

TP_BLUE

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COLLABORATORS

	<i>TITLE :</i> TP_BLUE		
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NUMBER	DATE	DESCRIPTION	NAME

Contents

1	TP_BLUE	1
1.1	Tempest - Blue Cards	1
1.2	Benthic Behemoth	3
1.3	Capsize	3
1.4	Chill	3
1.5	Counterspell	4
1.6	Dismiss	4
1.7	Dream Cache	4
1.8	Duplicity	4
1.9	Ertai's Meddling	4
1.10	Escaped Shapeshifter	5
1.11	Fighting Drake	5
1.12	Fylamarid	5
1.13	Gaseous Form	6
1.14	Giant Crab	6
1.15	Insight	6
1.16	Interdict	6
1.17	Intuition	7
1.18	Legacy's Allure	7
1.19	Legerdemain	7
1.20	Mana Severance	8
1.21	Manta Riders	8
1.22	MARSH LURKER	8
1.23	Mawcor	9
1.24	Meditate	9
1.25	Mnemonic Sliver	9
1.26	Precognition	9
1.27	Propaganda	10
1.28	Rootwater Diver	10
1.29	Rootwater Hunter	10

1.30	Rootwater Matriarch	11
1.31	Rootwater Shaman	11
1.32	Sea Monster	11
1.33	Shadow Rift	12
1.34	Shimmering Wings	12
1.35	Skysroud Condor	12
1.36	Steal Enchantment	12
1.37	Stinging Lcid	13
1.38	Thalakos Dreamsower	13
1.39	Thalakos Mistfolk	14
1.40	Thalakos Seer	14
1.41	Thalakos Sentry	14
1.42	Time Warp	14
1.43	Tradewind Rider	15
1.44	Twitch	15
1.45	Unstable Shapeshifter	15
1.46	Volrath's Curse	16
1.47	Whim of Volrath	16
1.48	Whispers of the Muse	16
1.49	Wind Dancer	17
1.50	Winged Sliver	17

Chapter 1

TP_BLUE

1.1 Tempest - Blue Cards

Tempest - Blue Cards

Benthic Behemoth
Capsize
Chill
 Counterspell
Dismiss
 Dream Cache
Duplicity
Ertai's Meddling
Escaped Shapeshifter
Fighting Drake
Fylamarid
 Gaseous Form
Giant Crab
 Horned Turtle
Insight
Interdict
Intuition
Legacy's Allure
Legerdemain

Mana Severance

Manta Riders

Mawcor

Meditate

Mnemonic Sliver
Power Sink

Precognition

Propaganda

Rootwater Diver

Rootwater Hunter

Rootwater Matriarch

Rootwater Shaman

Sea Monster

Shadow Rift

Shimmering Wings

Skyshroud Condor
Spell Blast

Steal Enchantment

Stinging Liced

Thalakos Dreamsower

Thalakos Mistfolk

Thalakos Seer

Thalakos Sentry
Time Ebb

Time Warp

Tradewind Rider

Twitch

Unstable Shapeshifter

Volrath's Curse

Whim of Volrath

Whispers of the Muse

Wind Dancer
Wind Drake

Winged Sliver

1.2 Benthic Behemoth

Benthic Behemoth

Color = Blue
Rarity = TP (R)
Type = Summon Serpent (7/6)
Cost = 5UUU
Artist = Jim Nelson

Text(TP): Islandwalk (If defending player controls any islands, this creature unblockable.)

NO RULINGS

1.3 Capsize

Capsize

Color = Blue
Rarity = TP (C)
Type = Instant
Cost = 1UU
Artist = Tom Wanerstrand

Text(TP): Buyback 3 (You may pay an additional 3 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)
Return target permanent to owner's hand.

NO RULINGS

1.4 Chill

Chill

Color = Blue
Rarity = TP (U)
Type = Enchantment
Cost = 1U
Artist = Greg Simanson

Text(TP): Red spells cost an additional 2 to play.

NO RULINGS

1.5 Counterspell

1.6 Dismiss

Dismiss

Color = Blue
Rarity = TP(U)
Type = Interrupt
Cost = 2UU
Artist = Donato Giancola

Text(TP): Counter target spell.
Draw a card.

