

# **IA\_BLUE**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> IA_BLUE		
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# Chapter 1

## IA\_BLUE

### 1.1 Ice Age - Blue Cards

#### Ice Age - Blue Cards

Arnjlot's Ascent

Balduvian Conjuror

Balduvian Shaman

Binding Grasp

Brainstorm

Breath of Dreams

Clairvoyance  
Counterspell

Deflection

Dreams of the Dead

Enervate

Errant Minion

Essence Flare

Force Void

Glacial Wall

Hydroblast

Iceberg

Icy Prison

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Illusionary Forces  
Illusionary Presence  
Illusionary Terrain  
Illusionary Wall  
Illusions of Grandeur  
Infuse  
Krovikan Sorcerer  
Magus of the Unseen  
Mesmeric Trance  
Mistfolk  
Musician  
Mystic Might  
Mystic Remora  
Phantasmal Mount  
Polar Kraken  
Portent  
Power Sink  
Ray of Command  
Ray of Erasure  
Reality Twist  
Sea Spirit  
Shyft  
Sibilant Spirit  
Silver Erne  
Sleight of Mind  
Snow Devil  
Snowfall  
Soldevi Machinist  
Soul Barrier  
Thunder Wall

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Updraft  
Wind Spirit  
Winter's Chill  
Word of Undoing  
Wrath of Marit Lage  
Zur's Weirding  
Zuran Enchanter  
Zuran Spellcaster

## 1.2 Arnjlot's Ascent

Arnjlot's Ascent

Color = Blue  
Rarity = IA(C)  
Type = Enchantment  
Cost = 1UU  
Artist = Drew Tucker

Text (IA): Cumulative Upkeep: <U>  
<1>: Target creature gains flying until end of turn.

Flavor Text: "The dreams of a child fulfilled: the wind on my brow,  
the air 'neath my feet."  
---Arnjlot Olsson, Sky Mage

NO RULINGS

## 1.3 Balduvian Conjurer

Balduvian Conjurer

Color = Blue  
Rarity = IA(U)  
Type = Summon Wizard (0/2)  
Cost = 1U  
Artist = Mark Tedin

Text (IA): <T>: Target snow-covered land becomes a 2/2 creature until end  
of turn. The target still counts as land but cannot be tapped  
for mana if it came into play on a side this turn.

Flavor Text: "The very lands of Balduvia are alive."  
---Arna Kennerud, Skyknight

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NO RULINGS

## 1.4 Balduvian Shaman

Balduvian Shaman

Color = Blue  
Rarity = IA(C)  
Type = Summon Cleric (1/1)  
Cost = U  
Artist = Quinton Hoover

Text (IA): <T>: Permanently change the text of target white enchantment you control that does not have cumulative upkeep by replacing all instances of one color word with another. For example, you may change "Counters black spells" to "Counters blue spells."  
Balduvian Shaman cannot change mana symbols.  
That enchantment now has Cumulative Upkeep: <1>.

NO RULINGS

## 1.5 Binding Grasp

Binding Grasp

Color = Blue  
Rarity = IA(U)  
Type = Enchant Creature  
Cost = 3U  
Artist = Ruth Thompson

Text (IA): During your upkeep, pay <1U> or bury Binding Grasp. Gain control of target creature; that creature gets +0/+1.

Flavor Text: "What I want, I take."  
---Gustha Ebbasdotter, Kjeldoran Royal Mage

NO RULINGS

## 1.6 Brainstorm

Brainstorm

Color = Blue  
Rarity = IA(C)  
Type = Instant  
Cost = U  
Artist = Christopher Rush

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Text (IA): Draw three cards; then, take two cards from your hand and put them on top of your library in any order.

Flavor Text: "I reeled from the blow, and then suddenly, I knew exactly what to do. Within moments, victory was mine."  
---Gustha Ebbasdotter, Kjeldoran Royal Mage

Rulings

## 1.7 Breath of Dreams

Breath of Dreams

Color = Blue  
Rarity = IA(U)  
Type = Enchantment  
Cost = 2UU  
Artist = Phil Foglio

Text (IA): Cumulative Upkeep: <U>  
Green creatures each require an additional Cumulative Upkeep: <1>.

