IA_BLUE

Tom de Ruyter

COLLABORATORS			
	TITLE : IA_BLUE		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Tom de Ruyter	December 25, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

IA_BLUE

1.1 Ice Age - Blue Cards

```
               Ice Age - Blue Cards


       Arnjlot's Ascent

       Balduvian Conjurer

       Balduvian Shaman

       Binding Grasp

       Brainstorm

       Breath of Dreams

       Clairvoyance
            Counterspell

       Deflection

       Dreams of the Dead

       Enervate

       Errant Minion

       Essence Flare

       Force Void

       Glacial Wall

       Hydroblast

       Iceberg

       Icy Prison
```

Illusionary Forces

Illusionary Presence

Illusionary Terrain

Illusionary Wall

Illusions of Grandeur

Infuse

Krovikan Sorcerer

Magus of the Unseen

Mesmeric Trance

Mistfolk

Musician

Mystic Might

Mystic Remora

Phantasmal Mount

Polar Kraken

Portent
               Power Sink
Ray of Command

Ray of Erasure

Reality Twist

Sea Spirit

Shyft

Sibilant Spirit

Silver Erne
            Sleight of Mind
Snow Devil

Snowfall

Soldevi Machinist

Soul Barrier

Thunder Wall

1.2 Arnjlot's Ascent

```
Arnjlot's Ascent

Color     = Blue
Rarity    = IA(C)
Type      = Enchantment
Cost      = 1UU
Artist    = Drew Tucker
Print run = IA(2,047,000)

Text(IA): Cumulative Upkeep: <U>
          <1>: Target creature gains flying until end of turn.

Flavor Text: "The dreams of a child fulfilled: the wind on my brow,
              the air 'neath my feet."
              ---Arnjlot Olasson, Sky Mage


 NO RULINGS
```

1.3 Balduvian Conjurer

```
Balduvian Conjurer

Color     = Blue
Rarity    = IA(U)
Type      = Summon Wizard (0/2)
Cost      = 1U
Artist    = Mark Tedin
Print run = IA(606,000)

Text(IA): <T>:  Target  snow-covered land becomes a 2/2 creature until end
          of  turn.  The  target still counts as land but cannot be tapped
          for mana if it came into play on a side this turn.
```

```
Flavor Text: "The very lands of Balduvia are alive."
              ---Arna Kennerud, Skyknight
```

 NO RULINGS

1.4 Balduvian Shaman

```
Balduvian Shaman

Color     = Blue
Rarity    = IA(C)
Type      = Summon Cleric (1/1)
Cost      = U
Artist    = Quinton Hoover
Print run = IA(2,047,000)

Text(IA): <T>:  Permanently change the text of target white enchantment you
          control  that  does  not  have cumulative upkeep by replacing all
          instances  of  one color word with another.  For example, you may
          change  "Counters  black  spells"  to  "Counters  blue  spells."
          Balduvian  Shaman  cannot  change mana symbols.  That enchantment
          now has Cumulative Upkeep:  <1>.
```

 NO RULINGS

1.5 Binding Grasp

```
Binding Grasp

Color     = Blue
Rarity    = IA(U)
Type      = Enchant Creature
Cost      = 3U
Artist    = Ruth Thompson
Print run = IA(606,000)

Text(IA): During your upkeep, pay <1U> or bury Binding Grasp.  Gain control
          of target creature; that creature gets +0/+1.

Flavor Text: "What I want, I take."
              ---Gustha Ebbasdotter, Kjeldoran Royal Mage
```

 NO RULINGS

1.6 Brainstorm

```
Brainstorm

Color     = Blue
Rarity    = IA(C)
```

```
Type     = Instant
Cost     = U
Artist   = Christopher Rush
Print run = IA(2,047,000)
```

Text(IA): Draw three cards; then, take two cards from your hand and put
         them on top of your library in any order.