NO RULINGS

1.7 Dream Cache

1.8 Duplicity

Duplicity

Color = Blue
Rarity = TP(R)
Type = Enchantment
Cost = 3UU
Artist = Dan Frazier

Text(TP): When Duplicity comes into play, put the top five cards of your library face down on Duplicity.
During your upkeep, you may exchange all the cards in your hand for the cards on Duplicity.
At the end of your turn, choose and discard a card.
If you lose control of Duplicity, put all cards on it into owner's graveyard.

NO RULINGS

1.9 Ertai's Meddling

Ertai's Meddling

Color = Blue
Rarity = TP(R)
Type = Interrupt

Cost = XU
Artist = Steve Luke

Text(TP): When target spell is successfully cast, put X delay counters on it. X cannot be 0.
During each upkeep of that spell's caster, remove a delay counter from the spell. If the spell has no delay counters on it, it resolves.

NO RULINGS

1.10 Escaped Shapeshifter

Escaped Shapeshifter

Color = Blue
Rarity = TP (R)
Type = Summon Shapeshifter (3/4)
Cost = 3UU
Artist = Douglas Shuler

Text(TP): As long as your opponent controls any creatures with flying, Escaped Shapeshifter gains flying. The same is true for first strike, trample, and protection from any color.

NO RULINGS

1.11 Fighting Drake

Fighting Drake

Color = Blue
Rarity = TP (U)
Type = Summon Drake (2/4)
Cost = 2UU
Artist = DiTerlizzi

Text(TP): Flying

NO RULINGS

1.12 Fylamarid

Fylamarid

Color = Blue
Rarity = TP (U)
Type = Summon Beast (1/3)
Cost = 1UU
Artist = Una Fricker

Text (TP): Flying
Fylamarid cannot be blocked by blue creatures.
U: Target creature is blue until end of turn.

NO RULINGS

1.13 Gaseous Form

1.14 Giant Crab

Giant Crab

Color = Blue
Rarity = TP (C)
Type = Summon Crab (3/3)
Cost = 4U
Artist = Tom Kyffin

Text (TP): U: Until end of turn, Giant Crab cannot be the target of spells or abilities.

NO RULINGS

1.15 Insight

Insight

Color = Blue
Rarity = TP (U)
Type = Enchantment
Cost = 2U
Artist = Ron Chironna

Text (TP): Whenever target opponent successfully casts a green spell, draw a card.

NO RULINGS

1.16 Interdict

Interdict

Color = Blue
Rarity = TP (U)
Type = Interrupt
Cost = 1U
Artist = Jeff Laubenstein

Text (TP): Counter target artifact, creature, enchantment, or land ability

requiring an activation cost. Abilities of that permanent cannot be played again this turn. Draw a card. ↔

NO RULINGS

1.17 Intuition

Intuition

Color = Blue
Rarity = TP (R)
Type = Instant
Cost = 2U
Artist = April Lee

Text (TP): Search your library for any three cards and reveal them to target opponent. He or she chooses one. Put that card into your hand and the rest into your graveyard. Shuffle your library afterwards.

NO RULINGS

1.18 Legacy's Allure

Legacy's Allure

Color = Blue
Rarity = TP (U)
Type = Enchantment
Cost = UU
Artist = Daren Bader

Text (TP): During your upkeep, you may put a treasure counter on Legacy's Allure. Sacrifice Legacy's Allure: Permanently gain control of target creature with power no greater than the number of treasure counters on Legacy's Allure.

NO RULINGS

1.19 Legerdemain

Legerdemain

Color = Blue
Rarity = TP (U)
Type = Sorcery
Cost = 2UU
Pow/Tgh: n/a
Artist = Daren Bader

Text(TP): Permanently exchange control of target artifact or creature for control of target permanent of the same type.

NO RULINGS

1.20 Mana Severance

Mana Severance

Color = Blue
Rarity = TP(R)
Type = Sorcery
Cost = 1U
Artist = Terese Nielsen

Text(TP): Search your library for any number of land cards and remove them from the game. Shuffle your library afterwards.

NO RULINGS

1.21 Manta Riders

Manta Riders

Color = Blue
Rarity = TP(C)
Type = Summon Merfolk (1/1)
Cost = U
Artist = Kaja Foglio

Text(TP): U: Manta Riders gains flying until end of turn.

NO RULINGS

1.22 MARSH LURKER

Marsh Lurker

Color = Black
Rarity = TP(C)
Type = Summon Beast (3/2)
Cost = 3B
Artist = Tom Kyffin

Text(TP): Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except by artifact creatures and black creatures.

