

LG_BLUE

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> LG_BLUE		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	LG_BLUE	1
1.1	Legends - Blue Cards	1
1.2	Acid Rain	2
1.3	Anti-Magic Aura	3
1.4	Azure Drake	3
1.5	Backfire	4
1.6	Boomerang	4
1.7	Brine Hag	4
1.8	Devouring Deep	5
1.9	Dream Coat	5
1.10	Elder Spawn	6
1.11	Enchantment Alteration	6
1.12	Energy Tap	6
1.13	Field of Dreams	7
1.14	Flash Counter	7
1.15	Flash Flood	7
1.16	Force Spike	8
1.17	Gaseous Form	8
1.18	Glyph of Delusion	9
1.19	In the Eye of Chaos	9
1.20	Invoke Prejudice	9
1.21	Juxtapose	10
1.22	Land Equilibrium	10
1.23	Mana Drain	11
1.24	Part Water	11
1.25	Psionic Entity	11
1.26	Psychic Purge	12
1.27	Puppet Master	12
1.28	Recall	12
1.29	Relic Bind	13

1.30 Remove Soul	13
1.31 Reset	14
1.32 Reverberation	14
1.33 Sea King's Blessing	14
1.34 Segovian Leviathan	15
1.35 Silhouette	15
1.36 Spectral Cloak	15
1.37 Telekinesis	16
1.38 Teleport	16
1.39 Time Elemental	16
1.40 Undertow	17
1.41 Venarian Gold	17
1.42 Wall of Vapor	17
1.43 Wall of Wonder	18
1.44 Zephyr Falcon	18

Chapter 1

LG_BLUE

1.1 Legends - Blue Cards

Legends - Blue Cards

Acid Rain

Anti-Magic Aura

Azure Drake

Backfire

Boomerang

Brine Hag

Devouring Deep

Dream Coat

Elder Spawn

Enchantment Alteration

Energy Tap

Field of Dreams

Flash Counter

Flash Flood

Force Spike

Gaseous Form

Glyph of Delusion

In the Eye of Chaos
Invoke Prejudice
Juxtapose
Land Equilibrium
Mana Drain
Part Water
Psionic Entity
Psychic Purge
Puppet Master
Recall
Relic Bind
Remove Soul
Reset
Reverberation
Sea King's Blessing
Segovian Leviathan
Silhouette
Spectral Cloak
Telekinesis
Teleport
Time Elemental
Undertow
Venarian Gold
Wall of Vapor
Wall of Wonder
Zephyr Falcon

1.2 Acid Rain

Acid Rain

Color = Blue
Rarity = LG(R)
Type = Sorcery
Cost = 3U
Artist = NeNe Thomas

Text (LG): Destroys all forests in play.

NO RULINGS

1.3 Anti-Magic Aura

Anti-Magic Aura

Color = Blue
Rarity = LG(C1) / 5E(U)
Type = Enchant Creature
Cost = 2U
Artist = Douglas Shuler (LG) / Zak Plucinski (5E)

Text (5E): Enchanted creature cannot be the target of enchantments, instants, or sorceries.
This effect does not bury Anti-Magic Aura.

Text (LG): All enchantments on target creature are destroyed. Target creature cannot be further targeted by instants, sorceries, or enchantments.

Rulings

1.4 Azure Drake

Azure Drake

Color = Blue
Rarity = LG(U1) / CR(U3) / 5E(U)
Type = Summon Drake (2/4)
Cost = 3U
Artist = Dan Frazier (LG/CR) / Janine Johnston (5E)

Text (5E): Flying

Text (CR): Flying

Text (LG): Flying

Flavor Text: The Azure Drake would be more powerful were it not so easily distracted.

NO RULINGS

1.5 Backfire

Backfire

Color = Blue
Rarity = LG(U1) / 4E(U)
Type = Enchant Creature
Cost = U
Artist = Brian Snoddy

Text(4E): Backfire deals 1 damage to target creature's controller for each 1 damage dealt to you by that creature.

Text(LG): For each point of damage done to you from target creature, Backfire does one point of damage to target creature's controller.

NO RULINGS

1.6 Boomerang

Boomerang

Color = Blue
Rarity = LG(C2) / CR(C3) / MI(C) / 5E(C)
Type = Instant
Cost = UU
Artist = Brian Snoddy (LG/CR) / Richard Kane Ferguson (MI)
Alan Rabinowitz (5E)

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

Text(MI): Return target permanent to owner's hand.

