

# **4E\_BLUE**

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	<i>TITLE :</i> 4E_BLUE		
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# Chapter 1

## 4E\_BLUE

### 1.1 Fourth Edition - Blue Cards

#### Fourth Edition - Blue Cards

Air Elemental

Animate Artifact  
Apprentice Wizard

Backfire

Blue Elemental Blast

Control Magic

Counterspell

Creature Bond

Drain Power  
Energy Flux

Energy Tap

Erosion

Feedback

Flight

Flood

Gaseous Form

Ghost Ship

Giant Tortoise

Hurkyl's Recall

Island Fish Jasconius

Jump

Leviathan

Lifetap

Lord of Atlantis

Magical Hack

Mahamoti Djinn

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Mana Short

Merfolk o.t. Pearl Trident  
Mind Bomb

Phantasmal Forces

Phantasmal Terrain

Phantom Monster

Pirate Ship

Power Leak

Power Sink

Prodigal Sorcerer  
Psionic Entity

Psychic Venom  
Relic Bind

Sea Serpent  
Segovian Leviathan                      Sindbad

Siren's Call

Sleight of Mind

Spell Blast

Stasis

Steal Artifact  
Sunken City

Thoughtlace

Twiddle  
Time Elemental                      Unstable Mutation

Unsummon

Volcanic Eruption

Wall of Air

Wall of Water

Water Elemental  
Zephyr Falcon

## 1.2 Air Elemental

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Air Elemental

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Summon Elemental (4/4)  
Cost = 3UU  
Artist = Richard Thomas (A/B/UL/RV/4E) / D. Alexander Gregory (5E)

Text (5E): Flying

Text (4E): Flying

Text (RV): Flying

Text (UL): Flying

Flavor Text: These spirits of the air are winsome and wild, and cannot be truly contained. Only marginally intelligent, they often substitute whimsy for strategy, delighting in mischief and mayhem.

NO RULINGS

### 1.3 Animate Artifact

Animate Artifact

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Enchant Artifact  
Cost = 3U  
Artist = Douglas Shuler

Text (4E): Target artifact becomes an artifact creature with power and toughness equal to its casting cost; target retains all of its original abilities. Animate Artifact does not affect artifact creatures.

Text (RV): Target artifact is now an artifact creature with both power and toughness equal to its casting cost; target retains all its original abilities as well. Has no effect on artifact creatures.

Text (UL): Target artifact is now a creature with both power and toughness equal to its casting cost; target retains all its original abilities as well. This will destroy artifacts with 0 casting cost. Has no effect on artifact creatures.

Rulings

### 1.4 Blue Elemental Blast

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Blue Elemental Blast

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Interrupt  
Cost = U  
Artist = Richard Thomas

Text(4E): Counter target red spell or destroy target red permanent.

Text(RV): Counters a red spell being cast or destroys a red card in play.

Text(UL): Counters a red spell being cast or destroys a red card in play.

Rulings

## 1.5 Control Magic

Control Magic

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Enchant Creature  
Cost = 2UU  
Artist = Dameon Willich

Text(4E): Gain control of target creature.

Text(RV): You control target creature until enchantment is discarded or game ends. If target creature is already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Text(UL): You control target creature until enchantment is discarded or game ends. You can't tap target creature this turn, but if it was already tapped it stays tapped until you can untap it. If destroyed, target creature is put in its owner's graveyard.

Rulings

## 1.6 Counterspell

Counterspell

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / IA(C) / PR(U) / 5E(C) / TP(C)  
Type = Interrupt  
Cost = UU  
Artist = Mark Poole (A/B/UL/RV/4E) / L.A. Williams (IA)  
Dom! (PR) / Hannibal King (5E) / Stephen Daniele (TP)



NOTE: The Ice Age card has different artwork. It also had Flavor Text added to the card's text.

NOTE: The Promo card has different artwork. There is no Flavor Text on the card. This card is exclusively distributed among "Legend Members" of the Duelist Convocation.

Text (TP): Counter target spell.

Text (5E): Counter target spell.

Text (PR): Counter target spell.

Text (IA): Counter target spell.

Text (4E): Counter target spell.