NO RULINGS

1.23 Mawcor

Mawcor

Color = Blue
Rarity = TP (R)
Type = Summon Beast (3/3)
Cost = 3UU

Artist = John Matson

Text (TP): Flying
TAP: Mawcor deals 1 damage to target creature or player.

NO RULINGS

1.24 Meditate

Meditate

Color = Blue
Rarity = TP (R)
Type = Instant
Cost = 2U
Artist = Susan Van Camp

Text (TP): Skip your next turn: Draw four cards.

NO RULINGS

1.25 Mnemonic Sliver

Mnemonic Sliver

Color = Blue
Rarity = TP (U)
Type = Summon Sliver (2/2)
Cost = 2U
Artist = Randy Gallegos

Text (TP): Each Sliver gains "2, Sacrifice this creature: Draw a card."

NO RULINGS

1.26 Precognition

Precognition

Color = Blue

Rarity = TP (R)
Type = Enchantment
Cost = 4U
Artist = Jeff Miracola

Text (TP): During your upkeep, you may look at the top card of target opponent's library. You may then put that card on the bottom of his or her library.

NO RULINGS

1.27 Propaganda

Propaganda

Color = Blue
Rarity = TP (U)
Type = Enchantment
Cost = 2U
Artist = Jeff Miracola

Text (TP): Each turn, each creature cannot attack you unless its controller pays an additional 2 for that creature.

NO RULINGS

1.28 Rootwater Diver

Rootwater Diver

Color = Blue
Rarity = TP (U)
Type = Summon Merfolk
Cost = U
Artist = Ron Spencer

Text (TP): TAP, Sacrifice Rootwater Diver: Return target artifact card from your graveyard to your hand.

NO RULINGS

1.29 Rootwater Hunter

Rootwater Hunter

Color = Blue
Rarity = TP (C)
Type = Summon Merfolk (1/1)
Cost = 2U
Artist = Brom

Text(TP): TAP: Rootwater Hunter deals 1 damage to target creature or player.

NO RULINGS

1.30 Rootwater Matriarch

Rootwater Matriarch

Color = Blue
Rarity = TP (R)
Type = Summon Merfolk (2/3)
Cost = 2UU
Artist = Randy Gallegos

Text(TP): TAP: Gain control of target creature as long as that creature has any enchantments on it.

NO RULINGS

1.31 Rootwater Shaman

Rootwater Shaman

Color = Blue
Rarity = TP (R)
Type = Summon Merfolk (2/2)
Cost = 2U
Artist = Paolo Parente

Text(TP): You may play creature enchantments whenever you could play an instant.

NO RULINGS

1.32 Sea Monster

Sea Monster

Color = Blue
Rarity = TP (C)
Type = Summon Serpent (6/6)
Cost = 4UU
Artist = Daniel Gelon

Text(TP): Sea Monster cannot attack unless defending player controls any islands.

NO RULINGS

1.33 Shadow Rift

Shadow Rift

Color = Blue
Rarity = TP(C)
Type = Instant
Cost = U
Artist = Adam Rex

Text(TP): Target creature gains shadow until end of turn. (This creature can block or be blocked by only creatures with shadow.)
Draw a card.

NO RULINGS

1.34 Shimmering Wings

Shimmering Wings

Color = Blue
Rarity = TP(C)
Type = Enchant Creature
Cost = U
Artist = Steve Luke

Text(TP): Enchanted creature gains flying.
U: Return Shimmering Wings to owner's hand.

NO RULINGS

1.35 Skyshroud Condor

Skyshroud Condor

Color = Blue
Rarity = TP(U)
Type = Summon Bird (2/2)
Cost = 1U
Artist = Doug Chaffee

Text(TP): Flying
You cannot play Skyshroud Condor unless you have successfully cast another spell this turn.

NO RULINGS

1.36 Steal Enchantment

Steal Enchantment

Color = Blue
Rarity = TP(U)
Type = Enchant Enchantment
Cost = UU
Artist = Hannibal King

Text(TP): Gain control of enchanted enchantment.

NO RULINGS

1.37 Stinging Lacid

Stinging Lacid

Color = Blue
Rarity = TP(U)
Type = Summon Lacid (1/1)
Cost = 1U
Artist = Paolo Parente

Text(TP): 1U, TAP: Stinging Lacid loses this ability and becomes a creature enchantment that reads "Whenever enchanted creature becomes tapped, Stinging Lacid deals 2 damage to that creature's controller" instead of a creature. Move Stinging Lacid onto target creature. ←
You may pay U to end this effect.