Text(CR): Return target permanent to owner's hand.

Text(LG): Return target permanent to owner's hand; enchantments on target permanent are destroyed.

Flavor Text: "O! call back yesterday, bid time return."
---William Shakespeare, King Richard the Second

NO RULINGS

1.7 Brine Hag

Brine Hag

Color = Blue
Rarity = LG(U1)
Type = Summon Hag (2/2)
Cost = 2UU

Artist = Quinton Hoover

Text (LG): On the turn during which Hag is placed in the graveyard, all creatures who dealt damage to Hag that turn become 0/2 creatures. Use counters to mark these creatures.

Rulings

1.8 Devouring Deep

Devouring Deep

Color = Blue
Rarity = LG (C2)
Type = Summon Devouring Deep (1/2)
Cost = 2U
Artist = Liz Danforth

Text (LG): Islandwalk

Flavor Text: "Full fathom five thy father lies;
Of his bones are coral made;
Those are pearls that were his eyes;
Nothing of him that doth fade,
But doth suffer a sea-change
Into something rich and strange."
---William Shakespeare, The Tempest

NO RULINGS

1.9 Dream Coat

Dream Coat

Color = Blue
Rarity = LG (U1)
Type = Enchant Creature
Cost = U
Artist = Anthony Waters

Text (LG): Caster may change target creature's color to any other color. This ability is played as an interrupt. Limit of one change per turn. Cost to tap, maintain, or use a special ability of target creature remains entirely unchanged.

Flavor Text: "Adopt the character of the twisting octopus, which takes on the appearance of the nearby rock. Now follow in this direction, now turn a different hue."
---Theognis, Elegies 1, 215

Rulings

1.10 Elder Spawn

Elder Spawn

Color = Blue
Rarity = LG(R)
Type = Summon Spawn (6/6)
Cost = 4UUU
Artist = Jesper Myrfors

Text(LG): Elder Spawn cannot be blocked by red creatures. Sacrifice one of your islands during your upkeep or Elder Spawn does 6 damage to you and is buried.

NO RULINGS

1.11 Enchantment Alteration

Enchantment Alteration

Color = Blue
Rarity = LG(C1) / CR(U3)
Type = Instant
Cost = U
Artist = Brian Snoddy

Text(CR): Switch target enchantment from one creature to another or from one land to another; that enchantment's new target must be legal. The controller of the enchantment does not change. Treat the enchantment as though it were just cast on the new target.

Text(LG): Switch target enchantment from one creature to another or from one land to another. The controller of the enchantment does not change. New target of enchantment must be valid or this spell has no effect. Treat this as if the enchantment had just been cast on the new target.

Rulings

1.12 Energy Tap

Energy Tap

Color = Blue
Rarity = LG(C2) / 4E(C)
Type = Sorcery
Cost = U
Artist = Daniel Gelon

Text(4E): Tap target creature you control. Add an amount of colorless mana equal to that creature's casting cost to your mana pool.

Text (LG): Target untapped creature you control becomes tapped. Add an amount of colorless mana equal to target creature's casting cost to your mana pool.

Rulings

1.13 Field of Dreams

Field of Dreams

Color = Blue
Rarity = LG(R)
Type = Enchant World
Cost = U
Artist = Kaja Foglio

Text (LG): The top card of each player's library is always face up.

Flavor Text: Some people say that the world is round, and if you travel far enough you'll come to the other side, where everything is upside down.

Rulings

1.14 Flash Counter

Flash Counter

Color = Blue
Rarity = LG(C2)
Type = Interrupt
Cost = 1U
Artist = Harold McNeill

Text (LG): Counters target interrupt or instant spell.

Flavor Text: "She grinned at me - a wicked grin. 'I hope you weren't relying too heavily on that, my dear.'"
---Medryn Silverwand, Diary

NO RULINGS

1.15 Flash Flood

Flash Flood

Color = Blue
Rarity = LG(C2) / CR(C3)
Type = Instant
Cost = U

Artist = Tom Wanerstrand

Text (CR): Destroy target red permanent or return target mountain to owner's hand.

Text (LG): Destroy target red permanent, or return target mountain to owner's hand. Enchantments on target land are destroyed.

Flavor Text: Many people say that no power can bring the mountains low. Many people are fools.