Text (RV): Counters target spell as it is being cast.

Text (UL): Counters target spell as it is being cast.

Flavor Text: "The duel was going badly for me, and Zur thought I was finished. He boasted that he would eat my soul, but all he ate were his words."  
---Gustha Ebbasdotter, Kjeldoran Royal Mage

NO RULINGS

## 1.7 Creature Bond

Creature Bond

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Enchant Creature  
Cost = 1U  
Artist = Anson Maddocks

Text (4E): If target creature is put into the graveyard, Creature Bond deals damage equal to the creature's toughness to that creature's controller.

Text (RV): If target creature is placed in the graveyard, Creature Bond does an amount of damage equal to creature's toughness to creature's controller.

Text (UL): If target creature is destroyed, Creature Bond does an amount of damage equal to creature's toughness to creature's controller.

Rulings

## 1.8 Drain Power

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## Drain Power

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Sorcery  
Cost = UU  
Artist = Douglas Shuler (A/B/UL/RV/4E) / Jerry Tiritilli (5E)

Text (5E): Target player draws all mana from all lands he or she controls.  
Put all mana from that player's mana pool into yours.

Text (4E): Target player must draw all mana from his or her available lands;  
then, all mana in target player's mana pool drains into your mana  
pool.

Text (RV): Opponent must draw all mana from available lands; this mana and  
all mana in opponent's mana pool drains into your mana pool. You  
can't take less than all your opponent's mana.

Text (UL): Tap all opponent's lands, taking all this mana and all mana in  
opponent's mana pool into your mana pool. You can't tap fewer  
than all opponent's lands.

### Rulings

## 1.9 Feedback

### Feedback

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Enchant Enchantment  
Cost = 2U  
Artist = Quinton Hoover

Text (5E): During the upkeep of enchanted enchantment's controller,  
Feedback deals 1 damage to him or her.

Text (4E): Feedback deals 1 damage to controller of target enchantment  
during that player's upkeep.

Text (RV): Feedback does 1 damage to controller of target enchantment during  
its controller's upkeep.

Text (UL): Feedback does 1 damage to controller of target enchantment during  
each upkeep.

NO RULINGS

## 1.10 Flight

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## Flight

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)  
Type = Enchant Creature  
Cost = U  
Artist = Anson Maddocks (A/B/UL/RV/4E) / Jerry Tiritilli (5E)

Text (5E): Enchanted creature gains flying.

Text (4E): Target creature gains flying.

Text (RV): Target creature is now a flying creature.

Text (UL): Target creature is now a flying creature.

NO RULINGS

## 1.11 Jump

### Jump

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Instant  
Cost = U  
Artist = Mark Poole

Text (4E): Target creature gains flying until end of turn.

Text (RV): Target creature is a flying creature until end of turn.

Text (UL): Target creature is a flying creature until end of turn.

Rulings

## 1.12 Lifetap

### Lifetap

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Enchantment  
Cost = UU  
Artist = Anson Maddocks (A/B/UL/RV/4E) / Mike Dringenberg (5E)

Text (5E): Whenever any forest target opponent controls becomes tapped, gain 1 life.

Text (4E): Gain 1 life each time a forest controlled by target opponent becomes tapped.

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Text (RV): You gain 1 life each time any forest of opponent's becomes tapped.

Text (UL): You gain 1 life each time any forest of opponent's becomes tapped.

Rulings

## 1.13 Lord of Atlantis

Lord of Atlantis

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Summon Lord (2/2)  
Cost = UU  
Artist = Melissa Benson

Text (5E): All Merfolk get +1/+1 and gain islandwalk. (If defending player controls any islands, these creatures are unblockable.)

Text (4E): All Merfolk gain islandwalk and get +1/+1.

Text (RV): All Merfolk in play gain islandwalk and +1/+1 while this card is in play.

Text (UL): All Merfolk in play gain islandwalk and +1/+1 while this card is in play.

Flavor Text: A master of tactics, the Lord of Atlantis makes his people bold in battle merely by arriving to lead them.

