

3E_BLUE

Tom de Ruyter

COLLABORATORS

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|---------------|---------------------------|-------------------|------------------|
| | <i>TITLE :</i> 3E_BLUE | | |
| <i>ACTION</i> | <i>NAME</i> | <i>DATE</i> | <i>SIGNATURE</i> |
| WRITTEN BY | Tom de Ruyter | December 25, 2022 | |

REVISION HISTORY

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
| | | | |

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Chapter 1

3E_BLUE

1.1 Revised Edition - Blue Cards

Revised Edition - Blue Cards

| | |
|-----------------------|----------------------------|
| Air Elemental | Animate Artifact |
| Blue Elemental Blast | |
| Braingeyser | |
| Clone | |
| Control Magic | |
| Copy Artifact | |
| Counterspell | |
| Creature Bond | Drain Power |
| Energy Flux | Feedback |
| Flight | Hurkyl's Recall |
| Island Fish Jasconius | Jump |
| Lifetap | Lord of Atlantis |
| Magical Hack | Mahamoti Djinn |
| Mana Short | Merfolk o.t. Pearl Trident |
| Phantasmal Forces | Phantasmal Terrain |
| Phantom Monster | Pirate Ship |
| Power Leak | Power Sink |
| Prodigal Sorcerer | Psychic Venom |
| Reconstruction | Sea Serpent |
| Serendib Efreet | Siren's Call |
| Sleight of Mind | Spell Blast |
| Stasis | Steal Artifact |
| Thoughtlace | Unstable Mutation |
| Unsummon | |
| Vesuvan Doppelganger | |
| Volcanic Eruption | Wall of Air |
| Wall of Water | Water Elemental |

1.2 Braingeyser

Braingeyser

Color = Blue
Rarity = A/B/UL(R) / RV(R)
Type = Sorcery
Cost = XU
Artist = Mark Tedin
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Text(RV): Target player must draw X cards.

Text(UL): Draw X cards or force opponent to draw X cards.

Rulings

1.3 Clone

Clone

Color = Blue
Rarity = A/B/UL(U) / RV(U)
Type = Summon Clone (*/*)
Cost = 3U
Artist = Julie Baroh
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000)

Text(RV): Upon summoning, Clone acquires all characteristics, including color, of any one creature in play on either side; any creature enchantments on original creature are not copied. Clone retains these characteristics even after original creature is destroyed. Clone cannot be summoned if there are no creatures in play.

Text(UL): Upon summoning, Clone acquires all normal characteristics, including color, of any one creature in play on either side; any enchantments on original creature are not copied. Clone retains these normal characteristics even after original creature is destroyed. Clone cannot be played if there are no creatures in play.

Rulings

1.4 Copy Artifact

Copy Artifact

Color = Blue
Rarity = A/B/UL(R) / RV(R)
Type = Enchantment
Cost = 1U
Artist = Amy Weber
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Text (RV): Select any artifact in play. This enchantment acts as a duplicate of that artifact; it is affected by cards that affect either enchantments or artifacts. The copy remains even if original artifact is destroyed. Enchantments on the original artifact are not copied.

Text (UL): Select any artifact in play. This enchantment acts as a duplicate of that artifact; enchantment copy is affected by cards that affect either enchantments or artifacts. Enchantment copy remains even if original artifact is destroyed.

Rulings

1.5 Vesuvan Doppelganger

Vesuvan Doppelganger

Color = Blue
Rarity = A/B/UL(R) / RV(R)
Type = Summon Doppelganger (*/*)
Cost = 3UU
Artist = Quinton Hoover
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Text (RV): Upon summoning, Doppelganger acquires all characteristics except color of any one creature in play on either side; any creature enchantments on the original creature are not copied. During controller's upkeep, Doppelganger may take on the characteristics of a different creature in play instead. Doppelganger may continue to copy a creature even after that creature leaves play, but if it switches it won't be able to switch back.

Text (UL): Upon summoning, Doppelganger acquires all normal characteristics (except color) of any one creature in play on either side; any enchantments on the original creature are not copied. During controller's upkeep, Doppelganger may take on the normal characteristics of a different creature in play instead. Doppelganger may continue to copy a creature even after that creature leaves play, but if it switches it won't be able to switch back.

Rulings
