MI_BLUE

Roger Gooren, Christian Gartsen, and Robert Woeltjes

COLLABORATORS

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WRITTEN BY	Roger Gooren, Christian Gartsen, and Robert Woeltjes	April 18, 2022	

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1.2   Ancestral Memories

```
Ancestral Memories

Color  = Blue
Rarity = MI(R) / PT(R)
Type   = Sorcery
Cost   = 2UUU
Artist = William Donohoe

Text(PT): Look at the top seven cards of your deck. Put two of them into
          your hand and the rest into your discard pile.

Text(MI): Look at the top seven cards of your library. Put two of those
          cards into your hand and the rest into your graveyard.

Flavor Text: "Even the ancient storytellers proclaimed Zhalfir to be
              dominant over all Jamuraa. Kaervek's invasion shocked
              us all." -Hakim, Loreweaver

 NO RULINGS
```

1.3   Azimaet Drake

```
Azimaet Drake

Color  = Blue
Rarity = MI(C)
Type   = Summon Drake (1/3)
Cost   = 2U
Artist = Gerry Grace

Text(MI): Flying.
          <U>: +1/+0 until end of turn. You cannot spend more than <U> in
          this way each turn.

Flavor Text: "A vizier's dish, best served drenched in honey and
              almonds." -Suq'Ata royal recipe

 NO RULINGS
```

1.4   Bay Falcon

```
Bay Falcon

Color  = Blue
Rarity = MI(C)
Type   = Summon Falcon (1/1)
Cost   = 1U
Artist = Una Fricker

Text(MI): Flying.
          Attacking does not cause Bay Falcon to tap.

Flavor Text: "Wear the falcon's feathers in your hair-be fast as
              the falcon, bright as the Sun." -"Rise on Wings,"
              Zhalfirin song

 NO RULINGS
```

1.5 Bazaar of Wonders

```
Bazaar of Wonders

Color  = Blue
Rarity = MI(R)
Type   = Enchant World
Cost   = 3UU
Artist = Liz Danforth

Text(MI): When Bazaar of Wonders comes into play, remove all cards in all
          graveyards from the game. Whenever a spell is played, counter it
          if a card with the same name is in play or in any graveyard.

Flavor Text: No Flavor Text

  Rulings
```

1.6 Cerulean Wyvern

```
Cerulean Wyvern

Color  = Blue
Rarity = MI(U)
Type   = Summon Wyvern (3/3)
Cost   = 4U
Artist = Gerry Grace

Text(MI): Flying, protection from green.

Flavor Text: "Once, a Quirion asked why I was so cautious when
              the day was clear. I told him of the sky-blue hide of
              the cerulean wyvern, and he offered me double if I could
              conjure a strong tailwind!"
```

```
                        -Sisay, Captain of the Weatherlight
```

  NO RULINGS

1.7 Cloak of Invisibility

```
Cloak of Invisibility

Color  = Blue
Rarity = MI(C)
Type   = Enchant Creature
Cost   = U
Artist = John Coulthart

Text(MI): Enchanted creature gains phasing and cannot be blocked except by
          Walls

Flavor Text: "Useful... if you can find it."
                  -Pashad ibn Asim, Suq'Ata trader
```

  NO RULINGS

1.8 Coral Fighters

```
Coral Fighters

Color  = Blue
Rarity = MI(U)
Type   = Summon Merfolk (1/1)
Cost   = 1U
Artist = Steve Luke

Text(MI): If Coral Fighters attacks and is not blocked, look at the top
          card of defending player's library. You may choose to put that
          card on the bottom of that player's library.

Flavor Text: No Flavor Text
```

  NO RULINGS

1.9 Daring Apprentice

```
Daring Apprentice

Color  = Blue
Rarity = MI(R)
Type   = Summon Wizard (1/1)
Cost   = 1UU
Artist = Kaja Foglio
```

Text(MI): <T>: Sacrifice Daring Apprentice: Counter target spell.

Flavor Text: In front of every great wizard is a doomed apprentice.

  Rulings

1.10 Dissipate

Dissipate

```
Color  = Blue
Rarity = MI(U)
Type   = Interrupt
Cost   = 1UU
Artist = Richard Kane Ferguson
```

Text(MI): Counter target spell. Remove that card from the game.