Rulings

## 1.14 Magical Hack

Magical Hack

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Interrupt  
Cost = U  
Artist = Julie Baroh

Text (5E): Change the text of target permanent or spell by replacing all instances of one basic land type with another. (For example, you may change "swampwalk" to "plainswalk." If this spell targets a permanent, play it as an instant.)

Text (4E): Change the text of target spell or target permanent by replacing all occurrences of one basic land type with another. For

example, you may change "swampwalk" to "plainswalk."

Text (RV): Change the text of any card being played or already in play by replacing one basic land type with another. For example, you can change "swampwalk" to "plainswalk."

Text (UL): Change the text of any card being played or already in play by replacing one basic land type with another. For example, you can change "swampwalk" to "plainswalk."

Rulings

## 1.15 Mahamoti Djinn

Mahamoti Djinn

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Summon Djinn (5/6)  
Cost = 4UU  
Artist = Dan Frazier

Text (4E): Flying

Text (RV): Flying

Text (UL): Flying

Flavor Text: Of royal blood among the spirits of the air, the Mahamoti Djinn rides on the wings of the winds. As dangerous in the gambling hall as he is in battle, he is a master of trickery and misdirection.

NO RULINGS

## 1.16 Mana Short

Mana Short

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Instant  
Cost = 2U  
Artist = Dameron Willich

Text (4E): Mana Short empties target player's mana pool and taps that player's lands.

Text (RV): All opponent's lands are tapped, and opponent's mana pool is emptied. Opponent takes no damage from unspent mana.

Text (UL): All opponent's lands are tapped, and opponent's mana pool is

emptied. Opponent takes no damage from unspent mana.

Text (AL): All opponent's lands are tapped, and opponent's mana pool is emptied.

Rulings

## 1.17 Merfolk of the Pearl Trident

Merfolk of the Pearl Trident

Color = Blue  
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C) / PT(C)  
 Type = Summon Merfolk (1/1) / Summon Creature (1/1)  
 Cost = U  
 Artist = Jeff A. Menges (A/B/UL/RV/4E) / John Matson (5E) / DiTerlizzi (PT)

Flavor Text: Most human scholars believe that Merfolk are the survivors of sunken Atlantis, humans adapted to the water. Merfolk, however, believe that humans sprang forth from Merfolk who adapted themselves in order to explore their last frontier.

NO RULINGS

## 1.18 Phantasmal Forces

Phantasmal Forces

Color = Blue  
 Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
 Type = Summon Phantasm (4/1)  
 Cost = 3U  
 Artist = Mark Poole

Text (5E): Flying  
 During your upkeep, pay <U> or bury Phantasmal Forces.

Text (4E): Flying  
 During your upkeep, pay <U> or destroy Phantasmal Forces.

Text (RV): Flying  
 Controller must spend <U> during upkeep to maintain or Phantasmal Forces are destroyed.

Text (UL): Flying  
 Controller must spend <U> during upkeep or Phantasmal Forces are destroyed.

Flavor Text: These beings embody the essence of true heroes long dead. Summoned from the dreamrealms, they rise to

meet their enemies.

Rulings

## 1.19 Phantasmal Terrain

Phantasmal Terrain

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)  
Type = Enchant Land  
Cost = UU  
Artist = Dameon Willich (A/B/UL/RV/4E) / David A. Cherry (5E)

Text (5E): Enchanted land is a basic land type of your choice.

Text (4E): Target land becomes any basic land type of your choice.

Text (RV): Target land changes to any basic land type of caster's choice.  
Land type is set when cast and may not be further altered by this card.

Text (UL): Target land changes to any basic land type of caster's choice.  
Land type is set when cast and may not be further altered by this enchantment.

Rulings

## 1.20 Phantom Monster

Phantom Monster

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Summon Phantom (3/3)  
Cost = 3U  
Artist = Jesper Myrfors (A/B/UL/RV/4E) / Rebecca Guay (5E)

Text (5E): Flying

Text (4E): Flying

Text (RV): Flying

Text (UL): Flying

Flavor Text: "While, like a ghastly rapid river,  
Through the pale door,  
A hideous throng rush out forever,  
And laugh - but smile no more."  
---Edgar Allan Poe, "The Haunted Palace"

NO RULINGS

## 1.21 Pirate Ship

Pirate Ship

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Summon Ship (4/3)  
Cost = 4U  
Artist = Tom Wanerstrand

Text (5E): Islandhome (If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)  
<T>: Pirate Ship deals 1 damage to target creature or player.