Rulings

1.16 Force Spike

Force Spike

Color = Blue

Rarity = LG (C2) / 5E (C)

Type = Interrupt

Cost = U

Artist = Bryon Wackwitz (LG) / John Matson (5E)

Text (5E): Counter target spell unless its caster pays an additional <1>.

Text (LG): Target spell is countered unless its caster spends an additional <1>.

Rulings

1.17 Gaseous Form

Gaseous Form

Color = Blue

Rarity = LG (C1) / 4E (C) / 5E (C) / TP (C)

Type = Enchant Creature

Cost = 2U

Artist = Phil Foglio (LG/4E) / Doug Keith (5E) / Roger Raupp (TP)

Text (TP): Enchanted creature neither deals nor receives combat damage.

Text (5E): Enchanted creature neither deals nor receives combat damage.

Text (4E): Target creature neither deals nor receives damage during combat.

Text (LG): Damage done to target creature by creatures it blocks, or that block it, is reduced to 0. Creature deals no damage during combat.

Flavor Text: "...[A]nd gives to airy nothing
A local habitation and a name."

---William Shakespeare, A Midsummer Night's Dream

Rulings

1.18 Glyph of Delusion

Glyph of Delusion

Color = Blue
Rarity = LG(C1)
Type = Instant
Cost = U
Artist = Susan van Camp

Text(LG): Put X counters on one target creature that target wall blocked during this turn; X is the power of the blocked creature. Creature does not untap as normal while it has one or more of these counters on it. Remove one counter during creature's controller's upkeep.

Rulings

1.19 In the Eye of Chaos

In the Eye of Chaos

Color = Blue
Rarity = LG(R)
Type = Enchant World
Cost = 2U
Artist = Brian Snoddy

Text(LG): All instants and interrupts are countered unless their caster pays an additional X, where X is the casting cost of the spell being cast.

Rulings

1.20 Invoke Prejudice

Invoke Prejudice

Color = Blue
Rarity = LG(R)
Type = Enchantment
Cost = UUUU
Artist = Harold McNeill

Text(LG): If opponent casts a Summon spell that does not match the color of one of the creatures under your control, that spell is countered

unless the caster pays an additional X, where X is the casting cost of the Summon spell.

Rulings

1.21 Juxtapose

Juxtapose

Color = Blue
Rarity = LG(R) / CR(U1) / 5E(R)
Type = Sorcery
Cost = 3U
Artist = Justin Hampton

Text (5E): Exchange with target player control of the creature with the highest total casting cost that you each control. If two or more creatures are tied for highest total casting cost creature a player controls, he or she chooses between them. Exchange control of artifacts in the same way.

Text (CR): You and target player each choose one of the creatures you control with the highest casting cost. Exchange control of these creatures. Then do the same for artifacts. If one of the players does not control a creature or artifact, don't exchange that type of card.

Text (LG): Target player and caster each choose one of the creatures they control with the highest casting cost. Exchange control of these creatures. Then do the same for artifacts. Juxtapose does not tap or untap these cards. The control of any enchantment cards played on these permanents is unchanged. If one player does not have an artifact or creature do not trade that type of card.

Rulings

1.22 Land Equilibrium

Land Equilibrium

Color = Blue
Rarity = LG(R)
Type = Enchantment
Cost = 2UU
Artist = Jesper Myrfors

Text (LG): If your opponent controls at least as much land as you do, he or she must sacrifice a land for each land he or she puts into play.

Rulings

1.23 Mana Drain

Mana Drain

Color = Blue
Rarity = LG(U1)
Type = Interrupt
Cost = UU
Artist = Mark Tedin

Text(LG): Counters target spell. At the beginning of your next main phase, add <X> to your mana pool, where X is the casting cost of target spell.

Rulings

1.24 Part Water

Part Water

Color = Blue
Rarity = LG(U1)
Type = Sorcery
Cost = XXU
Artist = NeNe Thomas

Text(LG): X target creatures gain islandwalk until end of turn.

Flavor Text: "... and the waters were a wall unto them on their right hand, and on their left."
---Exodus, 14:22

Rulings

1.25 Psionic Entity

Psionic Entity

Color = Blue
Rarity = LG(R) / 4E(R)
Type = Summon Entity (2/2)
Cost = 4U
Artist = Justin Hampton

Text(4E): <T>: Psionic Entity deals 2 damage to target creature or player and 3 damage to itself.