NO RULINGS

1.38 Thalakos Dreamsower

Thalakos Dreamsower

Color = Blue
Rarity = TP(U)
Type = Summon Wizard (1/1)
Cost = 2U
Artist = Susan Van Camp

Text(TP): Shadow (This creature can block or be blocked by only creatures with shadow.)
You may choose not to untap Thalakos Dreamsower during your untap phase.
If Thalakos Dreamsower damages any opponent, tap target creature.
As long as Thalakos Dreamsower remains tapped, that creature does not untap during its controller's untap phase.

NO RULINGS

1.39 Thalakos Mistfolk

Thalakos Mistfolk

Color = Blue
Rarity = TP(C)
Type = Summon Illusion (2/1)
Cost = 2U
Artist = Richard Kane Ferguson

Text(TP): Shadow (This creature can block or be blocked by only creatures with shadow.)
U: Put Thalakos Mistfolk on top of owner's library.

NO RULINGS

1.40 Thalakos Seer

Thalakos Seer

Color = Blue
Rarity = TP(C)
Type = Summon Wizard (1/1)
Cost = UU
Artist = Ron Spencer

Text(TP): Shadow (This creature can block or be blocked by only creatures with shadow.)
If Thalakos Seer leaves play, draw a card.

NO RULINGS

1.41 Thalakos Sentry

Thalakos Sentry

Color = Blue
Rarity = TP(C)
Type = Summon Soldier
Cost = 1U
Artist = Andrew Robinson

Text(TP): Shadow (This creature can block or be blocked by only creatures with shadow.)

NO RULINGS

1.42 Time Warp

Time Warp

Color = Blue
Rarity = TP (R)
Type = Sorcery
Cost = 3UU
Artist = Pete Venters

Text (TP): Target player takes an extra turn after this one.

NO RULINGS

1.43 Tradewind Rider

Tradewind Rider

Color = Blue
Rarity = TP (R)
Type = Summon Spirit (1/4)
Cost = 3U
Artist = John Matson

Text (TP): Flying
TAP, Tap two creatures you control: Return target permanent to owner's hand.

NO RULINGS

1.44 Twitch

Twitch

Color = Blue
Rarity = TP (C)
Type = Instant
Cost = 2U
Artist = DiTerlizzi

Text (TP): Tap or untap target artifact, creature, or land.
Draw a card.

NO RULINGS

1.45 Unstable Shapeshifter

Unstable Shapeshifter

Color = Blue
Rarity = TP (R)

Type = Summon Shapeshifter (0/1)
Cost = 3U
Artist = Terese Nielsen

Text (TP): Whenever any creature comes into play, Unstable Shapeshifter permanently becomes a copy of that creature and retains this ability.

NO RULINGS

1.46 Volrath's Curse

Volrath's Curse

Color = Blue
Rarity = TP (C)
Type = Enchant Creature
Cost = 1U
Artist = Daren Bader

Text (TP): Enchanted creature cannot attack, block, or play any ability requiring an activation cost. That creature's controller may sacrifice a permanent to ignore this ability until end of turn.
1U: Return Volrath's Curse to owner's hand.

NO RULINGS

1.47 Whim of Volrath

Whim of Volrath

Color = Blue
Rarity = TP (R)
Type = Instant
Cost = U
Artist = Anthony S. Waters

Text (TP): Buyback 2 (You may pay an additional 2 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)
Change the text of target permanent by replacing all instances of one color word or basic land type with another until end of turn.

NO RULINGS

1.48 Whispers of the Muse

Whispers of the Muse

Color = Blue
Rarity = TP(U)
Type = Instant
Cost = U
Artist = Quinton Hoover

Text(TP): Buyback 5 (You may pay an additional 5 when you play this spell.
If you do, put it into your hand instead of your graveyard as part of
the spell's effect.)
Draw a card.

NO RULINGS

1.49 Wind Dancer

Wind Dancer

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

Text(TP): Flying
TAP: Target creature gains flying until end of turn.

NO RULINGS

1.50 Winged Sliver

Winged Sliver

Color = Blue
Rarity = TP(C)
Type = Summon Sliver (1/1)
Cost = 1U
Artist = Anthony S. Waters

Text(TP): All Slivers gain flying.

NO RULINGS
