

AI_BLUE

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COLLABORATORS

	<i>TITLE :</i> AI_BLUE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

AI_BLUE

1.1 Alliances - Blue Cards

Alliances - Blue Cards

Arcane Denial
Awesome Presence
Benthic Explorers
Browse
Diminishing Returns
False Demise
Force of Will
Foresight
Lat-Nam's Legacy
Library of Lat-Nam
Phantasmal Sphere
Soldevi Heretic
Soldevi Sage
Spiny Starfish
Storm Crow
Storm Elemental
Suffocation

Thought Lash
Tidal Control
Viscerid Armor
Viscerid Drone

1.2 Arcane Denial

Arcane Denial

Color = Blue
Rarity = AI (C1/C1)
Type = Interrupt
Cost = 1U
Artist = Richard Kane Ferguson / Richard Kane Ferguson
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Counter target spell. That spell's caster may draw up to two cards at the beginning of the next turn's upkeep. Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

1.3 Awesome Presence

Awesome Presence

Color = Blue
Rarity = AI (C1/C1)
Type = Enchant Creature
Cost = U
Artist = Lawrence Snelly / Lawrence Snelly
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Enchanted creature cannot be blocked unless defending player pays an additional <3> for each creature assigned to block enchanted creature.

NO RULINGS

1.4 Benthic Explorers

Benthic Explorers

Color = Blue
Rarity = AI(C1/C1)
Type = Summon Merfolk (2/4)
Cost = 3U
Artist = Greg Simanson / Greg Simanson
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): <T>: Untap target tapped land an opponent controls to add one mana of any type that land produces to your mana pool.

Flavor Text: The rising oceans brought new lakes - and new terrors - to Terisiare. The Explorers found their ancient enemies spawning everywhere.

NO RULINGS

1.5 Browse

Browse

Color = Blue
Rarity = AI(U2)
Type = Enchantment
Cost = 2UU
Artist = Phil Foglio
Print run =

Text(AI): <2UU>: Look at the top five cards of your library and put one of them into your hand. Remove the remaining four from the game.

Rulings

1.6 Diminishing Returns

Diminishing Returns

Color = Blue
Rarity = AI(R2)
Type = Sorcery
Cost = 2UU
Artist = L.A. Williams
Print run =

Text(AI): Each player shuffles his or her hand and graveyard into his or her library. Remove the top ten cards from your library from the game. Each player draws up to seven cards.

Rulings

1.7 False Demise

False Demise

Color = Blue
Rarity = AI(U3/U3)
Type = Enchant Creature
Cost = 2U
Artist = Randy Gallegos / Randy Gallegos
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): If enchanted creature is put into the graveyard, return that creature to play under your control as though it were just cast.

Rulings

1.8 Force of Will

Force of Will

Color = Blue
Rarity = AI(U2)
Type = Interrupt
Cost = 3UU
Artist = Terese Nielsen
Print run =

Text(AI): You may pay 1 life and remove a blue card in your hand from the game instead of paying Force of Will's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Counter target spell.

Rulings

1.9 Foresight

Foresight

Color = Blue
Rarity = AI(C1/C1)
Type = Sorcery
Cost = 1U
Artist = Terese Nielsen / Terese Nielsen
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): Search your library for any three cards and remove them from the game. Shuffle your library afterwards. Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

1.10 Lat-Nam's Legacy

Lat-Nam's Legacy

Color = Blue
Rarity = AI (C1/C1)
Type = Instant
Cost = 1U
Artist = Tom Wanerstrand / Tom Wanerstrand
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Choose a card from your hand and shuffle that card into your library to draw two cards at the beginning of the next turn's upkeep.

NO RULINGS

1.11 Library of Lat-Nam

Library of Lat-Nam

Color = Blue
Rarity = AI (R2)
Type = Sorcery
Cost = 4U
Artist = Alan Rabinowitz
Print run =

Text (AI): Target opponent chooses one: you draw three cards at the beginning of the next turn's upkeep; or you search your library for a card, put it into your hand, and then shuffle your library.