Flavor Text: "Get up, blast you! They're attacking!  
Why are you all so slow?"  
---General Jarkeld, the Arctic Fox

NO RULINGS

## 1.8 Clairvoyance

Clairvoyance

Color = Blue  
Rarity = IA(C)  
Type = Instant  
Cost = U  
Artist = Ken Meyer Jr.

Text (IA): Look at target player's hand. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "As we followed the ice wall, we had the distinct feeling of being watched. Many of the party wanted to turn back."  
---Disa the Restless, journal entry

Rulings

## 1.9 Deflection

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Deflection

Color = Blue  
Rarity = IA(R)  
Type = Interrupt  
Cost = 3U  
Artist = Mike Raabe

Text (IA): Target spell, which must have a single target, targets a new legal target of your choice.

Flavor Text: Up and down, over and through, back around - the joke's on you.

Rulings

## 1.10 Dreams of the Dead

Dreams of the Dead

Color = Blue  
Rarity = IA(U)  
Type = Enchantment  
Cost = 3U  
Artist = Heather Hudson

Text (IA): <1U>: Take target white or black creature from your graveyard and put it directly into play as though it were just summoned. That creature now requires an additional Cumulative Upkeep: <2>. If the creature leaves play, remove it from the game.

Rulings

## 1.11 Enervate

Enervate

Color = Blue  
Rarity = IA(C)  
Type = Instant  
Cost = 1U  
Artist = L.A. Williams

Text (IA): Tap target artifact, creature, or land. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "Worlds turn in crucial moments of decision.  
Make your choice."  
---Gustha Ebbasdotter, Kjeldoran Royal Mage

Rulings

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## 1.12 Errant Minion

Errant Minion

Color = Blue  
Rarity = IA(C)  
Type = Enchant Creature  
Cost = 2U  
Artist = Harold McNeill

Text (IA): During target creature's controller's upkeep, Errant Minion deals 2 damage to him or her. He or she may pay <1> for each 1 damage he or she wishes to prevent from Errant Minion.

Flavor Text: Abandon not your faith when others abandon you.

NO RULINGS

## 1.13 Essence Flare

Essence Flare

Color = Blue  
Rarity = IA(C) (Promo)  
Type = Enchant Creature  
Cost = U  
Artist = Richard Kane-Ferguson

Text (IA): Target creature gets +2/+0. During each of its controller's upkeeps, put a -0/-1 counter on the creature. These counters remain even if Essence Flare is removed.

Flavor Text: Never underestimate the power of the soul unleashed.

Rulings

## 1.14 Force Void

Force Void

Color = Blue  
Rarity = IA(U)  
Type = Interrupt  
Cost = 2U  
Artist = Mark Tedin

Text (IA): Counter target spell unless that spell's caster pays an additional <1>. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "My mind and spirit are one - a barrier not readily passed."  
---Gustha Ebbasdotter, Kjeldoran Royal Mage

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Rulings

## 1.15 Glacial Wall

Glacial Wall

Color = Blue  
Rarity = IA(U)  
Type = Summon Wall (0/7)  
Cost = 2U  
Artist = Dameon Willich

Flavor Text: "We are farther west than any could have imagined possible, but I still wish to press on. Unfortunately, huge walls of ice block further travel. We can't believe they are natural."  
---Disa the Restless, journal entry

NO RULINGS

## 1.16 Hydroblast

Hydroblast

Color = Blue  
Rarity = IA(C)  
Type = Interrupt  
Cost = U  
Artist = Kaja Foglio

Text(IA): Counter target spell if it is red or destroy target permanent if it is red.

Flavor Text: "Heed the lessons of our time: the forms of water may move the land itself and hold captive the fires within."  
---Gustha Ebbasdotter, Kjeldoran Royal Mage

Rulings

## 1.17 Iceberg

Iceberg

Color = Blue  
Rarity = IA(U)  
Type = Enchantment  
Cost = XU  
Artist = Jeff A. Menges

Text(IA): When Iceberg comes into play, put X ice counters on it.

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<3>: Put an ice counter on Iceberg.  
<0>: Remove an ice counter from Iceberg to add one colorless mana to your mana pool. Play this ability as an interrupt.