Text(LG): <T>: Psionic Entity does 2 damage to any target but does 3 damage to itself.

Flavor Text: Creatures of the AEther are notorious for neglecting their own well-being.

Rulings

1.26 Psychic Purge

Psychic Purge

Color = Blue
Rarity = LG(C1)
Type = Sorcery
Cost = U
Artist = Susan van Camp

Text (LG): Psychic Purge does 1 damage to any target. If a spell cast by opponent or a permanent under opponent's control causes you to discard this card, opponent loses 5 life. Effects that prevent or redirect damage may not be used to counter this loss of life.

Rulings

1.27 Puppet Master

Puppet Master

Color = Blue
Rarity = LG(U1) / CR(U3)
Type = Enchant Creature
Cost = UUU
Artist = Sandra Everingham

Text (CR): If target creature is put into the graveyard, return it to its owner's hand.
<UUU>: Return Puppet Master to its owner's hand. Use this ability when the creature Puppet Master enchants returns to its owner's hand.

Text (LG): If target creature is placed in the graveyard, return creature to owner's hand. All enchantments on target creature are destroyed. You may pay <UUU> to return Puppet Master to its owner's hand if target creature returns to its owner's hand.

Rulings

1.28 Recall

Recall

Color = Blue
Rarity = LG(R) / CR(U3) / 5E(R)
Type = Sorcery

Cost = XXU

Artist = Brian Snoddy (LG/CR) / Richard Kane Ferguson (5E)

Text(5E): Choose and discard X cards: Return X target cards in your graveyard to your hand. Remove Recall from the game.

Text(CR): Choose and discard X cards from your hand to take X target cards from your graveyard and put them into your hand. Remove Recall from the game.

Text(LG): Sacrifice X cards from your hand and then bring X cards from your graveyard to your hand. Then remove Recall from the game.

Rulings

1.29 Relic Bind

Relic Bind

Color = Blue

Rarity = LG(U1) / 4E(R)

Type = Enchant Artifact

Cost = 2U

Artist = Christopher Rush

Text(4E): When target artifact opponent controls becomes tapped, you may give 1 life or have Relic Bind deal 1 damage to target player.

Text(LG): When target artifact is tapped, the controller of Relic Bind can choose to do 1 damage to any player or give 1 life to any player.

Rulings

1.30 Remove Soul

Remove Soul

Color = Blue

Rarity = LG(C2) / CR(C3) / 5E(C)

Type = Interrupt

Cost = 1U

Artist = Brian Snoddy (LG/CR) / Mike Dringenberg (5E)

Text(5E): Counter target summon spell.

Text(CR): Counter target summon spell.

Text(LG): Counter target summon spell.

Flavor Text: Nethya stiffened suddenly, head cocked as if straining to hear some distant sound, then fell lifeless to the ground.

Rulings

1.31 Reset

Reset

Color = Blue
Rarity = LG(U1)
Type = Interrupt
Cost = UU
Artist = Nicola Leonard

Text (LG): All your lands untap. Reset can only be played on an opponent's turn after his or her upkeep phase.

Rulings

1.32 Reverberation

Reverberation

Color = Blue
Rarity = LG(R)
Type = Instant
Cost = 2UU
Artist = Justin Hampton

Text (LG): Damage from one sorcery spell is redirected to its caster.

Rulings

1.33 Sea King's Blessing

Sea King's Blessing

Color = Blue
Rarity = LG(U1)
Type = Instant
Cost = U
Artist = Randy Asplund-Faith

Text (LG): Changes the color of one or more target creatures to blue until end of turn. You choose which and how many creatures are affected. Cost to tap, maintain, or use a special ability of target creatures remains entirely unchanged.

NO RULINGS

1.34 Segovian Leviathan

Segovian Leviathan

Color = Blue
Rarity = LG(U1) / 4E(U) / 5E(U)
Type = Summon Leviathan (3/3)
Cost = 4U
Artist = Melissa Benson

Text (5E): Islandwalk

Text (4E): Islandwalk

Text (LG): Islandwalk

Flavor Text: "Leviathan, too! Can you catch him with a fish-hook
or run a line round his tongue?"
---Job 40:25

NO RULINGS

1.35 Silhouette

Silhouette

Color = Blue
Rarity = LG(U1)
Type = Instant
Cost = 1U
Artist = Kaja Foglio

Text (LG): Until end of turn, damage done to target creature by spells or effects that target it is reduced to 0.