Text (4E): Cannot attack if defending player controls no islands. If at any time you control no islands, bury Pirate Ship. <T>: Pirate ship deals 1 damage to target creature or player.

Text (RV): <T>: do 1 damage to any target. Cannot attack unless opponent has islands in play, though controller may still use special ability. Pirate Ship is destroyed immediately if at any time controller has no islands in play.

Text (UL): <T>: do 1 damage to any target. Cannot attack unless opponent has islands in play, though controller may still tap. Pirate Ship is destroyed immediately if at any time controller has no islands in play.

Rulings

## 1.22 Power Leak

Power Leak

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Enchant Enchantment  
Cost = 1U  
Artist = Drew Tucker

Text (4E): During the upkeep of target enchantment's controller, Power Leak deals 2 damage to him or her. That player may pay 1 for each damage he or she wishes to prevent from Power Leak.

Text (RV): Target enchantment costs 2 extra mana during the upkeep phase of each of its controller's turns. If target enchantment's controller cannot or will not pay this extra mana, Power Leak does 1 damage to him or her for each unpaid mana.



Text (UL): Target enchantment costs 2 extra mana each turn during upkeep. If target enchantment's controller cannot or will not pay this extra mana, Power Leak does 1 damage to him or her for each unpaid mana.

NO RULINGS

## 1.23 Power Sink

Power Sink

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C) / MI(C) / 5E(U) / TP (C)  
Type = Interrupt  
Cost = XU  
Artist = Richard Thomas (A/B/UL/RV/4E/5E) / Mark Poole (IA)  
Charles Gillespie (MI) / Jeff Miracola (TP)

NOTE: Both the Ice Age & Mirage card have different artwork.

Text (TP): Counter target spell unless its caster pays an additional X. If he or she does not, tap all mana-producing lands that player controls and remove all mana from his or her mana pool.

Text (5E): Counter target spell unless that spell's caster pays an additional <X>. That player draws and pays all mana from lands and mana pool until <X> is paid; he or she may also draw and pay mana from other sources if desired.

Text (MI): Target spell is countered unless its caster spends an additional <X>. Caster must tap all lands and draw all mana to pay for the cost.

Text (IA): Counter target spell unless that spell's caster pays an additional <X>. That player must draw and pay all available mana from lands and mana pool until <X> is paid; he or she may also pay mana from other sources if desired.

Text (4E): Counter a target spell if its caster does not pay <X>. Target spell's caster must draw and pay all available mana from lands and mana pool until <X> is paid; he or she may also pay mana from other sources if desired.

Text (RV): Target spell is countered unless its caster spends X more mana. Caster of target spell must draw and spend all available mana from lands and mana pool until X is spent; he or she may also spend mana from other sources if desired. If this is not enough mana, target spell will still be countered.

Text (UL): Target spell is countered unless its caster spends X more mana; caster cannot choose to let it be countered. If caster of target spell doesn't have enough mana, all available mana from lands and mana pool must be paid but target spell will still be countered.

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Rulings

## 1.24 Prodigal Sorcerer

Prodigal Sorcerer

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)  
Type = Summon Wizard (1/1)  
Cost = 2U  
Artist = Douglas Shuler

Text (5E): <T>: Prodigal Sorcerer deals 1 damage to target creature or player.

Text (4E): <T>: Prodigal Sorcerer deals 1 damage to target creature or player.

Text (RV): <T>: Do 1 damage to any target.

Text (UL): <T>: Do 1 damage to any target.

Flavor Text: Occasionally a member of the Institute of Arcane Study acquires a taste for worldly pleasures. Seldom do they have trouble finding employment.

Rulings

## 1.25 Psychic Venom

Psychic Venom

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)  
Type = Enchant Land  
Cost = 1U  
Artist = Brian Snoddy

Text (5E): Whenever enchanted land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Text (4E): Whenever target land becomes tapped, Psychic Venom deals 2 damage to that land's controller.

