

PT_BLUE

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COLLABORATORS

	<i>TITLE :</i> PT_BLUE		
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Chapter 1

PT_BLUE

1.1 Portal - Blue Cards

Portal - Blue Cards

Ancestral Memories
Balance of Power

Baleful Stare

Capricious Sorcerer

Cloak of Feathers

Cloud Dragon

Cloud Pirates

Cloud Spirit

Command of Unsummoning

Coral Eel

Cruel Fate

Deep-Sea Serpent

Deja Vu

Djinn of the Lamp

Exhaustion
Flux

Giant Octopus

Horned Turtle

Ingenious Thief

Man-O`-War
Merfolk o/t P. Trident
Mystic Denial

Omen

Owl Familiar

Personal Tutor
Phantom Warrior
Prosperity
Snapping Drake

Sorcerous Sight
Storm Crow

Symbol of Unsummoning

Taunt

Theft of Dreams

Thing from the Deep

Tidal Surge

Time Ebb

Touch of Brilliance

Wind Drake
Withering Gaze

1.2 Balance of Power

Balance of Power

Color = Blue
Rarity = PT(R)
Type = Sorcery
Cost = 3UU
Artist = Adam Rex

Text (PT): If you have Fewer cards in your hand than your opponent does, draw until you have the same number. (When you play Balance of Power, it doesn't count as in your hand.)

NO RULINGS

1.3 Baleful Stare

Baleful Stare

Color = Blue
Rarity = PT(U)
Type = Sorcery
Cost = 2U
Artist = John Coulthart

Text (PT): Look at your opponent's hand. For each mountain an red card there, you draw a card. (You draw from your deck.)

NO RULINGS

1.4 Capricious Sorcerer

Capricious Sorcerer

Color = Blue
Rarity = PT(R)
Type = Summon Creature (1/1)
Cost = 2U
Artist = Zina Saunders

Text (PT): On your turn, before you attack, you may tap Capricious Sorcerer to have it deal 1 damage to any one creature or player.

NO RULINGS

1.5 Cloak of Feathers

Cloak of Feathers

Color = Blue
Rarity = PT(C)
Type = Sorcery
Cost = U
Artist = Rebecca Guay

Text (PT)= Any one creature gains flying until the end of the turn you draw a Card.

NO RULINGS

1.6 Cloud Dragon

Cloud Dragon

Color = Blue
Rarity = PT(R)

Type = Summon Creature (5/4)
Cost = 5U
Artist = John Avon

Text (PT) = Flying. Cloud Dragon can intercept only creatures with flying.

NO RULINGS

1.7 Cloud Pirates

Cloud Pirates

Color = Blue
Rarity = PT(C)
Type = Summon Creature (1/1)
Cost = U
Artist = Phil Foglio

Text (PT): Cloud Pirates can intercept only creatures with flying.

NO RULINGS

1.8 Cloud Spirit

Cloud Spirit

Color = Blue
Rarity = PT(U)
Type = Summon Creature (3/1)
Cost = 2U
Artist = DiTerlizzi

Text (PT): Flying.
Cloud Spirit can intercept only creatures with flying.

NO RULINGS

1.9 Command of Unsummoning

Command of Unsummoning

Color = Blue
Rarity = PT(U)
Type = Sorcery
Cost = 2U
Artist = Phil Foglio

Text (PT): Play Command of Unsummoning only after you're attacked, before you declare interceptors. Return any one or two attacking creatures to their Owner's hand.

NO RULINGS

1.10 Coral Eel

Coral Eel

Color = Blue
Rarity = PT(C)
Type = Summon Creature (2/1)
Cost = 1U
Artist = Una Fricker

NO RULINGS

1.11 Cruel Fate

Cruel Fate

Color = Blue
Rarity = PT(R)
Type = Sorcery
Cost = 4U
Artist = Adrian Smith

Text (PT): Look at the top five cards of your opponent's deck. Put one of them into your opponent's discard pile and the rest on top of his or her deck in any order.

NO RULINGS

1.12 Deep-Sea Serpent

Deep-Sea Serpent

Color = Blue
Rarity = PT(U)
Type = Summon Creature (5/5)
Cost = 4UU
Artist = Scott M. Fischer

Text (PT): Deep-Sea Serpent can attack only in the defending player has an island in play.

NO RULINGS

1.13 deja_

Deja Vu

Color = Blue
Rarity = PT(C)
Type = Sorcery
Cost = 2U
Artist = Hannibal King

Text (PT): Return any one sorcery card from your discard pile to your hand.

NO RULINGS

1.14 Djinn of the Lamp

Djinn of the Lamp

Color = Blue
Rarity = PT(R)
Type = Summon Creature (5/6)
Cost = 5UU
Artist = DiTerlizzi

Text (PT): Flying.

NO RULINGS

1.15 Exhaustion

Exhaustion

Color = Blue
Rarity = PT(R)
Type = Sorcery
Cost = 2U
Artist = DiTerlizzi

Text (PT): At the beginning of your opponent's next turn, he or she skips untapping his or her creatures and lands.

