AI_BLUE

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COLLABORATORS			
	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
Print run =
```

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.

 NO RULINGS

1.3 Awesome Presence

```
Awesome Presence

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

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.

 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
Print run =
```

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.

  NO RULINGS

1.5 Browse

Browse

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

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.

  Rulings

1.6 Diminishing Returns

Diminishing Returns

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

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
Print run =
```

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.

   Rulings

1.8 Force of Will

```
Force of Will

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

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
Print run =
```

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
Print run =

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.
```

```
  NO RULINGS
```

1.11   Library of Lat-Nam

```
Library of Lat-Nam

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

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.
```

```
  NO RULINGS
```

1.12   Phantasmal Sphere

```
Phantasmal Sphere

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

```
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
Print run =

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.
```

 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
Print run =

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.
```

 NO RULINGS

1.15   Spiny Starfish

```
Spiny Starfish

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

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)
Type      = Summon Bird (1/2)
Cost      = 1U
Artist    = Sandra Everingham / Sandra Everingham
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): Flying

 NO RULINGS
```

1.17 Storm Elemental

```
Storm Elemental

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

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
Print run =
```

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
Print run =
```

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
Print run =
```

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
Print run =
```

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.

 NO RULINGS

1.22   Viscerid Drone

Viscerid Drone

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

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.

 NO RULINGS