Text (RV): Whenever target land becomes tapped, Psychic Venom does 2 damage to target land's controller.

Text (UL): Whenever target land is tapped, Psychic Venom does 2 damage to target land's controller.

Rulings

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## 1.26 Sea Serpent

Sea Serpent

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)  
Type = Summon Serpent (5/5)  
Cost = 5U  
Artist = Jeff A. Menges (A/B/UL/RV/4E) / Ian Miller (5E)

Text(5E): Islandhome (If defending player controls no islands, this creature cannot attack. If you control no islands, bury this creature.)

Text(4E): Cannot attack if defending player controls no islands. If at any time you control no islands, bury Sea Serpent.

Text(RV): Serpent cannot attack unless opponent has islands in play. Serpent is buried immediately if at any time controller has no islands in play.

Text(UL): Serpent cannot attack unless opponent has islands in play. Serpent is destroyed immediately if at any time controller has no islands in play.

Flavor Text: Legend has it that Serpents used to be bigger, but how could that be?

Rulings

## 1.27 Siren's Call

Siren's Call

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Instant  
Cost = U  
Artist = Anson Maddocks

Text(4E): All of target opponent's creatures that can attack must do so. At end of turn, destroy any non-wall creatures that did not attack. Play only during opponent's turn, before opponent's attack. Siren's Call does not affect creatures brought under opponent's control this turn.

Text(RV): All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are killed at end of turn. Can only be played during opponent's turn, before opponent's attack. Creatures summoned this turn are unaffected by Siren's Call.

Text(UL): All of opponent's creatures that can attack must do so. Any non-wall creatures that cannot attack are destroyed at end of

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turn. Play during opponent's turn, before opponent's attack.  
Creatures summoned this turn are unaffected by Siren's Call.

Rulings

## 1.28 Sleight of Mind

Sleight of Mind

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / IA(U) / 5E(R)  
Type = Interrupt  
Cost = U  
Artist = Mark Poole (A/B/UL/RV/4E/5E) / Nicola Leonard (IA)

NOTE: The Ice Age card has different artwork.

Text (5E): Change the text of target permanent or spell by replacing all instances of one color word with another. (For example, you may change "nongreen creature" to "nonred creature." If this spell targets a permanent, play it as an instant.)

Text (IA): Change the text of target spell or permanent by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Text (4E): Change the text of target spell or target permanent by replacing all occurrences of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells." Sleight of Mind cannot change mana symbols.

Text (RV): Change the text of any card being played or already in play by replacing one color word with another. For example, you may change "Counters red spells" to "Counters black spells." Sleight of Mind cannot change mana symbols.

Text (UL): Change the text of any card being played or already in play by replacing one color word with another. For example, you may change "Counters red spells" to "Counters black spells." Cannot change mana symbols.

Rulings

## 1.29 Spell Blast

Spell Blast

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C) / TP(C)  
Type = Interrupt  
Cost = XU

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Artist = Brian Snoddy (A/B/UL/RV/4E) / Greg Simanson (5E) /  
Steve Luke (TP)

Text(TP): Counter target spell with total casting cost equal to X.

Text(5E): Counter target spell with total casting cost equal to X.

Text(4E): Counters target spell; X is the casting cost of the target spell.

Text(RV): Target spell is countered; X is casting cost of target spell.

Text(UL): Target spell is countered; X is cost of target spell.

NO RULINGS

### 1.30 Stasis

Stasis

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)  
Type = Enchantment  
Cost = 1U  
Artist = Fay Jones

Text(5E): Each player skips his or her untap phase.  
During your upkeep, pay <U> or bury Stasis.

Text(4E): Players do not get an untap phase. During your upkeep pay <U> or  
destroy Stasis.

Text(RV): Players do not get an untap phase. Pay <U> during upkeep or  
Stasis is destroyed; cards still do not untap until the next  
untap phase.

Text(UL): Players do not get an untap phase. Pay <U> during upkeep or  
Stasis is destroyed.

