

# **MI\_BLUE**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> MI_BLUE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	February 12, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## MI\_BLUE

### 1.1 Mirage - Blue Cards

#### Mirage - Blue Cards

Ancestral Memories

Azimaet Drake

Bay Falcon

Bazaar of Wonders

Boomerang

Cerulean Wyvern

Cloak of Invisibility

Coral Fighters

Daring Apprentice

Dissipate

Dream Cache

Dream Fighter

Energy Vortex

Ether Well

Flash

Floodgate

Hakim, Loreweaver

Harmattan Efreet

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Jolt

Kukemssa Pirates

Kukemssa Serpent

Meddle

Memory Lapse

Merfolk Raiders

Merfolk Seer

Mind Bend

Mind Harness

Mist Dragon

Mystical Tutor

Political Trickery

Polymorph

Power Sink

Prismatic Lace

Psychic Transfer

Ray of Command

Reality Ripple

Sandbar Crocodile

Sapphire Charm

Sea Scryer

Shaper Guildmage

Shimmer

Soar

Sug'Ata Firewalker

Taniwha

Teferi's Curse

Teferi's Drake

Teferi's Imp

Thirst

Tidal Wave

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Vaporous Djinn

Wave Elemental

## 1.2 Ancestral Memories

Ancestral Memories

Color = Blue  
Rarity = MI (R)  
Type = Sorcery  
Cost = 2UUU  
Artist = William Donohoe

Text (MI): Look at the top seven cards of your library. Put two of those cards into your hand and the rest into your graveyard.

NO RULINGS

## 1.3 Azimaet Drake

Azimaet Drake

Color = Blue  
Rarity = MI (C)  
Type = Summon Drake (1/3)  
Cost = 2U  
Artist = Gerry Grace

Text (MI): Flying.  
<U>: +1/+0 until end of turn. You cannot spend more than <U> in this way each turn.

NO RULINGS

## 1.4 Bay Falcon

Bay Falcon

Color = Blue  
Rarity = MI (C)  
Type = Summon Falcon (1/1)  
Cost = 1U  
Artist = Una Fricker

Text (MI): Flying.  
Attacking does not cause Bay Falcon to tap.

NO RULINGS

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## 1.5 Bazaar of Wonders

Bazaar of Wonders

Color = Blue  
Rarity = MI(R)  
Type = Enchant World  
Cost = 3UU  
Artist = Liz Danforth

Text(MI): When Bazaar of Wonders comes into play, remove all cards in all graveyards from the game. Whenever a spell is played, counter it if a card with the same name is in play or in any graveyard.

Rulings

## 1.6 Cerulean Wyvern

Cerulean Wyvern

Color = Blue  
Rarity = MI(U)  
Type = Summon Wyvern (3/3)  
Cost = 4U  
Artist = Gerry Grace

Text(MI): Flying, protection from green.

NO RULINGS

## 1.7 Cloak of Invisibility

Cloak of Invisibility

Color = Blue  
Rarity = MI(C)  
Type = Enchant Creature  
Cost = U  
Artist = John Coulthart

Text(MI): Enchanted creature gains phasing and cannot be blocked except by Walls

NO RULINGS

## 1.8 Coral Fighters

Coral Fighters

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Color = Blue  
Rarity = MI (U)  
Type = Summon Merfolk (1/1)  
Cost = 1U  
Artist = Steve Luke

Text (MI): If Coral Fighters attacks and is not blocked, look at the top card of defending player's library. You may choose to put that card on the bottom of that player's library.

NO RULINGS

## 1.9 Daring Apprentice

Daring Apprentice

Color = Blue  
Rarity = MI (R)  
Type = Summon Wizard (1/1)  
Cost = 1UU  
Artist = Kaja Foglio

Text (MI): <T>: Sacrifice Daring Apprentice: Counter target spell.

Rulings

## 1.10 Dissipate

Dissipate

Color = Blue  
Rarity = MI (U)  
Type = Interrupt  
Cost = 1UU  
Artist = Richard Kane Ferguson

Text (MI): Counter target spell. Remove that card from the game.