NO RULINGS

1.36 Spectral Cloak

Spectral Cloak

Color = Blue
Rarity = LG(U1)
Type = Enchant Creature
Cost = UU
Artist = Rob Alexander

Text (LG): Target creature cannot be the target of instants, sorceries, fast effects, or enchantments unless creature is tapped.

Rulings

1.37 Telekinesis

Telekinesis

Color = Blue
Rarity = LG(R)
Type = Instant
Cost = UU
Artist = Daniel Gelon

Text(LG): Target creature deals no damage during combat this turn.
Creature becomes tapped and may not untap as normal during
its controller's next two untap phases.

Rulings

1.38 Teleport

Teleport

Color = Blue
Rarity = LG(R) / CR(U1)
Type = Instant
Cost = UUU
Artist = Douglas Shuler

Text(CR): Target creature becomes unblockable until end of turn. Cast only
after attack is declared and before defense is chosen.

Text(LG): Target creature cannot be blocked until end of turn. Play after
attack is declared and before defense is chosen.

NO RULINGS

1.39 Time Elemental

Time Elemental

Color = Blue
Rarity = LG(R) / 4E(R) / 5E(R)
Type = Summon Elemental (0/2)
Cost = 2U
Artist = Amy Weber

Text(5E): If Time Elemental attacks or blocks, it deals 5 damage to you
and is buried at end of combat.
<2UUT>: Return target permanent with no enchantments on it to
owner's hand.

Text(4E): <2UUT>: Return target permanent to owner's hand. You cannot use
this ability on permanents with enchantment cards played on them.
If Time Elemental blocks or attacks, destroy it at end of combat.

In this case, Time Elemental deals 5 damage to its controller.

Text (LG): <2UUT>: Return target permanent to owner's hand. Cannot target permanents with enchantment cards played on them. If Time Elemental blocks or attacks it is destroyed and does 5 damage to controller.

Rulings

1.40 Undertow

Undertow

Color = Blue
Rarity = LG(U1)
Type = Enchantment
Cost = 2U
Artist = Randy Asplund-Faith

Text (LG): Creatures with islandwalk may be blocked as if they did not have this ability.

NO RULINGS

1.41 Venarian Gold

Venarian Gold

Color = Blue
Rarity = LG(C1)
Type = Enchant Creature
Cost = XU
Artist = Daniel Gelon

Text (LG): Put X counters on target creature. Target creature becomes tapped when Venarian Gold is cast. Creature does not untap as normal if it has any of these counters on it. Remove one counter during creature's controller's upkeep phase.

Rulings

1.42 Wall of Vapor

Wall of Vapor

Color = Blue
Rarity = LG(C1) / CR(C3)
Type = Summon Wall (0/1)
Cost = 3U
Artist = Richard Thomas

Text (CR): Damage dealt to Wall of Vapor by creatures it blocks is reduced to 0.

Text (LG): Damage done to Wall of Vapor by creatures it blocks is reduced to 0.

Flavor Text: "Walls of a castle are made out of stone,
Walls of a house out of bricks or of wood.
My walls are made out of magic alone,
Stronger than any that ever have stood."
---Chrysoberyl Earthsdaughter, Incantations

Rulings

1.43 Wall of Wonder

Wall of Wonder

Color = Blue
Rarity = LG(U1) / CR(U3)
Type = Summon Wall (1/5)
Cost = 2UU
Artist = Richard Thomas

Text (CR): <2UU>: +4/-4 until end of turn; Wall of Wonder can attack this turn.

Text (LG): <2UU>: Gain +4/-4 and allow Wall to Wonder to attack this turn.

Flavor Text: So confusing is the Wall's appearance that few of its victims even see it move.

Rulings

1.44 Zephyr Falcon

Zephyr Falcon

Color = Blue
Rarity = LG(C1) / 4E(C) / 5E(C)
Type = Summon Falcon
Cost = 1U
Artist = Heather Hudson

Text (5E): Flying
Attacking does not cause Zephyr Falcon to tap.

Text (4E): Flying
Attacking does not cause Zephyr Falcon to tap.

Text (LG): Flying

Attacking does not cause Zephyr Falcon to tap.

Flavor Text: Although greatly prized among falconers, the Zephyr Falcon is capricious and not easily tamed.

NO RULINGS
