AI_BLUE

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	TITLE : AI_BLUE		
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                Alliances - Blue Cards


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```

1.2 Arcane Denial

```
Arcane Denial

Color   = Blue
Rarity  = AI(C1/C1)
Type    = Interrupt
Cost    = 1U
Artist  = Richard Kane Ferguson / Richard Kane Ferguson

NOTE: There are TWO different artworks for this card.

Text(AI): Counter target spell. That spell's caster may draw up to two
          cards at the beginning of the next turn's upkeep. Draw a card at
          the beginning of the next turn's upkeep.

   Rulings
```

1.3 Awesome Presence

```
Awesome Presence

Color   = Blue
Rarity  = AI(C1/C1)
Type    = Enchant Creature
Cost    = U
Artist  = Lawrence Snelly / Lawrence Snelly

NOTE: There are TWO different artworks for this card.

Text(AI): Enchanted creature cannot be blocked unless defending player pays
          an additional <3> for each creature assigned to block enchanted
          creature.

Flavor Text: "At the core of all power is raw passion."
              ---Gerda Aagesdotter, Archmage of the Unseen

Flavor Text: "I shape my weapons from the fears of my enemies."
              ---Chaeska, Keeper of Tresserhorn

 NO RULINGS
```

1.4 Benthic Explorers

```
Benthic Explorers

Color   = Blue
Rarity  = AI(C1/C1)
Type    = Summon Merfolk (2/4)
Cost    = 3U
Artist  = Greg Simanson / Greg Simanson
```

NOTE: There are TWO different artworks for this card.

```
Text(AI): <T>: Untap target tapped land an opponent controls to add one
          mana of any type that land produces to your mana pool.
```

```
Flavor Text: The rising oceans brought new lakes – and new terrors –
             to Terisiare. The Explorers found their ancient enemies
             spawning everywhere.
```

```
Flavor Text: Distant Atlantis charged these Explorers with the task
             of venturing into unknown waters to track the despised
             Viscerids.
```

  NO RULINGS

1.5 Browse

```
Browse

Color   = Blue
Rarity  = AI(U2)
Type    = Enchantment
Cost    = 2UU
Artist  = Phil Foglio
```

```
Text(AI): <2UU>: Look at the top five cards of your library and put one of
          them into your hand. Remove the remaining four from the game.
```

```
Flavor Text: "Once great literature – now great litter."
             ---Jaya Ballard, Task Mage
```

  Rulings

1.6 Diminishing Returns

```
Diminishing Returns

Color   = Blue
Rarity  = AI(R2)
Type    = Sorcery
Cost    = 2UU
Artist  = L.A. Williams
```

Text(AI): Each player shuffles his or her hand and graveyard into his or
         her library. Remove the top ten cards from your library from the
         game. Each player draws up to seven cards.

  Rulings

1.7 False Demise

False Demise

```
Color  = Blue
Rarity = AI(U3/U3)
Type   = Enchant Creature
Cost   = 2U
Artist = Randy Gallegos / Randy Gallegos
```

NOTE: There are TWO different artworks for this card.

Text(AI): If enchanted creature is put into the graveyard, return that
         creature to play under your control as though it were just cast.

Flavor Text: "Far too many of our missing 'dead' seem to
             be turning up in Varchild's ranks !"
             ---King Darien of Kjeldor

Flavor Text: "Fool ! Never believe they're dead until you see the body !"
             ---General Varchild

  Rulings

1.8 Force of Will

Force of Will

```
Color  = Blue
Rarity = AI(U2)
Type   = Interrupt
Cost   = 3UU
Artist = Terese Nielsen
```

Text(AI): You may pay 1 life and remove a blue card in your hand from
         the game instead of paying Force of Will's casting cost.
         Effects that prevent or redirect damage cannot be used
         to counter this loss of life. Counter target spell.

  Rulings

1.9 Foresight

```
Foresight

Color   = Blue
Rarity  = AI(C1/C1)
Type    = Sorcery
Cost    = 1U
Artist  = Terese Nielsen / Terese Nielsen

NOTE: There are TWO different artworks for this card.

Text(AI): Search your library for any three cards and remove them from the
          game. Shuffle your library afterwards. Draw a card at the
          beginning of the next turn's upkeep.

  NO RULINGS
```

1.10   Lat-Nam's Legacy

```
Lat-Nam's Legacy

Color   = Blue
Rarity  = AI(C1/C1)
Type    = Instant
Cost    = 1U
Artist  = Tom Wanerstrand / Tom Wanerstrand

NOTE: There are TWO different artworks for this card.

Text(AI): Choose a card from your hand and shuffle that card into your
          library to draw two cards at the beginning of the next turn's
          upkeep.

Flavor Text: "Lat-Nam has bequeathed us its secrets. With them
              we shall attain true enlightenment."
              ---Gerda Aagesdotter, Archmage of the Unseen

Flavor Text: "All the knowledge of Lat-Nam could not protect its
              sages from the Brothers' War."
              ---Gerda Aagesdotter, Archmage of the Unseen

  Rulings
```

1.11   Library of Lat-Nam

```
Library of Lat-Nam

Color   = Blue
Rarity  = AI(R2)
Type    = Sorcery
Cost    = 4U
Artist  = Alan Rabinowitz
```

Text(AI): Target opponent chooses one: you draw three cards at the
         beginning of the next turn's upkeep; or you search your library
         for a card, put it into your hand, and then shuffle your library.

