HL_BLUE

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COLLABORATORS

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```

1.2 AEther Storm

```
AEther Storm

Color   = Blue
Rarity  = HL(U3)
Type    = Enchantment
Cost    = 3U
Artist  = Mark Tedin

Text(HL): No  summon spells may be cast.  Any player may pay 4 life to bury
          AEther  Storm.  Effects that prevent or redirect damage cannot be
          used to counter this loss of life.

Flavor Text: "I do love the rain... but this storm feels
              somehow wrong, Taysir."
              ---Daria

   Rulings
```

1.3 Baki's Curse

```
Baki's Curse

Color   = Blue
Rarity  = HL(U1)
Type    = Sorcery
Cost    = 2UU
Artist  = Nicola Leonard

Text(HL): Baki's  Curse  deals  2 damage to each creature for each creature
          enchantment on that creature.

Flavor Text: "Those who fling spells too quickly should
              have reason to regret it."
              ---Baki, Wizard Attendant

  NO RULINGS
```

1.4 Chain Stasis

```
Chain Stasis

Color  = Blue
Rarity = HL(U1)
Type   = Instant
Cost   = U
Artist = Pat Morrissey

Text(HL): Tap  or  untap  target  creature.  Whenever any player uses Chain
          Stasis to tap or untap a creature, that creature's controller may
          pay <2U> to use Chain Stasis to tap or untap any target creature.

Flavor Text: "Here we go again."
              ---Kakra, Sea Troll

   Rulings
```

1.5 Coral Reef

```
Coral Reef

Color  = Blue
Rarity = HL(C1)
Type   = Enchantment
Cost   = UU
Artist = Amy Weber

Text(HL): When Coral Reef comes into play, put four polyp counters on it.
          <0>: Sacrifice an island to put two polyp counters on Coral Reef.
          <U>:  Tap  target  blue  creature you control and remove a polyp
          counter  from  Coral  Reef  to  put a +0/+1 counter on any target
          creature.

   Rulings
```

1.6 Dark Maze

```
Dark Maze

Color  = Blue
Rarity = HL(C2/C2)
Type   = Summon Wall (4/5)
Cost   = 4U
Artist = Rob Alexander / Rob Alexander

NOTE: There are TWO different artworks for this card.

Text(HL): <0>:  Dark  Maze  can  attack this turn.  At end of turn, remove
          Dark  Maze  from  the  game.  Dark Maze cannot attack the turn it
          comes under your control.
```

Flavor Text: "Stray not into the path of darkness, or be lost forever."
             ---Baki, Wizard Attendant

Flavor Text: "The path of faith is fortunately fraught with failure."
             ---Irini Sengir

    Rulings

1.7 Forget

Forget

Color = Blue
Rarity = HL(U1)
Type   = Sorcery
Cost   = UU
Artist = Michael Kimble

Text(HL): Target player chooses and discards 2 cards from his or her hand.
          If that player does not have enough cards in that hand, his or
          her entire hand is discarded.   The player then draws as many
          cards as he or she discarded in this way.

 NO RULINGS

1.8 Giant Albatross

Giant Albatross

Color = Blue
Rarity = HL(C2/C2)
Type   = Summon Albatross (1/1)
Cost   = 1U
Artist = David A. Cherry / David A. Cherry

NOTE: There are TWO different artworks for this card.

Text(HL): Flying
          <1U>: Bury all creatures that damaged Giant Albatross this turn.
          The controller of any of those creatures may pay 2 life to
          prevent that creature from being buried. Effects that prevent or
          redirect damage cannot be used to counter this loss of life. Use
          this ability only when Giant Albatross is put into the graveyard
          from play.

    Rulings

1.9 Giant Oyster

```
Giant Oyster

Color  = Blue
Rarity = HL(U3)
Type   = Summon Oyster (0/3)
Cost   = 2UU
Artist = Nicola Leonard
```

Text(HL): You may choose not to untap Giant Oyster during your untap phase.
         <T>:   Target   tapped   creature   does   not   untap   during   its
         controller's untap phase as long as Giant Oyster remains tapped.
         During your upkeep, put a -1/-1 counter on that creature. If
         Giant Oyster becomes untapped or leaves play, remove all of these
         counters from the creature.

   Rulings

1.10   Jinx

```
Jinx

Color  = Blue
Rarity = HL(C1)
Type   = Instant
Cost   = 1U
Artist = Michael Kimble
```

Text(HL): Target land becomes a basic land type of your choice until end of
         turn. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "What wizards upset, the land soon rights."
            ---Gemma, Willow Priestess

 NO RULINGS

1.11   Labyrinth Minotaur

```
Labyrinth Minotaur

Color  = Blue
Rarity = HL(C2/C2)
Type   = Summon Minotaur (1/4)
Cost   = 3U
Artist = Anson Maddocks / Anson Maddocks
```

NOTE: There are TWO different artworks for this card.

Text(HL): Creatures Labyrinth Minotaur is assigned to block do not untap
         during their controller's next untap phase.

