

WL_BLUE

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> WL_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	WL_BLUE	1
1.1	Weatherlight - Blue Cards	1
1.2	Abduction	2
1.3	Abjure	2
1.4	Ancestral Knowledge	3
1.5	Apathy	3
1.6	Argivian Restoration	3
1.7	Avizoa	4
1.8	Cloud Djinn	4
1.9	Disrupt	4
1.10	Ertai’s Familiar	5
1.11	Flux	5
1.12	Fog Elemental	5
1.13	Mana Chains	6
1.14	Manta Ray	6
1.15	Merfolk Traders	6
1.16	Noble Benefactor	6
1.17	Ophidian	7
1.18	Paradigm Shift	7
1.19	Pendrell Mists	7
1.20	Phantom Warrior	8
1.21	Phantom Wings	8
1.22	Psychic Vortex	8
1.23	Relearn	9
1.24	Sage Owl	9
1.25	Teferi’s Veil	9
1.26	Timid Drake	10
1.27	Tolarian Drake	10
1.28	Tolarian Entrancer	10
1.29	Tolarian Serpent	11
1.30	Vodalian Illusionist	11

Chapter 1

WL_BLUE

1.1 Weatherlight - Blue Cards

Weatherlight - Blue Cards

Abduction

Abjure

Ancestral Knowledge

Apathy

Argivian Restoration

Avizoa

Cloud Djinn

Disrupt

Ertai's Familiar

Flux

Fog Elemental

Mana Chains

Manta Ray

Merfolk Traders

Noble Benefactor

Ophidian

Paradigm Shift

Pendrell Mists
Phantom Warrior
Phantom Wings
Psychic Vortex
Relearn
Sage Owl
Teferi's Veil
Timid Drake
Tolarian Drake
Tolarian Entrancer
Tolarian Serpent
Vodalian Illusionist

1.2 Abduction

Abduction

Color = Blue
Rarity = WL(U)
Type = Enchant Creature
Cost = 2UU
Artist = Colin MacNeil

Text (WL): When Abduction comes into play, untap enchanted creature.
Gain control of enchanted creature.
If enchanted creature is put into any graveyard, put that creature into play under its owner's control.

NO RULINGS

1.3 Abjure

Abjure

Color = Blue
Rarity = WL(C)
Type = Interrupt
Cost = U
Artist = Ted Naifeh

Text (WL): Sacrifice a blue permanent: Counter target spell.

Rulings

1.4 Ancestral Knowledge

Ancestral Knowledge

Color = Blue
Rarity = WL(R)
Type = Enchantment
Cost = 1U
Artist = Colin MacNeil

Text (WL): Cumulative upkeep: <1>
When Ancestral Knowledge comes into play, look at the top ten cards of your library, then remove any number of them from the game and put the rest back on top of your library in any order. If Ancestral Knowledge leaves play, shuffle your library.

NO RULINGS

1.5 Apathy

Apathy

Color = Blue
Rarity = WL(C)
Type = Enchant Creature
Cost = U
Artist = Phil Foglio

Text (WL): Enchanted creature does not untap during its controller's untap phase.
During the upkeep of enchanted creature's controller, that player may discard a card at random to untap that creature.

Rulings

1.6 Argivian Restoration

Argivian Restoration

Color = Blue
Rarity = WL(U)
Type = Sorcery
Cost = 2UU
Artist = Roger Raupp

Text (WL): Put target artifact card from your graveyard into play.

NO RULINGS

1.7 Avizoa

Avizoa

Color = Blue
Rarity = WL(R)
Type = Summon Avizoa (2/2)
Cost = 3U
Artist = Paolo Parente

Text (WL): Flying
Skip your next untap phase: Avizoa gets +2/+2 until end of turn. Use this ability only once each turn.

Rulings

1.8 Cloud Djinn

Cloud Djinn

Color = Blue
Rarity = WL(U)
Type = Summon Djinn (5/4)
Cost = 5U
Artist = Mike Dringenberg

Text (WL): Flying
Cloud Djinn can block only creatures with flying.

NO RULINGS

1.9 Disrupt

Disrupt

Color = Blue
Rarity = WL(C)
Type = Interrupt
Cost = U
Artist = Adam Rex

Text (WL): Counter target instant, interrupt, or sorcery spell unless its caster pays an additional <1>.
Draw a card.

Rulings

1.10 Ertai's Familiar

Ertai's Familiar

Color = Blue
Rarity = WL(R)
Type = Summon Illusion (2/2)
Cost = 1U
Artist = Kipling West

Text (WL): Phasing
If Ertai's Familiar leaves play, put the top three cards of your library into your graveyard.
<U>: Ertai's Familiar cannot phase out until the beginning of your next upkeep.

NO RULINGS

1.11 Flux

Flux

Color = Blue
Rarity = WL(C) / PT(U)
Type = Sorcery
Cost = 2U
Artist = Richard Kane Ferguson / Ted Naifeh

Text (PT): Each player chooses and discards from his or her hand any number of cards and then draws that many cards. You then draw a card. (You choose first.)

Text (WL): Each player chooses and discards any number of cards, then draws that many cards. Draw a card.

Rulings

1.12 Fog Elemental

Fog Elemental

Color = Blue
Rarity = WL(C)
Type = Summon Elemental (4/4)
Cost = 2U
Artist = Jon J Muth

Text (WL): Flying
If Fog Elemental attacks or blocks, bury it at end of combat.