Rulings

## 1.18 Icy Prison

Icy Prison

Color = Blue  
Rarity = IA(R)  
Type = Enchantment  
Cost = UU  
Artist = Anson Maddocks

Text (IA): When Icy Prison comes into play, remove target creature from the game. When Icy Prison leaves play, return that creature to play under its owner's control as though it were just summoned. During your upkeep, destroy Icy Prison. Any player may pay <3> to prevent this.

Rulings

## 1.19 Illusionary Forces

Illusionary Forces

Color = Blue  
Rarity = IA(C)  
Type = Summon Illusion (4/4)  
Cost = 3U  
Artist = Justin Hampton

Text (IA): Flying  
Cumulative Upkeep: <U>

Flavor Text: "This school was founded in secret, operates in secret, and exists for the teaching of secrets. Those who would alter reality must first escape it."  
---Gerda Aagesdotter, Archmage of the Unseen

NO RULINGS

## 1.20 Illusionary Presence

Illusionary Presence

Color = Blue  
Rarity = IA(R)

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Type = Summon Illusion (2/2)  
Cost = 1UU  
Artist = Kaja Foglio

Text (IA): Cumulative Upkeep: <U>  
During your upkeep, Illusionary Presence gains a landwalk ability of your choice until end of turn.

Flavor Text: "We could feel the Shaman's power, as surely as we felt the storm."  
---Disa the Restless, journal entry

Rulings

## 1.21 Illusionary Terrain

Illusionary Terrain

Color = Blue  
Rarity = IA(U)  
Type = Enchantment  
Cost = UU  
Artist = Rob Alexander

Text (IA): Cumulative Upkeep: <2>  
All basic lands of one type become basic lands of a different type of your choice.

Flavor Text: "The drawing of maps is fruitless in the west near the ice walls; the very earth is formless."  
---Disa the Restless, journal entry

Rulings

## 1.22 Illusionary Wall

Illusionary Wall

Color = Blue  
Rarity = IA(C)  
Type = Summon Wall (7/4)  
Cost = 4U  
Artist = Mark Poole

Text (IA): Flying, first strike  
Cumulative Upkeep: <U>

Flavor Text: "Let them see what is not there and feel what does not touch them. When they no longer trust their senses, that is the time to strike."  
---Gerda Aagesdotter, Archmage of the Unseen

NO RULINGS

## 1.23 Illusions of Grandeur

Illusions of Grandeur

Color = Blue  
Rarity = IA(R)  
Type = Enchantment  
Cost = 3U  
Artist = Quinton Hoover

Text (IA): Cumulative Upkeep: <2>  
When Illusions of Grandeur comes into play, gain 20 life. When Illusions of Grandeur leaves play, lose 20 life. Effects that prevent or redirect damage cannot be used to counter this loss of life.

NO RULINGS

## 1.24 Infuse

Infuse

Color = Blue  
Rarity = IA(C)  
Type = Instant  
Cost = 2U  
Artist = Randy Gallegos

Text (IA): Untap target artifact, creature, or land. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "The potential for a change lies in all things. Know a thing's nature, know its possibilities, and know it anew."  
---Gustha Ebbasdotter, Kjeldoran Royal Mage

Rulings

## 1.25 Krovikan Sorcerer

Krovikan Sorcerer

Color = Blue  
Rarity = IA(C)  
Type = Summon Wizard (1/1)  
Cost = 2U  
Artist = Pat Morrissey

Text (IA): <T>: Choose and discard a card from your hand to draw a card.

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If the card discarded was black, draw two cards instead of one; keep one and discard the other.

Flavor Text: "These Sorcerers always seem to have another surprise up their sleeves."  
---Zur the Enchanter

Rulings

## 1.26 Magus of the Unseen

Magus of the Unseen

Color = Blue  
Rarity = IA(R)  
Type = Summon Wizard (1/1)  
Cost = 1U  
Artist = Kaja Foglio

Text (IA): <1UT>: Untap target artifact opponent controls and gain control of it until end of turn. If that artifact is an artifact creature, it can attack, and you may use any of its abilities that require <T> as part of the activation cost. When you lose control of the artifact, tap it.