Flavor Text: "If you weren't born with it, you don't need it."
              -Grahilah, former trader of Amiqat

  Rulings

1.11 Dream Cache

Dream Cache

```
Color  = Blue
Rarity = MI(C) / TP(C)
Type   = Sorcery
Cost   = 2U
Artist = D. Alexander Gregory (MI) / Phil Foglio (TP)
```

Text(TP): Draw three cards. Choose two cards from your hand and put both
          on either the top or the bottom of your library.

Text(MI): Draw 3 cards. Choose two cards from your hand and put both on
          either the top or the bottom of your library.

Flavor Text: Dreams' riches are easily spent. --Suq'Ata adage

 NO RULINGS

1.12 Dream Fighter

Dream Fighter

```
Color  = Blue
Rarity = MI(C)
Type   = Summon Soldier (1/1)
```

```
Cost    = 2U
Artist  = Drew Tucker
```

Text(MI): Whenever Dream Fighter blocks or is blocked by a creature, Dream
         Fighter and that creature phase out.

Flavor Text: Not only the sleeping should fear dreams.

   Rulings

1.13 Energy Vortex

```
Energy Vortex

Color   = Blue
Rarity  = MI(R)
Type    = Enchantment
Cost    = 3UU
Artist  = Tom Wanerstrand
```

Text(MI): When you play Energy Vortex, choose target opponent. At the
         beginning of your upkeep, remove all energy counters from Energy
         Vortex. During chosen opponent's upkeep, he or she pays <1> for
         each energy counter on Energy Vortex, or it deals 3 damage to him
         or her.
         <X>: Put X energy counters on Energy Vortex. Use this ability
         only during your upkeep.

Flavor Text: No Flavor Text

   Rulings

1.14 Ether Well

```
Ether Well

Color   = Blue
Rarity  = MI(U)
Type    = Instant
Cost    = 3U
Artist  = Charles Gillespie
```

Text(MI): Put target creature on top of owner's library. If that creature
         is red, you may choose to put it on the bottom of owner's library
         instead.

Flavor Text: "Whoa—my tail will never fit through that hole!"

   Rulings

1.15   Flash

Flash

```
Color  = Blue
Rarity = MI(R)
Type   = Instant
Cost   = 1U
Artist = David Ho
```

Text(MI): Choose a creature card from your hand and put it into play as
         though it were just played. Pay the creature's casting cost
         reduced by up to <2>. If you cannot, bury the creature.

Flavor Text: No Flavor Text

   Rulings

1.16   Floodgate

Floodgate

```
Color  = Blue
Rarity = MI(U)
Type   = Summon Wall (0/5)
Cost   = 3U
Artist = Jeff Miracola
```

Text(MI): <3U>: If Floodgate gains flying, bury it. If Floodgate leaves
         play, it deals to each non-blue creature without flying 1 damage
         for each two islands you control.

Flavor Text: "Quick, Rhirhok-teach me to swim!"
             -Makht, goblin casualty

 NO RULINGS

1.17   Hakim, Loreweaver

Hakim, Loreweaver

```
Color  = Blue
Rarity = MI(R)
Type   = Summon Legend (2/4)
Cost   = 3UU
Artist = Alan Rabinowitz
```

Text(MI): Flying.
         <UU>: Put target creature enchantment card from your graveyard
         on Hakim, Loreweaver. Treat that enchantment as though it were
         just played. Use this ability only during your upkeep and only
         if there are no enchantments on Hakim.

```
            <UUT>: Destroy all enchantments on Hakim.
```

Flavor Text: No Flavor Text

  Rulings

1.18 Harmattan Efreet

```
Harmattan Efreet

Color   = Blue
Rarity  = MI(U)
Type    = Summon Efreet (2/2)
Cost    = 2UU
Artist  = Drew Tucker

Text(MI): Flying.
          <UU1>: Target creature gains flying until end of turn.

Flavor Text: "One moment I was walking along the beach, and the next
              I was high in the air, staring into a hideous smiling face."
              -Tarub, Suq'Ata sailor
```

 NO RULINGS

1.19 Jolt

```
Jolt

Color   = Blue
Rarity  = MI(C)
Type    = Instant
Cost    = 2U
Artist  = John Matson

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

Flavor Text: "There's nothing like a sudden shock to clarify one's
              thoughts." -Pashad ibn Asim, Suq'Ata trader
```

 NO RULINGS

1.20 Kukemssa Pirates

```
Kukemssa Pirates

Color   = Blue
Rarity  = MI(R)
Type    = Summon Pirates (2/2)
```

```
Cost    = 3U
Artist  = Jock
```

Text(MI): If Kukemssa Pirates attacks and is not blocked, you may choose to
         have it deal no damage to defending player this turn. If you do,
         gain control of target artifact that player controls.