Rulings

## 1.11 Dream Cache

Dream Cache

Color = Blue  
Rarity = MI (C)  
Type = Sorcery  
Cost = 2U  
Artist = D. Alexander Gregory

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Text (MI): Draw 3 cards. Choose two cards from your hand and put both on either the top or the bottom of your library.

NO RULINGS

## 1.12 Dream Fighter

Dream Fighter

Color = Blue  
Rarity = MI (C)  
Type = Summon Soldier (1/1)  
Cost = 2U  
Artist = Drew Tucker

Text (MI): Whenever Dream Fighter blocks or is blocked by a creature, Dream Fighter and that creature phase out.

Rulings

## 1.13 Energy Vortex

Energy Vortex

Color = Blue  
Rarity = MI (R)  
Type = Enchantment  
Cost = 3UU  
Artist = Tom Wannerstrand

Text (MI): When you play Energy Vortex, choose target opponent. At the beginning of your upkeep, remove all energy counters from Energy Vortex. During chosen opponent's upkeep, he or she pays <1> for each energy counter on Energy Vortex, or it deals 3 damage to him or her.  
<X>: Put X energy counters on Energy Vortex. Use this ability only during your upkeep.

Rulings

## 1.14 Ether Well

Ether Well

Color = Blue  
Rarity = MI (U)  
Type = Instant  
Cost = 3U  
Artist = Charles Gillespie

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Text(MI): Put target creature on top of owner's library. If that creature is red, you may choose to put it on the bottom of owner's library instead.

Rulings

## 1.15 Flash

Flash

Color = Blue  
Rarity = MI (R)  
Type = Instant  
Cost = 1U  
Artist = David Ho

Text(MI): Choose a creature card from your hand and put it into play as though it were just played. Pay the creature's casting cost reduced by up to <2>. If you cannot, bury the creature.

Rulings

## 1.16 Floodgate

Floodgate

Color = Blue  
Rarity = MI (U)  
Type = Summon Wall (0/5)  
Cost = 3U  
Artist = Jeff Miracola

Text(MI): <3U>: If Floodgate gains flying, bury it. If Floodgate leaves play, it deals to each non-blue creature without flying 1 damage for each two islands you control.

NO RULINGS

## 1.17 Hakim, Loreweaver

Hakim, Loreweaver

Color = Blue  
Rarity = MI (R)  
Type = Summon Legend (2/4)  
Cost = 3UU  
Artist = Alan Rabinowitz

Text(MI): Flying.  
<UU>: Put target creature enchantment card from your graveyard

on Hakim, Loreweaver. Treat that enchantment as though it were just played. Use this ability only during your upkeep and only if there are no enchantments on Hakim.  
<UUT>: Destroy all enchantments on Hakim.

Rulings

## 1.18 Harmattan Efreet

Harmattan Efreet

Color = Blue  
Rarity = MI(U)  
Type = Summon Efreet (2/2)  
Cost = 2UU  
Artist = Drew Tucker

Text(MI): Flying.  
<UU1>: Target creature gains flying until end of turn.

NO RULINGS

## 1.19 Jolt

Jolt

Color = Blue  
Rarity = MI(C)  
Type = Instant  
Cost = 2U  
Artist = John Matson

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

NO RULINGS

## 1.20 Kukemssa Pirates

Kukemssa Pirates

Color = Blue  
Rarity = MI(R)  
Type = Summon Pirates (2/2)  
Cost = 3U  
Artist = Jock

Text(MI): If Kukemssa Pirates attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do, gain control of target artifact that player controls.

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NO RULINGS

## 1.21 Kukemssa Serpent

Kukemssa Serpent

Color = Blue  
Rarity = MI (C)  
Type = Summon Serpent (4/3)  
Cost = 3U  
Artist = Ian Miller

Text (MI): Islandhome.  
<U>: Sacrifice an island: Target land an opponent controls is an island until end of turn.

NO RULINGS

## 1.22 Meddle

Meddle

Color = Blue  
Rarity = MI (U)  
Type = Interrupt  
Cost = 1U  
Artist = Brian Snoddy

Text (MI): Target spell, which targets a single creature, targets another creature of your choice instead. The new target must be legal.