Rulings

## 1.27 Mesmeric Trance

Mesmeric Trance

Color = Blue  
Rarity = IA(R)  
Type = Enchantment  
Cost = 1UU  
Artist = Dan Frazier

Text (IA): Cumulative Upkeep: <1>  
<U>: Discard a card from your hand to draw a card.

Flavor Text: "Magic overused can freeze the mind. Creativity is more important than power."  
---Zur the Enchanter

Rulings

## 1.28 Mistfolk

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Mistfolk

Color = Blue  
Rarity = IA(C)  
Type = Summon Mistfolk (1/2)  
Cost = UU  
Artist = Quinton Hoover

Text (IA): <U>: Counter target spell that targets Mistfolk.

Flavor Text: "Although my official log will state there is no evidence pointing to the existence of the Mistfolk, my certainty is lessened by the cursed consistency of the expedition's eyewitness accounts."  
---Disa the Restless, journal entry

Rulings

## 1.29 Musician

Musician

Color = Blue  
Rarity = IA(R)  
Type = Summon Mage (1/3)  
Cost = 2U  
Artist = Drew Tucker

Text (IA): Cumulative Upkeep: <1>  
<T>: Put a music counter on target creature. During that creature's controller's upkeep, he or she pays <1> for each music counter on the creature, or destroy the creature.

Rulings

## 1.30 Mystic Might

Mystic Might

Color = Blue  
Rarity = IA(R)  
Type = Enchant Land  
Cost = U  
Artist = Nicola Leonard

Text (IA): Cumulative Upkeep: <1U>  
When Mystic Might comes into play, choose target land you control.  
<0>: Tap land Mystic Might enchants to give target creature +2/+2 until end of turn.

Rulings

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### 1.31 Mystic Remora

Mystic Remora

Color = Blue  
Rarity = IA(C)  
Type = Enchantment  
Cost = U  
Artist = Ken Meyer Jr.

Text (IA): Cumulative Upkeep: <1>  
Whenever target opponent successfully casts a non-creature spell, you may draw a card. That player may pay <4> to counter this effect.

Rulings

### 1.32 Phantasmal Mount

Phantasmal Mount

Color = Blue  
Rarity = IA(U)  
Type = Summon Phantasm (1/1)  
Cost = 1U  
Artist = Melissa Benson

Text (IA): Flying  
<T>: Target creature you control, which has toughness less than 3, gains flying and gets +1/+1 until end of turn. Other effects may later be used to increase the creature's toughness beyond 3. If Phantasmal Mount leaves play before end of turn, bury the creature. If the creature leaves play before end of turn, bury Phantasmal Mount.

NO RULINGS

### 1.33 Polar Kraken

Polar Kraken

Color = Blue  
Rarity = IA(R)  
Type = Summon Kraken (11/11)  
Cost = 8UUU  
Artist = Mark Tedin

Text (IA): Trample  
Cumulative Upkeep: Sacrifice a land.  
Comes into play tapped.

Flavor Text: "It was big. Really, really, big."

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No, bigger than that.  
It was big!"  
---Arna Kennerud, Skyknight

NO RULINGS

### 1.34 Portent

Portent

Color = Blue  
Rarity = IA(C)  
Type = Sorcery  
Cost = U  
Artist = Liz Danforth

Text (IA): Look at the top three cards of target player's library; then, either shuffle that library or put those three cards on top of the library in any order. Draw a card at the beginning of the next turn's upkeep.

Rulings

### 1.35 Ray of Command

Ray of Command

Color = Blue  
Rarity = IA(C) / MI(C)  
Type = Instant  
Cost = 3U  
Artist = Harold McNeill (IA) / Andrew Robinson (MI)

Text (MI): Gain control of target creature until end of turn. Creature returns to original controller tapped.

Text (IA): Untap target creature opponent controls and gain control of it until end of turn. That creature can attack or use abilities that require <T> as part of the activation cost. When you lose control of the creature, tap it.