Flavor Text: "I reeled from the blow, and then suddenly, I knew exactly what
             to do. Within moments, victory was mine."
             ---Gustha Ebbasdotter, Kjeldoran Royal Mage

   Rulings

1.7 Breath of Dreams

Breath of Dreams

```
Color     = Blue
Rarity    = IA(U)
Type      = Enchantment
Cost      = 2UU
Artist    = Phil Foglio
Print run = IA(606,000)
```

Text(IA): Cumulative Upkeep: <U>
         Green creatures each require an additional Cumulative Upkeep: <1>.

Flavor Text: "Get up, blast you! They're attacking!
             Why are you all so slow?"
             ---General Jarkeld, the Arctic Fox

 NO RULINGS

1.8 Clairvoyance

Clairvoyance

```
Color     = Blue
Rarity    = IA(C)
Type      = Instant
Cost      = U
Artist    = Ken Meyer Jr.
Print run = IA(2,047,000)
```

Text(IA): Look at target player's hand. Draw a card at the beginning of
         the next turn's upkeep.

Flavor Text: "As we followed the ice wall, we had the distinct feeling of
             being watched. Many of the party wanted to turn back."
             ---Disa the Restless, journal entry

```
    Rulings
```

1.9   Deflection

```
Deflection

Color     = Blue
Rarity    = IA(R)
Type      = Interrupt
Cost      = 3U
Artist    = Mike Raabe
Print run = IA(202,000)

Text(IA): Target  spell,  which  must  have  a single target, targets a new
          legal target of your choice.

Flavor Text: Up and down, over and through, back around – the joke's on you.

    Rulings
```

1.10   Dreams of the Dead

```
Dreams of the Dead

Color     = Blue
Rarity    = IA(U)
Type      = Enchantment
Cost      = 3U
Artist    = Heather Hudson
Print run = IA(606,000)

Text(IA): <1U>:   Take  target  white or black creature from your graveyard
          and  put  it  directly into play as though it were just summoned.
          That creature now requires an additional Cumulative Upkeep:  <2>.
          If the creature leaves play, remove it from the game.

    Rulings
```

1.11   Enervate

```
Enervate

Color     = Blue
Rarity    = IA(C)
Type      = Instant
Cost      = 1U
Artist    = L.A. Williams
Print run = IA(2,047,000)

Text(IA): Tap  target  artifact,  creature,  or  land.   Draw a card at the
```

                         beginning of the next turn's upkeep.

Flavor Text: "Worlds turn in crucial moments of decision.
              Make your choice."
                 ---Gustha Ebbasdotter, Kjeldoran Royal Mage

 NO RULINGS

1.12   Errant Minion

Errant Minion

Color   = Blue
Rarity   = IA(C)
Type   = Enchant Creature
Cost   = 2U
Artist   = Harold McNeill
Print run = IA(2,047,000)

Text(IA): During target creature's controller's upkeep, Errant Minion deals
          2 damage to him or her. He or she may pay <1> for each 1 damage
          he or she wishes to prevent from Errant Minion.

Flavor Text: Abandon not your faith when others abandon you.

 NO RULINGS

1.13   Essence Flare

Essence Flare

Color   = Blue
Rarity   = IA(C) (Promo)
Type   = Enchant Creature
Cost   = U
Artist   = Richard Kane Ferguson
Print run = IA(2,213,500)

Text(IA): Target creature gets +2/+0.   During each of its controller's
          upkeeps, put a -0/-1 counter on the creature. These counters
          remain even if Essence Flare is removed.

Flavor Text: Never underestimate the power of the soul unleashed.

  Rulings

1.14   Force Void

```
Force Void

Color    = Blue
Rarity   = IA(U)
Type     = Interrupt
Cost     = 2U
Artist   = Mark Tedin
Print run = IA(606,000)
```

Text(IA): Counter target spell unless that spell's caster pays an
          additional <1>. Draw a card at the beginning of the next turn's
          upkeep.

