

AI_BLUE

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COLLABORATORS

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

AI_BLUE

1.1 Alliances - Blue Cards

Alliances - Blue Cards

Arcane Denial
Awesome Presence
Benthic Explorers
Browse
Diminishing Returns
False Demise
Force of Will
Foresight
Lat-Nam's Legacy
Library of Lat-Nam
Phantasmal Sphere
Soldevi Heretic
Soldevi Sage
Spiny Starfish
Storm Crow
Storm Elemental
Suffocation

Thought Lash
Tidal Control
Viscerid Armor
Viscerid Drone

1.2 Arcane Denial

Arcane Denial

Color = Blue
Rarity = AI (C1/C1)
Type = Interrupt
Cost = 1U
Artist = Richard Kane Ferguson / Richard Kane Ferguson

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.

Rulings

1.3 Awesome Presence

Awesome Presence

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

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.

Flavor Text: "At the core of all power is raw passion."
---Gerda Aagesdotter, Archmage of the Unseen

Flavor Text: "I shape my weapons from the fears of my enemies."
---Chaeska, Keeper of Tresserhorn

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

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.

Flavor Text: Distant Atlantis charged these Explorers with the task of venturing into unknown waters to track the despised Viscerids.

NO RULINGS

1.5 Browse

Browse

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

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.

Flavor Text: "Once great literature - now great litter."
---Jaya Ballard, Task Mage

Rulings

1.6 Diminishing Returns

Diminishing Returns

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

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

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.

Flavor Text: "Far too many of our missing 'dead' seem to
be turning up in Varchild's ranks !"
---King Darien of Kjeldor

Flavor Text: "Fool ! Never believe they're dead until you see the body !"
---General Varchild

Rulings

1.8 Force of Will

Force of Will

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

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

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

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.

Flavor Text: "Lat-Nam has bequeathed us its secrets. With them we shall attain true enlightenment."
---Gerda Aagesdotter, Archmage of the Unseen

Flavor Text: "All the knowledge of Lat-Nam could not protect its sages from the Brothers' War."
---Gerda Aagesdotter, Archmage of the Unseen

NO RULINGS

1.11 Library of Lat-Nam

Library of Lat-Nam

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

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

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

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.

Flavor Text: "In the arms of tragedy, there is
little comfort in being right."
---Sorine Relicbane, Soldevi Heretic

Flavor Text: "It cannot be ! Soldev crushed, and my machines to blame ?"
---Arcum Dagsson, Soldevi Machinist

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

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.

Flavor Text: "To hide the truth is more than folly - it is fatal."
---Sorine Relicbane, Soldevi Heretic

Flavor Text: "Our underground archives grow daily, as our excavators and sages alike dig to uncover hidden wonders."
---Arcum Dagsson, Soldevi Machinist

NO RULINGS

1.15 Spiny Starfish

Spiny Starfish

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

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

NOTE: There are TWO different artworks for this card.

Text (AI): Flying

Flavor Text: "It tells you that the worst is coming. Do you listen ?"
---Lovisa Coldeyes, Balduvian Chieftain

Flavor Text: "Watch for it ! Right on its tailfeathers will
be a storm from your nightmares."
---Arna Kennerud, Skycaptain

NO RULINGS

1.17 Storm Elemental

Storm Elemental

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

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

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

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

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

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.

Flavor Text: A fallen Viscerid's only tribute is to be worn by a comrade.

NO RULINGS

1.22 Viscerid Drone

Viscerid Drone

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

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.

Flavor Text: Not all of Terisiare's flooding was natural....

NO RULINGS