Rulings

### 1.36 Ray of Erasure

Ray of Erasure

Color = Blue  
Rarity = IA(C)  
Type = Instant

---

Cost = U  
Artist = Mike Raabe

Text (IA): Target player takes the top card of his or her library and puts it in his or her graveyard. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "What is real can be unreal."  
---Gerda Aagesdotter, Archmage of the Unseen

Rulings

## 1.37 Reality Twist

Reality Twist

Color = Blue  
Rarity = IA(R)  
Type = Enchantment  
Cost = UUU  
Artist = James Ernest

Text (IA): Cumulative Upkeep: <1UU>  
Instead of their normal mana, plains produce <R>, swamps produce <G>, mountains produce <W>, and forests produce <B>.

Flavor Text: "Nothing is as it seems."  
---Gerda Aagesdotter, Archmage of the Unseen

Rulings

## 1.38 Sea Spirit

Sea Spirit

Color = Blue  
Rarity = IA(U)  
Type = Summon Spirit (2/3)  
Cost = 4U  
Artist = Rob Alexander

Text (IA): <U>: +1/+0 until end of turn

Flavor Text: "It rose above our heads, above the ship, and still higher yet.  
No foggy, ice-laden sea in the world could frighten me more."  
---General Jarkeld, the Arctic Fox

NO RULINGS

## 1.39 Shyft

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Shyft

Color = Blue  
Rarity = IA(R)  
Type = Summon Shyft (4/2)  
Cost = 4U  
Artist = Richard Thomas

Text (IA): During your upkeep, you may change the color of Shyft to any color or combination of colors.

Flavor Text: "Capturing this specimen was not easy. Study it well,  
that you someday might be as versatile."  
---Gerda Aagesdotter, Archmage of the Unseen

Rulings

## 1.40 Sibilant Spirit

Sibilant Spirit

Color = Blue  
Rarity = IA(R)  
Type = Summon Spirit (5/6)  
Cost = 5U  
Artist = Ron Spencer

Text (IA): Flying  
Whenever Sibilant Spirit is declared as an attacker, defending player may draw a card.

Flavor Text: "Relax. I'm sure it's just a snake hissing."  
---Avram Garrison, Leader of the Knights of Stromgald

Rulings

## 1.41 Silver Erne

Silver Erne

Color = Blue  
Rarity = IA(U)  
Type = Summon Erne (2/2)  
Cost = 3U  
Artist = Melissa Benson

Text (IA): Flying, trample

Flavor Text: "I've seen a larger Erne knock a Giant to the ground and stay airborne. They move not with the wind, but as the wind."  
---Arna Kennerud, Skyknight

NO RULINGS

## 1.42 Snow Devil

Snow Devil

Color = Blue  
Rarity = IA(C)  
Type = Enchant Creature  
Cost = 1U  
Artist = Ken Meyer Jr.

Text (IA): Target creature gains flying. As long as you control any snow-covered lands, that creature also gains first strike when blocking.

Flavor Text: "Give me wings to fly and speed to strike. In return, the glory I earn shall be yours."  
---Steinar Icefist, Balduvian Shaman

NO RULINGS

## 1.43 Snowfall

Snowfall

Color = Blue  
Rarity = IA(C)  
Type = Enchantment  
Cost = 2U  
Artist = Phil Foglio

Text (IA): Cumulative Upkeep: <U>  
Islands may produce an additional <U> when tapped for mana. This mana is usable only for cumulative upkeep. Snow-covered islands may produce either an additional <UU> or an additional <U> when tapped for mana. This mana is usable only for cumulative upkeep.

Rulings

## 1.44 Soldevi Machinist

Soldevi Machinist

Color = Blue  
Rarity = IA(U)  
Type = Summon Wizard (1/1)  
Cost = 1U  
Artist = Jeff A. Menges

---

Text (IA): <T>: Add two colorless mana to your mana pool. This mana may only be used to pay the activation cost of an artifact. Play this ability as an interrupt.

Flavor Text: "Perhaps this time the power of the artificers shall be used wisely."  
---Arcum Dagsson, Soldevi Machinist

Rulings

## 1.45 Soul Barrier

Soul Barrier

Color = Blue  
Rarity = IA(U)  
Type = Enchantment  
Cost = 2U  
Artist = Harold McNeill

Text (IA): Whenever target opponent casts a summon spell, Soul Barrier deals 2 damage to him or her. That player may pay <2> to prevent this damage.

