

# **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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# 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

Print run = AQ(372,000)

Text(AQ): Counters any artifact as it is being cast.

NO RULINGS

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### 1.3 Atog

Atog

Color = Red  
Rarity = AQ(C4) / RV(C)  
Type = Summon Atog (1/2)  
Cost = 1R  
Artist = Jesper Myrfors  
Print run = AQ(372,000) / RV(3,657,000)

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.

Rulings

### 1.4 Detonate

Detonate

Color = Red  
Rarity = AQ(U3) / 4E(U)  
Type = Sorcery  
Cost = XR  
Artist = Randy Asplund-Faith  
Print run = AQ(93,000) / 4E(1,060,500)

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

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Artist = Mark Poole  
Print run = AQ(93,000) / RV(1,012,000)

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.

Rulings

## 1.6 Goblin Artisans

Goblin Artisans

Color = Red  
Rarity = AQ(U3) / CR(U3)  
Type = Summon Goblins (1/1)  
Cost = R  
Artist = Julie Baroh  
Print run = AQ(93,000) / CR(1,549,500)

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  
Print run = AQ(372,000)

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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  
Print run = AQ(31,000) / RV(1,012,000)

Text(RV): All artifacts in play are buried.

Text(AQ): All artifacts in play are are discarded. Artifact creatures cannot be regenerated.

NO RULINGS