NO RULINGS

1.16 Giant Octopus

Giant Octopus

Color = Blue
Rarity = PT(C)

Type = Summon Creature (3/3)
Cost = 3U
Artist = John Matson

NO RULINGS

1.17 Horned Turtle

Horned Turtle

Color = Blue
Rarity = PT(C)
Type = Summon Creature (1/4)
Cost = 2U
Artist = Adrian Smith

NO RULINGS

1.18 Ingenious Thief

Ingenious Thief

Color = Blue
Rarity = PT(U)
Type = Summon Creatures (1/1)
Cost = 1U
Artist = Dan Frazier

Text (PT): Flying.

When Ingenious Thief comes into play from your hand, look at your opponent's hand.

NO RULINGS

1.19 Mystic Denial

Mystic Denial

Color = Blue
Rarity = PT(U)
Type = Sorcery
Cost = 1UU
Artist = Hannibal King

Text (PT): Play Mystic Denial only in response to another player playing a summon creature or a sorcery. That card has no effect, and that player puts it into his or her discard pile.

NO RULINGS

1.20 Omen

Omen

Color = Blue
Rarity = PT(C)
Type = Sorcery
Cost = 1U
Artist = Eric Peterson

Text (PT): Look at the top three cards of your deck and return them in any order. You may choose to shuffle your deck. Then draw a card.

NO RULINGS

1.21 Owl Familiar

Owl Familiar

Color = Blue
Rarity = PT(C)
Type = Summon Creature (1/1)
Cost = 1U
Artist = Janine Johnston

Text (PT): Flying.
When Owl Familiar comes into play from your hand, draw a card, then choose and discard a card from your hand.

NO RULINGS

1.22 Personal Tutor

Personal Tutor

Color = Blue
Rarity = PT(U)
Type = Sorcery
Cost = U
Artist = D. Alexander Gregory

Text (PT): Search your deck for a sorcery and reveal that card to all players. Shuffle your deck and put the revealed card on top of it.

NO RULINGS

1.23 Snapping Drake

Snapping Drake

Color = Blue
Rarity = PT(C)
Type = Summon Creature 3/2
Cost = 3U
Artist = Christopher Rush

Text (PT): Flying.

NO RULINGS

1.24 Sorcerous Sight

Sorcerous Sight

Color = Blue
Rarity = PT(C)
Type = Sorcery
Cost = U
Artist = Kaja Foglio

Text (PT): Look at your opponent's hand. You draw a card. (Draw the card from your deck.)

NO RULINGS

1.25 Symbol of Unsummoning

Symbol of Unsummoning

Color = Blue
Rarity = PT(C)
Type = Sorcery
Cost = 2U
Artist = Adam Rex

Text (PT): Return any one creature to its owner's hand. You draw a card.

NO RULINGS

1.26 Taunt

Taunt

Color = Blue
Rarity = PT(R)
Type = Sorcery
Cost = U

Artist = Phil Foglio

Text(PT): Choose any player. on that player's next turn, all his or her creatures that can attack you must do so.

NO RULINGS

1.27 Theft of Dreams

Theft of Dreams

Color = Blue
Rarity = PT(U)
Type = Sorcery
Cost = 2U
Artist = Adam Rex

Text(PT): For each tapped creature your opponent has in play, you draw a card.

NO RULINGS

1.28 Thing from the Deep

Thing from the Deep

Color = Blue
Rarity = PT(R)
Type = Summon Creature 9/9
Cost = 6UUU
Artist = Paolo Parente

Text(PT): If Thing of the Deep attacks, destroy one of your islands or destroy Thing from the Deep.

NO RULINGS

1.29 Tidal Surge

Tidal Surge

Color = Blue
Rarity = PT(C)
Type = Sorcery
Cost = 1U
Artist = Douglas Shuler

Text(PT): Tap any one, two or three creatures without flying.
(Tapped creatures can't intercept.)

NO RULINGS

1.30 Time Ebb

Time Ebb

Color = Blue
Rarity = PT(C)
Type = Sorcery
Cost = 2U
Artist = Alan Rabinowitz

Text (PT): Return any one creature to the top of its owner's deck.

NO RULINGS

1.31 Touch of Brilliance

Touch of Brilliance

Color = Blue
Rarity = PT(C)
Type = Sorcery
Cost = 3U
Artist = John Coulthart

Text (PT): Draw two cards.

NO RULINGS

1.32 Wind Drake

Wind Drake

Color = Blue
Rarity = PT(C)
Type = Summon Creature (2/2)
Cost = 2U
Artist = Zina Saunders

Text (PT): Flying.

NO RULINGS

1.33 Withering Gaze

Withering Gaze"

Color = Blue

Rarity = PT(U)

Type = Sorcery

Cost = 2U

Artist = Scott M. Fischer

Text (PT): Look at your opponent's hand. for each forest and green card there, you draw a card. (You draw from your deck.)

NO RULINGS