Flavor Text: "...pirates gambled with a djinn and lost the thing
               more dear than gold."
               -"Love Song of Night and Day"

  NO RULINGS

1.21 Kukemssa Serpent

```
Kukemssa Serpent

Color   = Blue
Rarity  = MI(C)
Type    = Summon Serpent (4/3)
Cost    = 3U
Artist  = Ian Miller
```

Text(MI): Islandhome.
         <U>: Sacrifice an island: Target land an opponent controls is
         an island until end of turn.

Flavor Text: No Flavor Text

  NO RULINGS

1.22 Meddle

```
Meddle

Color   = Blue
Rarity  = MI(U)
Type    = Interrupt
Cost    = 1U
Artist  = Brian Snoddy
```

Text(MI): Target spell, which targets a single creature, targets another
         creature of your choice instead. The new target must be legal.

Flavor Text: "Shadimir was as surprised as he was relieved when
               the blow turned aside." -Afari, Tales

  Rulings

1.23 Merfolk Raiders

```
Merfolk Raiders

Color   = Blue
Rarity  = MI(C)
Type    = Summon Merfolk (2/3)
Cost    = 1U
Artist  = Steve Luke

Text(MI): Phasing; islandwalk.

Flavor Text: "Turn your back for a second and they just vanish!
              As if they weren't shifty enough before."
              -Rhirhok, goblin archer

 NO RULINGS
```

1.24 Merfolk Seer

```
Merfolk Seer

Color   = Blue
Rarity  = MI(C)
Type    = Summon Merfolk (2/2)
Cost    = 2U
Artist  = Steve Luke

Text(MI): <U1>: Draw a card. Use this ability only when Merfolk Seer is
          put into the graveyard from play and only once.

Flavor Text: The sea leaves no room for tears. --Zhalfirin adage

 NO RULINGS
```

1.25 Mind Bend

```
Mind Bend

Color   = Blue
Rarity  = MI(U)
Type    = Instant
Cost    = U
Artist  = Mike Dringenberg

Text(MI): Change the text of target permanent by replacing all instances of
          one color word or basic land type with another.

Flavor Text: No Flavor Text

  Rulings
```

1.26 Mind Harness

Mind Harness

```
Color   = Blue
Rarity  = MI(U)
Type    = Enchant Creature
Cost    = U
Artist  = John Malloy
```

Text(MI): Play only on a red or green creature. Cumulative upkeep <1>.
          Gain control of enchanted creature.

Flavor Text: Centuries ago, Mangara won the loyalty of the Quirion
                 not by ruling their minds but by supporting their
                 independence.

  NO RULINGS

1.27 Mist Dragon

Mist Dragon

```
Color   = Blue
Rarity  = MI(R)
Type    = Summon Dragon (4/4)
Cost    = 4UU
Artist  = Al Davidson
```

Text(MI): <0>: Flying.
          <0>: Loses Flying.
          <UU3>: Phases out.

Flavor Text: "Across the plains, farmers who braved the mists began
                 to vanish. Most blamed the goblins; none guessed the truth."
                 -Hakim, Loreweaver

  NO RULINGS

1.28 Mystical Tutor

Mystical Tutor

```
Color   = Blue
Rarity  = MI(U)
Type    = Instant
Cost    = U
Artist  = David O'Connor
```

Text(MI): Search your library for an instant, interrupt, mana source, or
          sorcery card and reveal that card to all players. Shuffle your

```
            library and put the revealed card back on top of it.

Flavor Text: "To the tutors, a 'poem of sand' was of little account,
              a 'poem of ivory,' priceless." -Afari, Tales

  Rulings
```

