PT_BLUE

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COLLABORATORS

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Contents

Chapter 1

PT_BLUE

1.1 Portal - Blue Cards

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                    Portal - Blue Cards

        Ancestral Memories
          Balance of Power

          Baleful Stare

          Capricious Sorcerer

          Cloak of Feathers

          Cloud Dragon

          Cloud Pirates

          Cloud Spirit

          Command of Unsummoning

          Coral Eel

          Cruel Fate

          Deep-Sea Serpent

          Deja Vu

          Djinn of the Lamp

          Exhaustion
                    Flux

          Giant Octopus

          Horned Turtle

          Ingenious Thief
```

```
                         Man-O'-War
            Merfolk o/t P. Trident
              Mystic Denial

              Omen

              Owl Familiar

              Personal Tutor
                       Phantom Warrior
            Prosperity
              Snapping Drake

              Sorcerous Sight
                       Storm Crow

              Symbol of Unsummoning

              Taunt

              Theft of Dreams

              Thing from the Deep

              Tidal Surge

              Time Ebb

              Touch of Brilliance

              Wind Drake
                         Withering Gaze
```

1.2 Balance of Power

```
Balance of Power

Color   = Blue
Rarity  = PT(R)
Type    = Sorcery
Cost    = 3UU
Artist  = Adam Rex

Text(PT): If you have Fewer cards in your hand than your opponent does,
          draw until you have the same number. (When you play Balance
          of Power, it doesn't count as in your hand.)

 NO RULINGS
```

1.3 Baleful Stare

```
Baleful Stare

Color   = Blue
Rarity  = PT(U)
Type    = Sorcery
Cost    = 2U
Artist  = John Coulthart

Text(PT): Look at your opponent's hand. For each mountain an red card there,
          you draw a card. (You draw from your deck.)

   NO RULINGS
```

1.4 Capricious Sorcerer

```
Capricious Sorcerer

Color   = Blue
Rarity  = PT(R)
Type    = Summon Creature (1/1)
Cost    = 2U
Artist  = Zina Saunders

Text(PT): On your turn, before you attack, you may tap Capricious Sorcerer to
          have it deal 1 damage to any one creature or player.

   NO RULINGS
```

1.5 Cloak of Feathers

```
Cloak of Feathers

Color   = Blue
Rarity  = PT(C)
Type    = Sorcery
Cost    = U
Artist  = Rebecca Guay

Text(PT)= Any one creature gains flying until the end of the turn you draw
          a Card.

   NO RULINGS
```

1.6 Cloud Dragon

```
Cloud Dragon

Color   = Blue
Rarity  = PT(R)
```

```
Type    = Summon Creature (5/4)
Cost    = 5U
Artist  = John Avon

Text(PT)= Flying.  Cloud Dragon can intercept only creatures with flying.

   NO RULINGS
```

1.7   Cloud Pirates

```
Cloud Pirates

Color   = Blue
Rarity  = PT(C)
Type    = Summon Creature (1/1)
Cost    = U
Artist  = Phil Foglio

Text(PT): Cloud Pirates can intercept only creatures with flying.

   NO RULINGS
```

1.8   Cloud Spirit

```
Cloud Spirit

Color   = Blue
Rarity  = PT(U)
Type    = Summon Creature (3/1)
Cost    = 2U
Artist  = DiTerlizzi

Text(PT): Flying.
          Cloud Spirit can intercept only creatures with flying.