Flavor Text: "My mind and spirit are one – a barrier not readily passed."
             ---Gustha Ebbasdotter, Kjeldoran Royal Mage

   Rulings

1.15 Glacial Wall

```
Glacial Wall

Color    = Blue
Rarity   = IA(U)
Type     = Summon Wall (0/7)
Cost     = 2U
Artist   = Dameon Willich
Print run = IA(606,000)
```

Flavor Text: "We are farther west than any could have imagined possible, but
             I still wish to press on. Unfortunately, huge walls of ice block
             further travel. We can't believe they are natural."
             ---Disa the Restless, journal entry

  NO RULINGS

1.16 Hydroblast

```
Hydroblast

Color    = Blue
Rarity   = IA(C)
Type     = Interrupt
Cost     = U
Artist   = Kaja Foglio
Print run = IA(2,047,000)
```

Text(IA): Counter target spell if it is red or destroy target permanent if
          it is red.

Flavor Text: "Heed the lessons of our time: the forms of water may move the

```
                land itself and hold captive the fires within."
                ---Gustha Ebbasdotter, Kjeldoran Royal Mage
```

   Rulings

1.17   Iceberg

```
Iceberg

Color     = Blue
Rarity    = IA(U)
Type      = Enchantment
Cost      = XUU
Artist    = Jeff A. Menges
Print run = IA(606,000)

Text(IA): When Iceberg comes into play, put X ice counters on it.
          <3>: Put an ice counter on Iceberg.
          <0>:  Remove  an  ice  counter from Iceberg to add one colorless
          mana to your mana pool.  Play this ability as an interrupt.
```

  NO RULINGS

1.18   Icy Prison

```
Icy Prison

Color     = Blue
Rarity    = IA(R)
Type      = Enchantment
Cost      = UU
Artist    = Anson Maddocks
Print run = IA(202,000)

Text(IA): When  Icy Prison comes into play, remove target creature from the
          game.  When Icy Prison leaves play, return that creature to play
          under  its  owner's  control  as  though  it  were  just summoned.
          During  your  upkeep, destroy Icy Prison.  Any player may pay <3>
          to prevent this.
```

   Rulings

1.19   Illusionary Forces

```
Illusionary Forces

Color     = Blue
Rarity    = IA(C)
Type      = Summon Illusion (4/4)
Cost      = 3U
```

```
Artist    = Justin Hampton
Print run = IA(2,047,000)

Text(IA): Flying
          Cumulative Upkeep: <U>

Flavor Text: "This school was founded in secret, operates in secret, and
              exists for the teaching of secrets. Those who would alter
              reality must first escape it."
              ---Gerda Aagesdotter, Archmage of the Unseen


  NO RULINGS
```

1.20   Illusionary Presence

```
Illusionary Presence

Color     = Blue
Rarity    = IA(R)
Type      = Summon Illusion (2/2)
Cost      = 1UU
Artist    = Kaja Foglio
Print run = IA(202,000)

Text(IA): Cumulative Upkeep: <U>
          During your upkeep, Illusionary Presence gains a landwalk ability
          of your choice until end of turn.

Flavor Text: "We could feel the Shaman's power, as surely as we
              felt the storm."
              ---Disa the Restless, journal entry


  Rulings
```

1.21   Illusionary Terrain

```
Illusionary Terrain

Color     = Blue
Rarity    = IA(U)
Type      = Enchantment
Cost      = UU
Artist    = Rob Alexander
Print run = IA(606,000)

Text(IA): Cumulative Upkeep: <2>
          All  basic  lands  of  one type become basic lands of a different
          type of your choice.

Flavor Text: "The drawing of maps is fruitless in the west near
              the ice walls; the very earth is formless."
              ---Disa the Restless, journal entry
```

```
   Rulings
```

1.22 Illusionary Wall

```
Illusionary Wall

Color     = Blue
Rarity    = IA(C)
Type      = Summon Wall (7/4)
Cost      = 4U
Artist    = Mark Poole
Print run = IA(2,047,000)

Text(IA): Flying, first strike
          Cumulative Upkeep: <U>

Flavor Text: "Let them see what is not there and feel what does not touch
             them. When they no longer trust their senses, that is the
             time to strike."
             ---Gerda Aagesdotter, Archmage of the Unseen

 NO RULINGS
```