NO RULINGS

1.12 Phantasmal Sphere

Phantasmal Sphere

Color = Blue
Rarity = AI (R2)
Type = Summon Phantasm (0/1)
Cost = 1U
Artist = Mark Tedin
Print run =

Text (AI): Flying

At the beginning of the upkeep, put a +1/+1 counter on Phantasmal Sphere. During your upkeep, pay <1> for each of these +1/+1 counters or bury Phantasmal Sphere. If Phantasmal Sphere leaves play, put an Orb token into play under your opponent's control. Treat this token as a */* blue creature with flying, where * is equal to the number of these +1/+1 counters on Phantasmal Sphere.

Rulings

1.13 Soldevi Heretic

Soldevi Heretic

Color = Blue
 Rarity = AI(C1/C1)
 Type = Summon Heretic (2/2)
 Cost = 2U
 Artist = Mike Kimble / Mike Kimble
 Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): <WT>: Prevent up to 2 damage to any creature. Target opponent may draw a card.

NO RULINGS

1.14 Soldevi Sage

Soldevi Sage

Color = Blue
 Rarity = AI(C1/C2)
 Type = Summon Wizard (1/1)
 Cost = 1U
 Artist = Carol Heyer / Carol Heyer
 Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): <T>: Sacrifice two lands to draw three cards. Choose and discard one of those cards.

NO RULINGS

1.15 Spiny Starfish

Spiny Starfish

Color = Blue
Rarity = AI(U2)
Type = Summon Starfish (0/1)
Cost = 2U
Artist = Alan Rabinowitz
Print run =

Text (AI): <U>: Regenerate.

At the end of any turn in which Spiny Starfish regenerated, put a Starfish token into play for each time it regenerated that turn. Treat these tokens as 0/1 blue creatures.

Rulings

1.16 Storm Crow

Storm Crow

Color = Blue
Rarity = AI(C1/C2)
Type = Summon Bird (1/2)
Cost = 1U
Artist = Sandra Everingham / Sandra Everingham
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Flying

NO RULINGS

1.17 Storm Elemental

Storm Elemental

Color = Blue
Rarity = AI(U2)
Type = Summon Elemental (3/4)
Cost = 5U
Artist = John Matson
Print run =

Text (AI): Flying

<U>: Remove the top card of your library from the game to tap target creature with flying.

<U>: Remove the top card of your library from the game. If that card is a snow-covered land, Storm Elemental gets +1/+1 until end of turn.

NO RULINGS

1.18 Suffocation

Suffocation

Color = Blue
Rarity = AI (U2)
Type = Instant
Cost = 1U
Artist = L.A. Williams
Print run =

Text (AI): Play only when a red sorcery or instant deals damage to you. Suffocation deals 4 damage to that spell's caster. Draw a card at the beginning of the next turn's upkeep.

Rulings

1.19 Thought Lash

Thought Lash

Color = Blue
Rarity = AI (R2)
Type = Enchantment
Cost = 2UU
Artist = Mark Tedin
Print run =

Text (AI): Cumulative Upkeep: Remove the top card of your library from the game. If you do not, remove your library from the game and bury Thought Lash.

<0>: Remove the top card of your library from the game to prevent 1 damage to you.

NO RULINGS

1.20 Tidal Control

Tidal Control

Color = Blue
Rarity = AI (R2)
Type = Enchantment
Cost = 1UU
Artist = Randy Gallegos
Print run =

Text (AI): Cumulative Upkeep: <2>

Any player may pay <2> or 2 life to counter target red or green spell. Play this ability as an interrupt. Effects that prevent or redirect damage cannot be used to counter this loss of life.

NO RULINGS

1.21 Viscerid Armor

Viscerid Armor

Color = Blue
Rarity = AI (C1/C1)
Type = Enchant Creature
Cost = 1U
Artist = Heather Hudson / Heather Hudson
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Enchanted creature gets +1/+1.
<1U>: Return Viscerid Armor to owner's hand.

Flavor Text: One Viscerid's death is often another's gain.

NO RULINGS

1.22 Viscerid Drone

Viscerid Drone

Color = Blue
Rarity = AI (U2)
Type = Summon Homarid (1/2)
Cost = 1U
Artist = Heather Hudson
Print run =

Text (AI): <T>: Sacrifice a creature and a swamp to bury target non-artifact creature.
<T>: Sacrifice a creature and a snow-covered swamp to bury target creature.

NO RULINGS