Flavor Text: "I doubt any Labyrinth Minotaurs still live - but then again,

```
                we Minotaurs are stubborn beings."
                ---Onatah, Anaba Shaman

Flavor Text: "Legend says they got a treasure cave,
                but it don't say where to find it."
                ---Zeki, Reef Pirate
```

  NO RULINGS

1.12 Marjhan

```
Marjhan

Color   = Blue
Rarity  = HL(U1)
Type    = Summon Serpent (8/8)
Cost    = 5UU
Artist  = Daniel Gelon

Text(HL): Does not untap during your untap phase.  Marjhan cannot attack if
          defending player controls no islands.  If at any time you control
          no islands, bury Marjhan.
          <UU>:   Sacrifice  a creature to untap Marjhan.  Use this ability
          only during your upkeep.
          <UU>:  -1/-0 until end of turn.  Marjhan deals 1 damage to target
          attacking creature without flying.
```

  NO RULINGS

1.13 Memory Lapse

```
Memory Lapse

Color   = Blue
Rarity  = HL(C2/C2) / MI(C)
Type    = Interrupt
Cost    = 1U
Artist  = Mark Tedin (HL) / Mark Tedin (HL) / Rebecca Guay (MI)

NOTE: The Homelands version has TWO different artworks for this card.

Text(MI): Counter target spell. Put that spell on top of owner's library.

Text(HL): Counter  target  spell.  Put  that  spell  on top of its owner's
          library.

Flavor Text: "Um... oh... what was I saying ?"
                ---Reveka, Wizard Savant

Flavor Text: "Oh, I had a conscience once. But alas, I seem
                to have forgotten where I put it."
                ---Chandler
```

Rulings

1.14 Merchant Scroll

```
Merchant Scroll

Color   = Blue
Rarity  = HL(C1)
Type    = Sorcery
Cost    = 1U
Artist  = Liz Danforth
```

Text(HL): Search your library for a blue instant or interrupt. Reveal that
          card to all players and put it into your hand. Reshuffle your
          library afterwards.

Flavor Text: "There's no trade without trust."
             ---Eron the Relentless

  NO RULINGS

1.15 Mystic Decree

```
Mystic Decree

Color   = Blue
Rarity  = HL(U1)
Type    = Enchant World
Cost    = 2UU
Artist  = Liz Danforth
```

Text(HL): All creatures lose flying and islandwalk.

Flavor Text: "Curse Reveka, and curse her coddled conjurers.
              Their sorcerer's school shall yet be ours."
             ---Irini Sengir

  NO RULINGS

1.16 Narwhal

```
Narwhal

Color   = Blue
Rarity  = HL(U1)
Type    = Summon Narwhal (2/2)
Cost    = 2UU
Artist  = David A. Cherry
```

```
Text(HL): First strike, protection from red

Flavor Text: "Who needs a spear ? Ya break off the horn,
               and ya stab the fish with it. Easy !"
               ---Kakra, Sea Troll


 NO RULINGS
```

1.17 Reef Pirates

```
Reef Pirates

Color  = Blue
Rarity = HL(C2/C2)
Type   = Summon Ships (2/2)
Cost   = 1UU
Artist = Tom Wanerstrand / Tom Wanerstrand

NOTE: There are TWO different artworks for this card.

Text(HL): Whenever  Reef Pirates damages any opponent, take the top card of
          his or her library and put it into his or her graveyard.

Flavor Text: "Zeki sails with a dead crew not out of
               villainy, but pragmatism."
               ---Baron Sengir

Flavor Text: "Corpses for crew don't sit well with me. Zeki and his
               dead ship had best keep their distance."
               ---Joskun, An-Havna Constable


 NO RULINGS
```

1.18 Reveka, Wizard Savant

```
Reveka, Wizard Savant

Color  = Blue
Rarity = HL(U1)
Type   = Summon Legend (0/1)
Cost   = 2UU
Artist = Susan Van Camp

Text(HL): <T>:  Reveka deals 2 damage to target creature or player and does
          not untap during your next untap phase.

Flavor Text: "It's nice to see a sister Dwarf in a position of such power,
               but why'd it have to be one of those seafaring muleheads ?"
               ---Halina, Dwarven Trader


 NO RULINGS
```

1.19   Sea Sprite

```
Sea Sprite

Color  = Blue
Rarity = HL(U3)
Type   = Summon Faerie (1/1)
Cost   = 1U
Artist = Susan Van Camp

Text(HL): Flying, protection from red

Flavor Text: "No one can catch what won't be caught."
             ---Kakra, Sea Troll

 NO RULINGS
```

1.20   Sea Troll

```
Sea Troll

Color  = Blue
Rarity = HL(U3)
Type   = Summon Troll (2/1)
Cost   = 2U
Artist = Daniel Gelon

Text(HL): <U>:   Regenerate.   Use this ability only during a turn in which
          Sea  Troll blocked a blue creature or a blue creature blocked Sea
          Troll.

Flavor Text: "I've seen those Trolls devour a drowning sailor faster
              than his lungs could fill with water."
              ---Zeki, Reef Pirate

 NO RULINGS
```

1.21   Wall of Kelp

```
Wall of Kelp

Color  = Blue
Rarity = HL(U1)
Type   = Summon Wall (0/3)
Cost   = UU
Artist = Alan Rabinowitz

Text(HL): <UUT>: Put a Kelp token into play. Treat this token as a 0/1
          blue wall.

Flavor Text: "Ya can eat it or ya can weave it,
              but ya can't fight in it."
```

---Zeki, Reef Pirate

NO RULINGS