Rulings

### 1.31 Steal Artifact

Steal Artifact

Color = Blue  
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)  
Type = Enchant Artifact  
Cost = 2UU  
Artist = Amy Weber (A/B/UL/RV/4E) / John Coulthart (5E)

Text(5E): Gain control of enchanted artifact.

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Text (4E): Gain control of target artifact.

Text (RV): You control target artifact until enchantment is discarded or game ends. If target artifact was tapped when stolen, it stays tapped until you can untap it. If destroyed, target artifact is put in its owner's graveyard.

Text (UL): You control target artifact until enchantment is discarded or game ends. If target artifact was tapped when stolen, it stays tapped until you can untap it. If destroyed, target artifact is put in its owner's graveyard.

Rulings

## 1.32 Thoughtlace

Thoughtlace

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Interrupt  
Cost = U  
Artist = Mark Poole

Text (4E): Change the color of target spell or target permanent to blue. Costs to cast, tap, maintain, or use a special ability of target remain unchanged.

Text (RV): Changes the color of one card either being played or already in play to blue. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Text (UL): Changes the color of one card either being played or already in play to blue. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Rulings

## 1.33 Twiddle

Twiddle

Color = Blue  
Rarity = A/B/UL(C) / 4E(C) / 5E(C)  
Type = Instant  
Cost = U  
Artist = Rob Alexander

Text (5E): Tap or untap target artifact, creature, or land.

Text (4E): Tap or untap target land, artifact, or creature.

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Text (UL): Caster may tap or untap any one land, creature, or artifact in play. No effects are generated by the target card.

Text (AL): Caster may tap or untap any one land, creature, or artifact in play.

Rulings

## 1.34 Unsummon

Unsummon

Color = Blue  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)  
Type = Instant  
Cost = U  
Artist = Douglas Shuler

Text (5E): Return target creature to owner's hand.

Text (4E): Return target creature to owner's hand.

Text (RV): Return creature to owner's hand; enchantments on target creature are discarded.

Text (UL): Return creature to owner's hand; enchantments on creature are discarded. Unsummon cannot be played during the damage-dealing phase of an attack.

Text (AL): Return creature to owner's hand; enchantments on creature are discarded. Unsummon cannot be played during the damage-dealing phase of an attack.

Rulings

## 1.35 Volcanic Eruption

Volcanic Eruption

Color = Blue  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Sorcery  
Cost = XU UU  
Artist = Douglas Shuler

Text (4E): Destroy X target mountains. Volcanic Eruption deals 1 damage to each creature and player for each mountain put into the graveyard in this way.

Text (RV): Destroys X mountains of your choice, and does 1 damage to each player and each creature in play for each mountain destroyed.

Text (UL): Destroys X mountains of your choice, and does X damage to each player and each creature in play.

Rulings

### 1.36 Wall of Air

Wall of Air

Color = Blue

Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)

Type = Summon Wall (1/5)

Cost = 1UU

Artist = Richard Thomas (A/B/UL/RV/4E) / Richard Kane Ferguson (5E)

Text (5E): Flying

Text (4E): Flying

Text (RV): Flying

Text (UL): Flying

Flavor Text: "This 'standing windstorm' can hold us off indefinitely? Ridiculous!" Saying nothing, she put a pinch of salt on the table. With a bang she clapped her hands, and the salt disappeared, blown away.

NO RULINGS

### 1.37 Wall of Water

Wall of Water

Color = Blue

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Summon Wall (0/5)

Cost = 1UU

Artist = Richard Thomas

Text (4E): <U>:+1/+0 until end of turn.

Text (RV): <U>:+1/+0

Text (UL): <U>:+1/+0 until end of turn.

Flavor Text: A deafening roar arose as the fury of an enormous vertical river supplanted our serenity. Eddies turned into whirling geysers, leveling everything in their path.

NO RULINGS

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## 1.38 Water Elemental

Water Elemental

Color = Blue

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Summon Elemental (5/4)

Cost = 3UU

Artist = Jeff A. Menges

Flavor Text: Unpredictable as the sea itself, Water Elementals shift without warning from tranquility to tempest. Capricious and fickle, they flow restlessly from one shape to another, expressing their moods with their physical forms.

NO RULINGS

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