1.29 Political Trickery

```
Political Trickery

Color  = Blue
Rarity = MI(R)
Type   = Sorcery
Cost   = 2U
Artist = Scott Kirschner

Text(MI): Choose target land you control and target land an opponent
          controls. Exchange control of these lands.

Flavor Text: "Politics is a game-move a stone here, move a stone
              there except sometimes the stones bleed."
              -Shauku, Endbringer

  Rulings
```

1.30 Polymorph

```
Polymorph

Color  = Blue
Rarity = MI(R)
Type   = Sorcery
Cost   = 3U
Artist = Robert Bliss

Text(MI): Bury target creature. That creature's controller reveals cards
          from the top of his or her library until a creature card is
          revealed and then puts that creature into play under his or her
          control as though it were just played. The player shuffles all
          other revealed cards into his or her library.

Flavor Text: "Ahh! Opposable digits!"

  Rulings
```

1.31 Prismatic Lace

```
Prismatic Lace

Color  = Blue
Rarity = MI(R)
Type   = Instant
Cost   = U
Artist = David O'Connor

Text(MI): Target permanent becomes the color(s) of your choice. Costs to
          tap, maintain, or use an ability of that permanent remain
          unchanged.

Flavor Text: No Flavor Text

  NO RULINGS
```

1.32   Psychic Transfer

```
Psychic Transfer

Color  = Blue
Rarity = MI(R)
Type   = Sorcery
Cost   = 4U
Artist = Dom!

Text(MI): Compare your life total with target player's life total. If the
          difference is 5 or less and you have at least 1 life, exchange
          life totals with that player.

Flavor Text: "The memory of your existence will fade like the final
              stars of morning." -Kaervek

   Rulings
```

1.33   Reality Ripple

```
Reality Ripple

Color  = Blue
Rarity = MI(C)
Type   = Instant
Cost   = 1U
Artist = Alan Rabinowitz

Text(MI): Target artifact, creature, or land phases out.

Flavor Text: "Can you prepare for the unexpected? No, you cannot.
              You can prepare only to be surprised." -Teferi

  NO RULINGS
```

1.34 Sandbar Crocodile

```
Sandbar Crocodile

Color  = Blue
Rarity = MI(C)
Type   = Summon Crocodile (6/5)
Cost   = 4U
Artist = Una Fricker

Text(MI): Phasing.

Flavor Text: "We've run aground sandbars before, but today,
              a sandbar ran aground us."
              -Kipkemboi, Kukemssa pirate

 NO RULINGS
```

1.35 Sapphire Charm

```
Sapphire Charm

Color  = Blue
Rarity = MI(C)
Type   = Instant
Cost   = U
Artist = Steve Luke

Text(MI): Choose one; Target player draws a card at the beginning of the
          next turn's upkeep; or target creature an opponent controls
          phases out; or target creature gains flying until end of turn.

Flavor Text: No Flavor Text

  Rulings
```

1.36 Sea Scryer

```
Sea Scryer

Color  = Blue
Rarity = MI(C)
Type   = Summon Merfolk (1/1)
Cost   = 1U
Artist = Martin McKenna

Text(MI): <T>: Add one colorless mana to your mana pool.
          Play this ability as a mana source.
          <1T>: Add <U> to your mana pool.
          Play this ability as a mana source.

Flavor Text: No Flavor Text
```

NO RULINGS

1.37 Shaper Guildmage

```
Shaper Guildmage

Color   = Blue
Rarity  = MI(C)
Type    = Summon Wizard (1/1)
Cost    = U
Artist  = D. Alexander Gregory

Text(MI): <WT>: Target creature gains first strike until end of turn.
          <BT>: Target creature gets +1/+0 until end of turn.

Flavor Text: Shape this world in Zhalfir's image. --Shaper Guild maxim
```

NO RULINGS

1.38 Shimmer

```
Shimmer

Color   = Blue
Rarity  = MI(R)
Type    = Enchantment
Cost    = 2UU
Artist  = David A. Cherry

Text(MI): When you play Shimmer, choose a land type. All lands of the
          chosen type gain phasing.

Flavor Text: To buy unseen land, pay in unseen coin. --Suq'Ata maxim
```

Rulings

1.39 Soar

```
Soar

Color   = Blue
Rarity  = MI(C)
Type    = Enchant Creature
Cost    = 1U
Artist  = Tony Roberts

Text(MI): You may choose to play Soar an an instant; if you do, bury it at
          the end of turn. Enchanted creature gets +0/+1 and gains flying.
```