1.23 Illusions of Grandeur

```
Illusions of Grandeur

Color     = Blue
Rarity    = IA(R)
Type      = Enchantment
Cost      = 3U
Artist    = Quinton Hoover
Print run = IA(202,000)

Text(IA): Cumulative Upkeep: <2>
          When  Illusions  of Grandeur comes into play, gain 20 life.  When
          Illusions  of  Grandeur  leaves play, lose 20 life.  Effects that
          prevent or redirect damage cannot be used to counter this loss of
          life.

 NO RULINGS
```

1.24 Infuse

```
Infuse

Color     = Blue
Rarity    = IA(C)
Type      = Instant
```

```
Cost      = 2U
Artist    = Randy Gallegos
Print run = IA(2,047,000)

Text(IA): Untap  target  artifact,  creature,  or land.  Draw a card at the
          beginning of the next turn's upkeep.

Flavor Text: "The potential for a change lies in all things. Know a thing's
              nature, know its possibilities, and know it anew."
                ---Gustha Ebbasdotter, Kjeldoran Royal Mage
```

   Rulings

1.25   Krovikan Sorcerer

```
Krovikan Sorcerer

Color     = Blue
Rarity    = IA(C)
Type      = Summon Wizard (1/1)
Cost      = 2U
Artist    = Pat Morrissey
Print run = IA(2,047,000)

Text(IA): <T>:   Choose  and  discard a card from your hand to draw a card.
          If  the  card discarded was black, draw two cards instead of one;
          keep one and discard the other.

Flavor Text: "These Sorcerers always seem to have another
              surprise up their sleeves."
                ---Zur the Enchanter
```

   Rulings

1.26   Magus of the Unseen

```
Magus of the Unseen

Color     = Blue
Rarity    = IA(R)
Type      = Summon Wizard (1/1)
Cost      = 1U
Artist    = Kaja Foglio
Print run = IA(202,000)

Text(IA): <1UT>:   Untap target artifact opponent controls and gain control
          of  it  until  end  of  turn.  If  that  artifact is an artifact
          creature,  it  can  attack,  and you may use any of its abilities
          that  require  <T> as part of the activation cost.  When you lose
          control of the artifact, tap it.
```

   Rulings

1.27   Mesmeric Trance

```
Mesmeric Trance

Color     = Blue
Rarity    = IA(R)
Type      = Enchantment
Cost      = 1UU
Artist    = Dan Frazier
Print run = IA(202,000)

Text(IA): Cumulative Upkeep: <1>
          <U>: Discard a card from your hand to draw a card.

Flavor Text: "Magic overused can freeze the mind. Creativity is
              more important than power."
              ---Zur the Enchanter
```

   Rulings

1.28   Mistfolk

```
Mistfolk

Color     = Blue
Rarity    = IA(C)
Type      = Summon Mistfolk (1/2)
Cost      = UU
Artist    = Quinton Hoover
Print run = IA(2,047,000)

Text(IA): <U>: Counter target spell that targets Mistfolk.

Flavor Text: "Although my official log will state there is no evidence
              pointing to the existence of the Mistfolk, my certainty
              is lessened by the cursed consistency of the expedition's
              eyewitness accounts."
              ---Disa the Restless, journal entry
```

   Rulings

1.29   Musician

```
Musician

Color     = Blue
Rarity    = IA(R)
Type      = Summon Mage (1/3)
Cost      = 2U
Artist    = Drew Tucker
Print run = IA(202,000)
```

```
Text(IA): Cumulative Upkeep: <1>
         <T>:  Put  a  music  counter  on  target  creature.  During that
         creature's controller's upkeep, he or she pays <1> for each music
         counter on the creature, or destroy the creature.
```

   Rulings

1.30   Mystic Might

```
Mystic Might

Color     = Blue
Rarity    = IA(R)
Type      = Enchant Land
Cost      = U
Artist    = Nicola Leonard
Print run = IA(202,000)

Text(IA): Cumulative Upkeep: <1U>
         When  Mystic  Might  comes  into  play,  choose  target  land you
         control.  <0>:  Tap  land  Mystic Might enchants to give target
         creature +2/+2 until end of turn.
```