Flavor Text: "There's more than one way to skin an Ouphe, or thwart a mage."  
---Gustha Ebbasdotter, Kjeldoran Royal Mage

Rulings

## 1.46 Thunder Wall

Thunder Wall

Color = Blue  
Rarity = IA(U)  
Type = Summon Wall (0/2)  
Cost = 1UU  
Artist = Richard Thomas

Text (IA): Flying  
<U>: +1/+1 until end of turn

Flavor Text: "The Lemures had barely take wing when the sky roared with thunder. The swarm of little beasts wavered, divided, and fell, crashing to the earth."  
---General Jarkeld, the Arctic Fox

NO RULINGS

## 1.47 Updraft

Updraft

Color = Blue  
Rarity = IA(U)  
Type = Instant  
Cost = 1U  
Artist = L.A. Williams

Text (IA): Target creature gains flying until end of turn. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "The power of flight has but one equal in battle: surprise. Understanding how to use both is the key to victory."  
---Arnjlot Olsson, Sky Mage

Rulings

## 1.48 Wind Spirit

Wind Spirit

Color = Blue  
Rarity = IA(U)  
Type = Summon Spirit (3/2)  
Cost = 4U  
Artist = Kaja Foglio

Text (IA): Flying  
Cannot be blocked by only one creature.

Flavor Text: "To visit the sky requires bravery, and thought, and little else. To master the sky requires the binding of its masters, and little else."  
---Arnjlot Olsson, Sky Mage

NO RULINGS

## 1.49 Winter's Chill

Winter's Chill

Color = Blue  
Rarity = IA(R)  
Type = Instant  
Cost = XU  
Artist = Edward Beard Jr.

Text (IA): Cast only during combat before defense is chosen. At end of combat, destroy X target attacking creatures; X cannot be greater than the number of snow-covered lands you control.

---



For each attacking creature, its controller may pay <1> or <2> to prevent it from being destroyed in this way. If that player pays <1>, the creature neither deals nor receives damage in combat. If that player pays <2>, the creature deals and receives damage in combat as normal.

Rulings

## 1.50 Word of Undoing

Word of Undoing

Color = Blue  
Rarity = IA(C) (Promo)  
Type = Instant  
Cost = U  
Artist = Christopher Rush

Text (IA): Return target creature to owner's hand. Return any white enchantments you own on that creature to your hand.

Flavor Text: "It was in Urza's journals that I finally found the secret at the core of the summonings."  
---Journal, author unknown

NO RULINGS

## 1.51 Wrath of Marit Lage

Wrath of Marit Lage

Color = Blue  
Rarity = IA(R)  
Type = Enchantment  
Cost = 3UU  
Artist = Mike Raabe

Text (IA): When Wrath of Marit Lage comes into play, tap all red creatures. Red creatures do not untap during their controller's untap phase.

Flavor Text: Dead Marit Lage lies dreaming, not dead.

NO RULINGS

## 1.52 Zur's Weirding

Zur's Weirding

Color = Blue  
Rarity = IA(R)

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Type = Enchantment  
Cost = 3U  
Artist = Douglas Shuler

Text (IA): All players play with the cards in their hands face up on the table. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Rulings

## 1.53 Zuran Enchanter

Zuran Enchanter

Color = Blue  
Rarity = IA(C)  
Type = Summon Wizard (1/1)  
Cost = 1U  
Artist = Edward Beard Jr.

Text (IA): <2BT>: Target player chooses and discards one card from his or her hand. Ignore this ability if that player has no cards in his or her hand. Use this ability only during your turn.

Flavor Text: "We are Kjeldorans no more."  
---Zur the Enchanter

Rulings

## 1.54 Zuran Spellcaster

Zuran Spellcaster

Color = Blue  
Rarity = IA(C)  
Type = Summon Wizard (1/1)  
Cost = 2U  
Artist = Liz Danforth

Text (IA): <T>: Zuran Spellcaster deals 1 damage to target creature or player.

Flavor Text: "A mage must be precise as well as potent; cautious, as well as clever."  
---Zur the Enchanter

NO RULINGS

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