Cost = 1U  
Artist = Pete Venters  
Print run = AQ(372,000)

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

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## 1.8 Transmute Artifact

Transmute Artifact

Color = Blue  
Rarity = AQ(U3)  
Type = Sorcery  
Cost = UU  
Artist = Anson Maddocks  
Print run = AQ(93,000)

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