   Rulings

1.31   Mystic Remora

```
Mystic Remora

Color     = Blue
Rarity    = IA(C)
Type      = Enchantment
Cost      = U
Artist    = Ken Meyer Jr.
Print run = IA(2,047,000)

Text(IA): Cumulative Upkeep: <1>
         Whenever target opponent successfully casts a non-creature spell,
         you  may  draw  a  card.  That player may pay <4> to counter this
         effect.
```

   Rulings

1.32   Phantasmal Mount

```
Phantasmal Mount

Color     = Blue
Rarity    = IA(U)
Type      = Summon Phantasm (1/1)
```

```
Cost      = 1U
Artist    = Melissa Benson
Print run = IA(606,000)

Text(IA): Flying
          <T>:   Target creature you control, which has toughness less than
          3,  gains flying and gets +1/+1 until end of turn.  Other effects
          may  later be used to increase the creature's toughness beyond 3.
          If  Phantasmal  Mount  leaves  play  before end of turn, bury the
          creature.   If  the creature leaves play before end of turn, bury
          Phantasmal Mount.
```

NO RULINGS

1.33 Polar Kraken

```
Polar Kraken

Color     = Blue
Rarity    = IA(R)
Type      = Summon Kraken (11/11)
Cost      = 8UUU
Artist    = Mark Tedin
Print run = IA(202,000)

Text(IA): Trample
          Cumulative Upkeep: Sacrifice a land.
          Comes into play tapped.

Flavor Text: "It was big. Really, really, big.
              No, bigger than that.
              It was big!"
              ---Arna Kennerud, Skyknight
```

NO RULINGS

1.34 Portent

```
Portent

Color     = Blue
Rarity    = IA(C)
Type      = Sorcery
Cost      = U
Artist    = Liz Danforth
Print run = IA(2,047,000)

Text(IA): Look  at  the  top  three cards of target player's library; then,
          either  shuffle  that  library or put those three cards on top of
          the  library  in  any order. Draw a card at the beginning of the
          next turn's upkeep.
```

Rulings

1.35   Ray of Command

```
Ray of Command

Color     = Blue
Rarity    = IA(C)
Type      = Instant
Cost      = 3U
Artist    = Harold McNeill
Print run = IA(2,047,000)
```

Text(IA): Untap target creature opponent controls and gain control of it
          until end of turn.   That creature can attack or use abilities
          that require <T> as part of the activation cost. When you lose
          control of the creature, tap it.

  Rulings

1.36   Ray of Erasure

```
Ray of Erasure

Color     = Blue
Rarity    = IA(C)
Type      = Instant
Cost      = U
Artist    = Mike Raabe
Print run = IA(2,047,000)
```

Text(IA): Target player takes the top card of his or her library and puts
          it in his or her graveyard. Draw a card at the beginning of the
          next turn's upkeep.

Flavor Text: "What is real can be unreal."
             ---Gerda Aagesdotter, Archmage of the Unseen

  Rulings

1.37   Reality Twist

```
Reality Twist

Color     = Blue
Rarity    = IA(R)
Type      = Enchantment
Cost      = UUU
Artist    = James Ernest
Print run = IA(202,000)
```

```
Text(IA): Cumulative Upkeep: <1UU>
          Instead  of their normal mana, plains produce <R>, swamps produce
          <G>, mountains produce <W>, and forests produce <B>.
```

```
Flavor Text: "Nothing is as it seems."
             ---Gerda Aagesdotter, Archmage of the Unseen
```

```
   Rulings
```

1.38 Sea Spirit

```
Sea Spirit
```

```
Color     = Blue
Rarity    = IA(U)
Type      = Summon Spirit (2/3)
Cost      = 4U
Artist    = Rob Alexander
Print run = IA(606,000)
```

```
Text(IA): <U>: +1/+0 until end of turn
```

```
Flavor Text: "It rose above our heads, above the ship, and still higher yet.
              No foggy, ice-laden sea in the world could frighten me more."
              ---General Jarkeld, the Arctic Fox
```

```
 NO RULINGS
```