Rulings

## 1.23 Merfolk Raiders

Merfolk Raiders

Color = Blue  
Rarity = MI (C)  
Type = Summon Merfolk (2/3)  
Cost = 1U  
Artist = Steve Luke

Text (MI): Phasing; islandwalk.

NO RULINGS

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## 1.24 Merfolk Seer

Merfolk Seer

Color = Blue  
Rarity = MI(C)  
Type = Summon Merfolk (2/2)  
Cost = 2U  
Artist = Steve Luke

Text(MI): <U1>: Draw a card. Use this ability only when Merfolk Seer is put into the graveyard from play and only once.

NO RULINGS

## 1.25 Mind Bend

Mind Bend

Color = Blue  
Rarity = MI(U)  
Type = Instant  
Cost = U  
Artist = Mike Dringenberg

Text(MI): Change the text of target permanent by replacing all instances of one color word or basic land type with another.

Rulings

## 1.26 Mind Harness

Mind Harness

Color = Blue  
Rarity = MI(U)  
Type = Enchant Creature  
Cost = U  
Artist = John Malloy

Text(MI): Play only on a red or green creature. Cumulative upkeep <1>. Gain control of enchanted creature.

NO RULINGS

## 1.27 Mist Dragon

Mist Dragon

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Color = Blue  
Rarity = MI (R)  
Type = Summon Dragon (4/4)  
Cost = 4UU  
Artist = Al Davidson

Text (MI): <0>: Flying.  
<0>: Loses Flying.  
<UU3>: Phases out.

NO RULINGS

## 1.28 Mystical Tutor

Mystical Tutor

Color = Blue  
Rarity = MI (U)  
Type = Instant  
Cost = U  
Artist = David O'Connor

Text (MI): Search your library for an instant, interrupt, mana source, or sorcery card and reveal that card to all players. Shuffle your library and put the revealed card back on top of it.

Rulings

## 1.29 Political Trickery

Political Trickery

Color = Blue  
Rarity = MI (R)  
Type = Sorcery  
Cost = 2U  
Artist = Scott Kirschner

Text (MI): Choose target land you control and target land an opponent controls. Exchange control of these lands.

Rulings

## 1.30 Polymorph

Polymorph

Color = Blue  
Rarity = MI (R)  
Type = Sorcery

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Cost = 3U  
Artist = Robert Bliss

Text (MI): Bury target creature. That creature's controller reveals cards from the top of his or her library until a creature card is revealed and then puts that creature into play under his or her control as though it were just played. The player shuffles all other revealed cards into his or her library.

Rulings

### 1.31 Prismatic Lace

Prismatic Lace

Color = Blue  
Rarity = MI (R)  
Type = Instant  
Cost = U  
Artist = David O'Connor

Text (MI): Target permanent becomes the color(s) of your choice. Costs to tap, maintain, or use an ability of that permanent remain unchanged.

NO RULINGS

### 1.32 Psychic Transfer

Psychic Transfer

Color = Blue  
Rarity = MI (R)  
Type = Sorcery  
Cost = 4U  
Artist = Dom!

Text (MI): Compare your life total with target player's life total. If the difference is 5 or less and you have at least 1 life, exchange life totals with that player.

Rulings

### 1.33 Reality Ripple

Reality Ripple

Color = Blue  
Rarity = MI (C)  
Type = Instant

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Cost = 1U  
Artist = Alan Rabinowitz

Text(MI): Target artifact, creature, or land phases out.

NO RULINGS

### 1.34 Sandbar Crocodile

Sandbar Crocodile

Color = Blue  
Rarity = MI(C)  
Type = Summon Crocodile (6/5)  
Cost = 4U  
Artist = Una Fricker

Text(MI): Phasing.

NO RULINGS

### 1.35 Sapphire Charm

Sapphire Charm

Color = Blue  
Rarity = MI(C)  
Type = Instant  
Cost = U  
Artist = Steve Luke

Text(MI): Choose one; Target player draws a card at the beginning of the next turn's upkeep; or target creature an opponent controls phases out; or target creature gains flying until end of turn.

NO RULINGS

### 1.36 Sea Scryer

Sea Scryer

Color = Blue  
Rarity = MI(C)  
Type = Summon Merfolk (1/1)  
Cost = 1U  
Artist = Martin McKenna

Text(MI): <T>: Add one colorless mana to your mana pool.  
Play this ability as a mana source.  
<1T>: Add <U> to your mana pool.

