

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

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

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

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) / 5E(U)
Type = Enchant Creature
Cost = 3U
Artist = Ruth Thompson (IA) / Jeff Miracola (5E)

Text (5E): During your upkeep, pay <1U> or bury Binding Grasp. Gain control of enchanted creature. That creature gets +0/+1.

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) / 5E(C)
Type = Instant

Cost = U
Artist = Christopher Rush

Text (5E): Draw three cards. Then, put any two cards from your hand on top of your library in any order.

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

Deflection

Color = Blue
Rarity = IA(R) / 5E(R)
Type = Interrupt
Cost = 3U
Artist = Mike Raabe

Text(5E): Target spell with a single target now targets a new legal target of your choice.

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) / 5E(C)
Type = Instant
Cost = 1U
Artist = L.A. Williams

Text(5E): Tap target artifact, creature, or land. Draw a card at the beginning of the next turn.

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

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

Rulings

1.15 Glacial Wall

Glacial Wall

Color = Blue
Rarity = IA(U) / 5E(U)
Type = Summon Wall (0/7)
Cost = 2U
Artist = Dameon Willich (IA) / Greg Simanson (5E)

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) / 5E(U)
Type = Interrupt
Cost = U
Artist = Kaja Foglio

Text (5E): Counter target spell if it is red, or destroy target permanent if it is red. (If this spell targets a permanent, play it as an instant.)

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.
<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 Agesdotter, Archmage of the Unseen

NO RULINGS

1.20 Illusionary Presence

Illusionary Presence

Color = Blue
Rarity = IA(R)
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.

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) / 5E(C)
Type = Summon Wizard (1/1)
Cost = 2U
Artist = Pat Morrissey

Text (5E): <T>, Choose and discard a nonblack card: Draw a card.
<T>, Choose and discard a black card: Draw two cards,
then choose and discard one of them.

Text (IA): <T>: Choose and discard a card from your hand to draw a card.
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) / 5E(R)
Type = Summon Wizard (1/1)
Cost = 1U
Artist = Kaja Foglio

Text (5E): <1UT>: Untap target artifact an opponent controls and gain
control of it until end of turn. That artifact is unaffected
by summoning sickness this turn. Tap the artifact if you lose
control of it at end of this turn.

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

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

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

NO RULINGS

1.34 Portent

Portent

Color = Blue
Rarity = IA(C) / 5E(C)
Type = Sorcery
Cost = U
Artist = Liz Danforth

Text (5E): Look at the top three cards of target player's library. Shuffle that library or put those three cards back on top of it in any order. Draw a card at the beginning of the next turn.

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) / 5E(C)
Type = Instant
Cost = 3U
Artist = Harold McNeill (IA/5E) / Andrew Robinson (MI)

Text (5E): Untap target creature an opponent controls and gain control of it until end of turn. That creature is unaffected by summoning sickness this turn. Tap the creature if you lose control of it at end of this turn.

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.

Flavor Text: "Heel."

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 .

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) / 5E(U)
 Type = Summon Spirit (2/3)
 Cost = 4U
 Artist = Rob Alexander (IA) / DiTerlizzi (5E)

Text (5E): <U>: +1/+0 until end of turn

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

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) / 5E(R)
Type = Summon Spirit (5/6)
Cost = 5U
Artist = Ron Spencer

Text (5E): Flying
If Sibilant Spirit attacks, defending player may draw a card.

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) / 5E(C)
Type = Enchantment
Cost = 2U
Artist = Harold McNeill

Text (5E): Whenever target opponent successfully casts a summon spell, Soul Barrier deals 2 damage to him or her. That player may pay <2> to prevent this damage.

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) / 5E(C)
Type = Instant
Cost = 1U
Artist = L.A. Williams (IA) / John Matson (5E)

Text (5E): Target creature gains flying until end of turn. Draw a card at the beginning of the next turn.

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) / 5E(U)
Type = Summon Spirit (3/2)
Cost = 4U
Artist = Kaja Foglio

Text (5E): Flying
Wind Spirit cannot be blocked by only one creature.

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) / 5E(R)
Type = Enchantment
Cost = 3U
Artist = Liz Danforth

Text (5E): Players play with their hands face up. Whenever any player draws a card, any other player may pay 2 life to force the drawing player to discard that card.

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