1.39 Shyft

```
Shyft
```

```
Color     = Blue
Rarity    = IA(R)
Type      = Summon Shyft (4/2)
Cost      = 4U
Artist    = Richard Thomas
Print run = IA(202,000)
```

```
Text(IA): During  your  upkeep,  you  may  change the color of Shyft to any
          color or combination of colors.
```

```
Flavor Text: "Capturing this specimen was not easy. Study it well,
              that you someday might be as versatile."
              ---Gerda Aagesdotter, Archmage of the Unseen
```

```
   Rulings
```

1.40 Sibilant Spirit

```
Sibilant Spirit

Color     = Blue
Rarity    = IA(R)
Type      = Summon Spirit (5/6)
Cost      = 5U
Artist    = Ron Spencer
Print run = IA(202,000)

Text(IA): Flying
          Whenever  Sibilant  Spirit  is declared as an attacker, defending
          player may draw a card.

Flavor Text: "Relax. I'm sure it's just a snake hissing."
              ---Avram Garrison, Leader of the Knights of Stromgald

  Rulings
```

1.41   Silver Erne

```
Silver Erne

Color     = Blue
Rarity    = IA(U)
Type      = Summon Erne (2/2)
Cost      = 3U
Artist    = Melissa Benson
Print run = IA(606,000)

Text(IA): Flying, trample

Flavor Text: "I've seen a larger Erne knock a Giant to the ground and stay
               airborne. They move not with the wind, but as the wind."
               ---Arna Kennerud, Skyknight

 NO RULINGS
```

1.42   Snow Devil

```
Snow Devil

Color     = Blue
Rarity    = IA(C)
Type      = Enchant Creature
Cost      = 1U
Artist    = Ken Meyer Jr.
Print run = IA(2,047,000)

Text(IA): Target  creature  gains  flying.  As  long  as  you  control any
          snow-covered  lands,  that  creature also gains first strike when
          blocking.
```

Flavor Text: "Give me wings to fly and speed to strike. In return,
              the glory I earn shall be yours."
                    ---Steinar Icefist, Balduvian Shaman

 NO RULINGS

1.43 Snowfall

Snowfall

Color   = Blue
Rarity   = IA(C)
Type   = Enchantment
Cost   = 2U
Artist   = Phil Foglio
Print run = IA(2,047,000)

Text(IA): Cumulative Upkeep: <U>
          Islands may produce an additional <U> when tapped for mana. This
          mana is usable only for cumulative upkeep. Snow-covered islands
          may produce either an additional <UU> or an additional <U> when
          tapped for mana. This mana is usable only for cumulative upkeep.

   Rulings

1.44 Soldevi Machinist

Soldevi Machinist

Color   = Blue
Rarity   = IA(U)
Type   = Summon Wizard (1/1)
Cost   = 1U
Artist   = Jeff A. Menges
Print run = IA(606,000)

Text(IA): <T>:   Add two colorless mana to your mana pool. This mana may
          only be used to pay the activation cost of an artifact. Play
          this ability as an interrupt.

Flavor Text: "Perhaps this time the power of the artificers
              shall be used wisely."
                    ---Arcum Dagsson, Soldevi Machinist

   Rulings

1.45 Soul Barrier

```
Soul Barrier

Color     = Blue
Rarity    = IA(U)
Type      = Enchantment
Cost      = 2U
Artist    = Harold McNeill
Print run = IA(606,000)

Text(IA): Whenever target opponent casts a summon spell, Soul Barrier deals
          2  damage to him or her.  That player may pay <2> to prevent this
          damage.

Flavor Text: "There's more than one way to skin an Ouphe,
              or thwart a mage."
              ---Gustha Ebbasdotter, Kjeldoran Royal Mage

  Rulings
```

1.46 Thunder Wall

```
Thunder Wall

Color     = Blue
Rarity    = IA(U)
Type      = Summon Wall (0/2)
Cost      = 1UU
Artist    = Richard Thomas
Print run = IA(606,000)

Text(IA): Flying
          <U>: +1/+1 until end of turn

Flavor Text: "The Lemures had barely take wing when the sky roared with
              thunder. The swarm of little beasts wavered, divided, and
              fell, crashing to the earth."
              ---General Jarkeld, the Arctic Fox

 NO RULINGS
```

1.47 Updraft

```
Updraft

Color     = Blue
Rarity    = IA(U)
Type      = Instant
Cost      = 1U
Artist    = L.A. Williams
Print run = IA(606,000)
```

Text(IA): Target creature gains flying until end of turn. Draw a card at
         the beginning of the next turn's upkeep.