---

Play this ability as a mana source.

NO RULINGS

### 1.37 Shaper Guildmage

Shaper Guildmage

Color = Blue  
Rarity = MI (C)  
Type = Summon Wizard (1/1)  
Cost = U  
Artist = D. Alexander Gregory

Text (MI): <WT>: Target creature gains first strike until end of turn.  
<BT>: Target creature gets +1/+0 until end of turn.

NO RULINGS

### 1.38 Shimmer

Shimmer

Color = Blue  
Rarity = MI (R)  
Type = Enchantment  
Cost = 2UU  
Artist = David A. Cherry

Text (MI): When you play Shimmer, choose a land type. All lands of the chosen type gain phasing.

Rulings

### 1.39 Soar

Soar

Color = Blue  
Rarity = MI (C)  
Type = Enchant Creature  
Cost = 1U  
Artist = Tony Roberts

Text (MI): You may choose to play Soar as an instant; if you do, bury it at the end of turn. Enchanted creature gets +0/+1 and gains flying.

NO RULINGS

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## 1.40 Suq'Ata Firewalker

Suq'Ata Firewalker

Color = Blue  
Rarity = MI(U)  
Type = Summon Wizard (0/1)  
Cost = 1UU  
Artist = David O'Connor

Text(MI): Suq-Ata Firewalker cannot be the target of red spells or effects.  
<T>: Suq'Ata Firewalker deals 1 damage to target creature or player.

NO RULINGS

## 1.41 Taniwha

Taniwha

Color = Blue  
Rarity = MI(R)  
Type = Summon Legend (7/7)  
Cost = 3UU  
Artist = Ian Miller

Text(MI): Phasing, Trample.  
At the beginning of your upkeep, all lands you control phase out.

NO RULINGS

## 1.42 Teferi's Curse

Teferi's Curse

Color = Blue  
Rarity = MI(C)  
Type = Enchant Permanent  
Cost = 1U  
Artist = Robert Bliss

Text(MI): Play only on an artifact or creature. Enchanted permanent gains phasing.

Rulings

## 1.43 Teferi's Drake

Teferi's Drake

Color = Blue  
Rarity = MI(C)  
Type = Summon Drake (3/2)  
Cost = 2U  
Artist = Kari Johnson

Text (MI): Flying, phasing.

NO RULINGS

## 1.44 Teferi's Imp

Teferi's Imp

Color = Blue  
Rarity = MI(R)  
Type = Summon Imp (1/1)  
Cost = 2U  
Artist = Una Fricker

Text (MI): Flying, Phasing.

When Teferi's Imp phases out, choose and discard a card.

When Teferi's Imp phases in, draw a card.

Rulings

## 1.45 Thirst

Thirst

Color = Blue  
Rarity = MI(C)  
Type = Enchant Creature  
Cost = 2U  
Artist = Roger Raupp

Text (MI): When Thirst comes into play, tap enchanted creature. During your upkeep, pay <U> or bury Thirst. Enchanted creature does not untap during its controller's untap phase.

NO RULINGS

## 1.46 Tidal Wave

Tidal Wave

Color = Blue

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Rarity = MI(U)  
Type = Instant  
Cost = 2U  
Artist = Brian Snoddy

Text(MI): Put a Wave token into play. Treat this token as a 5/5 blue creature that counts as a Wall. Bury the token at end of any turn.

NO RULINGS

## 1.47 Vaporous Djinn

Vaporous Djinn

Color = Blue  
Rarity = MI(U)  
Type = Summon Djinn (3/4)  
Cost = 2UU  
Artist = Adam Rex

Text(MI): Flying.  
During your upkeep, pay <UU> or Vaporous Djinn phases out.

NO RULINGS

## 1.48 Wave Elemental

Wave Elemental

Color = Blue  
Rarity = MI(U)  
Type = Summon Elemental (2/3)  
Cost = 2UU  
Artist = Zak Plucinski

Text(MI): <UT>: Sacrifice Wave Elemental: Tap up to three target creatures without flying.

NO RULINGS

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