NO RULINGS

1.13 Mana Chains

Mana Chains

Color = Blue
Rarity = WL(C)
Type = Enchant Creature
Cost = U
Artist = Bryan Talbot

Text(WL): Enchanted creature gains "Cumulative upkeep: <1>"

NO RULINGS

1.14 Manta Ray

Manta Ray

Color = Blue
Rarity = WL(C)
Type = Summon Fish (3/3)
Cost = 1UU
Artist = Una Fricker

Text(WL): Islandhome
Manta Ray cannot be blocked except by blue creatures.

NO RULINGS

1.15 Merfolk Traders

Merfolk Traders

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

Text(WL): When Merfolk Traders comes into play, draw a card,
then choose and discard a card.

NO RULINGS

1.16 Noble Benefactor

Noble Benefactor

Color = Blue

Rarity = WL(U)
Type = Summon Cleric (2/2)
Cost = 2U
Artist = DiTerlizzi

Text (WL): If Noble Benefactor is put into any graveyard from play, each player may search his or her library for any one card and put that card into his or her hand. Each player who searches his or her library shuffles it afterwards.

NO RULINGS

1.17 Ophidian

Ophidian

Color = Blue
Rarity = WL(C)
Type = Summon Snake (1/3)
Cost = 2U
Artist = Cliff Nielsen

Text (WL): <0>: Draw a card. Ophidian deals no combat damage this turn. Use this ability only if Ophidian is attacking and unblocked and only once each turn.

NO RULINGS

1.18 Paradigm Shift

Paradigm Shift

Color = Blue
Rarity = WL(R)
Type = Sorcery
Cost = 1U
Artist = Cliff Nielsen

Text (WL): Remove all cards in your library from the game. Shuffle your graveyard into your library.

NO RULINGS

1.19 Pendrell Mists

Pendrell Mists

Color = Blue
Rarity = WL(R)
Type = Enchantment

Cost = 3U
Artist = Andrew Robinson

Text(WL): Each creature gains "During your upkeep, pay <1> or bury this creature."

NO RULINGS

1.20 Phantom Warrior

Phantom Warrior

Color = Blue
Rarity = WL(U) / PT(R)
Type = Summon Illusion (2/2) / Summon Creature (2/2)
Cost = 1UU
Artist = John Matson / Dan Frazier

Text(PT): Phantom Warrior can't be intercepted.

Text(WL): Phantom Warrior is unblockable.

NO RULINGS

1.21 Phantom Wings

Phantom Wings

Color = Blue
Rarity = WL(C)
Type = Enchant Creature
Cost = 1U
Artist = Una Fricker

Text(WL): Enchanted creature gains flying.
Sacrifice Phantom Wings: Return enchanted creature to owner's hand.

NO RULINGS

1.22 Psychic Vortex

Psychic Vortex

Color = Blue
Rarity = WL(R)
Type = Enchantment
Cost = 2UU
Artist = Steve Luke

Text (WL): Cumulative upkeep: Draw a card
At the end of each of your turns, sacrifice a land
and discard your hand.

Rulings

1.23 Relearn

Relearn

Color = Blue
Rarity = WL(U)
Type = Sorcery
Cost = 1UU
Artist = Zina Saunders

Text (WL): Return target instant, interrupt, or sorcery card from
your graveyard to your hand.

NO RULINGS

1.24 Sage Owl

Sage Owl

Color = Blue
Rarity = WL(C)
Type = Summon Bird (1/1)
Cost = 1U
Artist = Mark Poole

Text (WL): Flying
When Sage Owl comes into play, look at the top four
cards of your library and put them back in any order.

NO RULINGS

1.25 Teferi's Veil

Teferi's Veil

Color = Blue
Rarity = WL(U)
Type = Enchantment
Cost = 1U
Artist = Brom

Text (WL): Whenever any creature you control attacks, it phases
out at end of combat.

Rulings

1.26 Timid Drake

Timid Drake

Color = Blue
Rarity = WL(U)
Type = Summon Drake (3/3)
Cost = 2U
Artist = Mike Dringenberg

Text (WL): Flying
If any other creature comes into play, return Timid Drake to owner's hand.

Rulings

1.27 Tolarian Drake

Tolarian Drake

Color = Blue
Rarity = WL(C)
Type = Summon Drake (2/4)
Cost = 2U
Artist = Mark Harrison

Text (WL): Flying, phasing

NO RULINGS

1.28 Tolarian Entrancer

Tolarian Entrancer

Color = Blue
Rarity = WL(R)
Type = Summon Wizard (1/1)
Cost = 1U
Artist = Bryan Talbot

Text (WL): Whenever Tolarian Entrancer is blocked by any creature, gain control of that creature at end of combat.

NO RULINGS

1.29 Tolarian Serpent

Tolarian Serpent

Color = Blue
Rarity = WL(R)
Type = Summon Serpent (7/7)
Cost = 5UU
Artist = Stuart Griffin

Text(WL): During your upkeep, put the top seven cards of your library into your graveyard.

Rulings

1.30 Vodalian Illusionist

Vodalian Illusionist

Color = Blue
Rarity = WL(U)
Type = Summon Merfolk (2/2)
Cost = 2U
Artist = John Matson

Text(WL): <UUT>: Target creature phases out.

NO RULINGS