   Rulings

1.12 Phantasmal Sphere

Phantasmal Sphere

Color   = Blue
Rarity = AI(R2)
Type   = Summon Phantasm (0/1)
Cost   = 1U
Artist = Mark Tedin

Text(AI): Flying
         At the beginning of the upkeep, put a +1/+1 counter on Phantasmal
         Sphere. During your upkeep, pay <1> for each of these +1/+1
         counters or bury Phantasmal Sphere. If Phantasmal Sphere leaves
         play, put an Orb token into play under your opponent's control.
         Treat this token as a */* blue creature with flying, where * is
         equal to the number of these +1/+1 counters on Phantasmal Sphere.

   Rulings

1.13 Soldevi Heretic

Soldevi Heretic

Color   = Blue
Rarity = AI(C1/C1)
Type   = Summon Heretic (2/2)
Cost   = 2U
Artist = Mike Kimble / Mike Kimble

NOTE: There are TWO different artworks for this card.

Text(AI): <WT>: Prevent up to 2 damage to any creature. Target opponent
         may draw a card.

Flavor Text: "In the arms of tragedy, there is
             little comfort in being right."
              ---Sorine Relicbane, Soldevi Heretic

Flavor Text: "It cannot be ! Soldev crushed, and my machines to blame ?"
              ---Arcum Dagsson, Soldevi Machinist

 NO RULINGS

1.14 Soldevi Sage

```
Soldevi Sage

Color  = Blue
Rarity = AI(C1/C2)
Type   = Summon Wizard (1/1)
Cost   = 1U
Artist = Carol Heyer / Carol Heyer

NOTE: There are TWO different artworks for this card.

Text(AI): <T>: Sacrifice two lands to draw three cards. Choose and
          discard one of those cards.

Flavor Text: "To hide the truth is more than folly - it is fatal."
                ---Sorine Relicbane, Soldevi Heretic

Flavor Text: "Our underground archives grow daily, as our excavators
              and sages alike dig to uncover hidden wonders."
                ---Arcum Dagsson, Soldevi Machinist

 NO RULINGS
```

1.15 Spiny Starfish

```
Spiny Starfish

Color  = Blue
Rarity = AI(U2)
Type   = Summon Starfish (0/1)
Cost   = 2U
Artist = Alan Rabinowitz

Text(AI): <U>: Regenerate.
          At the end of any turn in which Spiny Starfish regenerated, put a
          Starfish token into play for each time it regenerated that turn.
          Treat these tokens as 0/1 blue creatures.

  Rulings
```

1.16 Storm Crow

```
Storm Crow

Color  = Blue
Rarity = AI(C1/C2) / PT(C)
Type   = Summon Bird (1/2) / Summon Creature (1/2)
Cost   = 1U
Artist = Sandra Everingham / Sandra Everingham / Una Fricker

NOTE: There are TWO different artworks for this card (AI).
```

```
Text(PT): Flying

Text(AI): Flying
```

Flavor Text: "It tells you that the worst is coming. Do you listen ?"
             ---Lovisa Coldeyes, Balduvian Chieftain

Flavor Text: "Watch for it ! Right on its tailfeathers will
              be a storm from your nightmares."
              ---Arna Kennerud, Skycaptain

```
 NO RULINGS
```

1.17 Storm Elemental

```
Storm Elemental

Color   = Blue
Rarity  = AI(U2)
Type    = Summon Elemental (3/4)
Cost    = 5U
Artist  = John Matson

Text(AI): Flying
          <U>: Remove the top card of your library from the game to tap
          target creature with flying.
          <U>: Remove the top card of your library from the game. If that
          card is a snow-covered land, Storm Elemental gets +1/+1 until end
          of turn.
```

```
 NO RULINGS
```

1.18 Suffocation

```
Suffocation

Color   = Blue
Rarity  = AI(U2)
Type    = Instant
Cost    = 1U
Artist  = L.A. Williams

Text(AI): Play only when a red sorcery or instant deals damage to you.
          Suffocation deals 4 damage to that spell's caster. Draw a card
          at the beginning of the next turn's upkeep.
```

```
  Rulings
```

1.19 Thought Lash

```
Thought Lash

Color   = Blue
Rarity  = AI(R2)
Type    = Enchantment
Cost    = 2UU
Artist  = Mark Tedin

Text(AI): Cumulative Upkeep: Remove the top card of your library from the
          game. If you do not, remove your library from the game and bury
          Thought Lash.
          <0>: Remove the top card of your library from the game to
          prevent 1 damage to you.

 NO RULINGS
```

1.20   Tidal Control

```
Tidal Control

Color   = Blue
Rarity  = AI(R2)
Type    = Enchantment
Cost    = 1UU
Artist  = Randy Gallegos

Text(AI): Cumulative Upkeep: <2>
          Any player may pay <2> or 2 life to counter target red or green
          spell. Play this ability as an interrupt. Effects that prevent
          or redirect damage cannot be used to counter this loss of life.

 NO RULINGS
```

1.21   Viscerid Armor

```
Viscerid Armor

Color   = Blue
Rarity  = AI(C1/C1)
Type    = Enchant Creature
Cost    = 1U
Artist  = Heather Hudson / Heather Hudson

NOTE: There are TWO different artworks for this card.

Text(AI): Enchanted creature gets +1/+1.
          <1U>: Return Viscerid Armor to owner's hand.

Flavor Text: One Viscerid's death is often another's gain.

Flavor Text: A fallen Viscerid's only tribute is to be worn by a comrade.
```

  NO RULINGS

1.22   Viscerid Drone

Viscerid Drone

Color   = Blue
Rarity = AI(U2)
Type   = Summon Homarid (1/2)
Cost   = 1U
Artist = Heather Hudson

Text(AI): <T>: Sacrifice a creature and a swamp to bury target
          non-artifact creature.
          <T>: Sacrifice a creature and a snow-covered swamp to
          bury target creature.

Flavor Text: Not all of Terisiare's flooding was natural....

  NO RULINGS