Flavor Text: "The power of flight has but one equal in battle: surprise.
             Understanding how to use both is the key to victory."
             ---Arnjlot Olasson, Sky Mage

   Rulings

1.48   Wind Spirit

Wind Spirit

```
Color     = Blue
Rarity    = IA(U)
Type      = Summon Spirit (3/2)
Cost      = 4U
Artist    = Kaja Foglio
Print run = IA(606,000)
```

Text(IA): Flying
         Cannot be blocked by only one creature.

Flavor Text: "To visit the sky requires bravery, and thought, and little
             else. To master the sky requires the binding of its masters,
             and little else."
             ---Arnjlot Olasson, Sky Mage

 NO RULINGS

1.49   Winter's Chill

Winter's Chill

```
Color     = Blue
Rarity    = IA(R)
Type      = Instant
Cost      = XU
Artist    = Edward Beard Jr.
Print run = IA(202,000)
```

Text(IA): Cast only during combat before defense is chosen. At end of
         combat, destroy X target attacking creatures; X cannot be greater
         than the number of snow-covered lands you control. For each
         attacking creature, its controller may pay <1> or <2> to prevent
         it from being destroyed in this way. If that player pays <1>,
         the creature neither deals nor receives damage in combat. If
         that player pays <2>, the creature deals and receives damage in
         combat as normal.

   Rulings

1.50   Word of Undoing

```
Word of Undoing

Color     = Blue
Rarity    = IA(C) (Promo)
Type      = Instant
Cost      = U
Artist    = Christopher Rush
Print run = IA(2,213,500)

Text(IA): Return  target  creature  to  owner's hand.   Return  any  white
          enchantments you own on that creature to your hand.

Flavor Text: "It was in Urza's journals that I finally found the
              secret at the core of the summonings."
              ---Journal, author unknown

 NO RULINGS
```

1.51   Wrath of Marit Lage

```
Wrath of Marit Lage

Color     = Blue
Rarity    = IA(R)
Type      = Enchantment
Cost      = 3UU
Artist    = Mike Raabe
Print run = IA(202,000)

Text(IA): When  Wrath of Marit Lage comes into play, tap all red creatures.
          Red creatures do not untap during their controller's untap phase.

Flavor Text: Dead Marit Lage lies dreaming, not dead.

 NO RULINGS
```

1.52   Zur's Weirding

```
Zur's Weirding

Color     = Blue
Rarity    = IA(R)
Type      = Enchantment
Cost      = 3U
Artist    = Douglas Shuler
Print run = IA(202,000)

Text(IA): All  players  play  with  the cards in their hands face up on the
          table.   Whenever  any  player draws a card, any other player may
          pay  2  life  to  force  the drawing player to discard that card.
```

Effects that prevent or redirect damage cannot be used to counter
this loss of life.

Rulings

1.53 Zuran Enchanter

Zuran Enchanter

```
Color     = Blue
Rarity    = IA(C)
Type      = Summon Wizard (1/1)
Cost      = 1U
Artist    = Edward Beard Jr.
Print run = IA(2,047,000)
```

Text(IA): <2BT>: Target player chooses and discards one card from his or
         her hand. Ignore this ability if that player has no cards in his
         or her hand. Use this ability only during your turn.

Flavor Text: "We are Kjeldorans no more."
            ---Zur the Enchanter

 NO RULINGS

1.54 Zuran Spellcaster

Zuran Spellcaster

```
Color     = Blue
Rarity    = IA(C)
Type      = Summon Wizard (1/1)
Cost      = 2U
Artist    = Liz Danforth
Print run = IA(2,047,000)
```

Text(IA): <T>: Zuran Spellcaster deals 1 damage to target creature or
         player.

Flavor Text: "A mage must be precise as well as potent;
             cautious, as well as clever."
             ---Zur the Enchanter

 NO RULINGS