Flavor Text: "Would you give up your hands to fly?
               That is what the birds have done."
               -The One Thousand Questions

    Rulings

1.40   Suq'Ata Firewalker

Suq'Ata Firewalker

Color   = Blue
Rarity = MI(U)
Type   = Summon Wizard (0/1)
Cost   = 1UU
Artist = David O'Connor

Text(MI): Suq-Ata Firewalker cannot be the target of red spells or effects.
          <T>: Suq'Ata Firewalker deals 1 damage to target creature or
          player.

Flavor Text: "Comfortable even in a furnace? I've never met one
               who'd accept my wager." -Talibah, embermage

 NO RULINGS

1.41   Taniwha

Taniwha

Color   = Blue
Rarity = MI(R)
Type   = Summon Legend (7/7)
Cost   = 3UU
Artist = Ian Miller

Text(MI): Phasing, Trample.
          At the beginning of your upkeep, all lands you control phase out.

Flavor Text: "Taniwha rolls in its sleep, and the land is awash with
               the waves." -Poetics of Hanan

 NO RULINGS

1.42   Teferi's Curse

Teferi's Curse

Color   = Blue
Rarity = MI(C)
Type   = Enchant Permanent

```
Cost    = 1U
Artist  = Robert Bliss

Text(MI): Play only on an artifact or creature. Enchanted permanent gains
          phasing.

Flavor Text: "Stepping through time is like riding a camel.
              It may get you where you want to go, but the ride
              is rarely pleasant." -Teferi

  Rulings
```

1.43   Teferi's Drake

```
Teferi's Drake

Color   = Blue
Rarity  = MI(C)
Type    = Summon Drake (3/2)
Cost    = 2U
Artist  = Kari Johnson

Text(MI): Flying, phasing.

Flavor Text: "We threw dried fruit to the drakes that rode the air,
              streaming along the Weatherlight's side as we sailed amidst
              the clouds." -Sisay, Captain of the Weatherlight

 NO RULINGS
```

1.44   Teferi's Imp

```
Teferi's Imp

Color   = Blue
Rarity  = MI(R)
Type    = Summon Imp (1/1)
Cost    = 2U
Artist  = Una Fricker

Text(MI): Flying, Phasing.
          When Teferi's Imp phases out, choose and discard a card.
          When Teferi's Imp phases in, draw a card.

Flavor Text: Made you look.

  Rulings
```

1.45   Thirst

```
Thirst

Color  = Blue
Rarity = MI(C)
Type   = Enchant Creature
Cost   = 2U
Artist = Roger Raupp

Text(MI): When Thirst comes into play, tap enchanted creature. During your
          upkeep, pay <U> or bury Thirst. Enchanted creature does not
          untap during its controller's untap phase.

Flavor Text: The first of the Thousand Deaths.

  NO RULINGS
```

1.46 Tidal Wave

```
Tidal Wave

Color  = Blue
Rarity = MI(U)
Type   = Instant
Cost   = 2U
Artist = Brian Snoddy

Text(MI): Put a Wave token into play. Treat this token as a 5/5 blue
          creature that counts as a Wall. Bury the token at end of any
          turn.

Flavor Text: When mountains ride the sea, waves live upon the fields.

  NO RULINGS
```

1.47 Vaporous Djinn

```
Vaporous Djinn

Color  = Blue
Rarity = MI(U)
Type   = Summon Djinn (3/4)
Cost   = 2UU
Artist = Adam Rex

Text(MI): Flying.
          During your upkeep, pay <UU> or Vaporous Djinn phases out.

Flavor Text: "What is taking them so long to fill the waterskins?"
                -Mwani, Mtenda goatherd

  NO RULINGS
```

1.48 Wave Elemental

```
Wave Elemental

Color  = Blue
Rarity = MI(U)
Type   = Summon Elemental (2/3)
Cost   = 2UU
Artist = Zak Plucinski

Text(MI): <UT>: Sacrifice Wave Elemental: Tap up to three target
          creatures without flying.

Flavor Text: "Consider the wave: how weak the mother yet how strong
              the child." -Tywanna, Shaper Guildmage


 NO RULINGS
```