   NO RULINGS
```

1.9   Command of Unsummoning

```
Command of Unsummoning

Color   = Blue
Rarity  = PT(U)
Type    = Sorcery
Cost    = 2U
Artist  = Phil Foglio

Text(PT): Play Command of Unsummoning only after you're attacked,
          before you declare interceptors. Return any one or two
          attacking creatures to their Owner's hand.
```

NO RULINGS

1.10   Coral Eel

Coral Eel

```
Color   = Blue
Rarity  = PT(C)
Type    = Summon Creature (2/1)
Cost    = 1U
Artist  = Una Fricker
```

NO RULINGS

1.11   Cruel Fate

Cruel Fate

```
Color   = Blue
Rarity  = PT(R)
Type    = Sorcery
Cost    = 4U
Artist  = Adrian Smith
```

Text(PT): Look at the top five cards of your opponent's deck. Put one of
         them into your opponent's discard pile and the rest on top of
         his or her deck in any order.

NO RULINGS

1.12   Deep-Sea Serpent

Deep-Sea Serpent

```
Color   = Blue
Rarity  = PT(U)
Type    = Summon Creature (5/5)
Cost    = 4UU
Artist  = Scott M. Fischer
```

Text(PT): Deep-Sea Serpent can attack only in the defending player has an
         island in play.

NO RULINGS

1.13   deja_

```
Deja Vu

Color   = Blue
Rarity  = PT(C)
Type    = Sorcery
Cost    = 2U
Artist  = Hannibal King
```

Text(PT): Return any one sorcery card from your discard pile to your hand.

   NO RULINGS

1.14   Djinn of the Lamp

```
Djinn of the Lamp

Color   = Blue
Rarity  = PT(R)
Type    = Summon Creature (5/6)
Cost    = 5UU
Artist  = DiTerlizzi
```

Text(PT): Flying.

   NO RULINGS

1.15   Exhaustion

```
Exhaustion

Color   = Blue
Rarity  = PT(R)
Type    = Sorcery
Cost    = 2U
Artist  = DiTerlizzi
```

Text(PT): At the beginning of your opponent's next turn, he or she skips
         untapping his or her creatures and lands.

   NO RULINGS

1.16   Giant Octopus

```
Giant Octopus

Color   = Blue
Rarity  = PT(C)
```

```
Type    = Summon Creature (3/3)
Cost    = 3U
Artist  = John Matson
```

   NO RULINGS

1.17   Horned Turtle

```
Horned Turtle

Color   = Blue
Rarity  = PT(C) / TP(C)
Type    = Summon Creature (1/4) / Summon Turtle (1/4)
Cost    = 2U
Artist  = Adrian Smith (PT) / DiTerlizzi (TP)
```

   NO RULINGS

1.18   Ingenious Thief

```
Ingenious Thief

Color   = Blue
Rarity  = PT(U)
Type    = Summon Creatures (1/1)
Cost    = 1U
Artist  = Dan Frazier

Text(PT): Flying.
          When Ingenious Thief comes into play from your hand, look at
          your opponent's hand.
```

   NO RULINGS

1.19   Mystic Denial

```
Mystic Denial

Color   = Blue
Rarity  = PT(U)
Type    = Sorcery
Cost    = 1UU
Artist  = Hannibal King

Text(PT): Play Mystic Denial only in response to another player playing
          a summon creature or a sorcery. That card has no effect, and
          that player puts it into his or her discard pile.
```

   NO RULINGS

1.20 Omen

```
Omen

Color   = Blue
Rarity  = PT(C)
Type    = Sorcery
Cost    = 1U
Artist  = Eric Peterson
```

Text(PT): Look at the top three cards of your deck and return them in
          any order. You may choose to shuffle your deck. Then draw a
          card.

   NO RULINGS

1.21 Owl Familiar

```
Owl Familiar

Color   = Blue
Rarity  = PT(C)
Type    = Summon Creature (1/1)
Cost    = 1U
Artist  = Janine Johnston
```

Text(PT): Flying.
          When Owl Familiar comes into play from your hand, draw a card,
          then choose and discard a card from your hand.

   NO RULINGS

1.22 Personal Tutor

```
Personal Tutor

Color   = Blue
Rarity  = PT(U)
Type    = Sorcery
Cost    = U
Artist  = D. Alexander Gregory
```

Text(PT): Search your deck for a sorcery and reveal that card to all
          players. Shuffle your deck and put the revealed card on top
          of it.

   NO RULINGS

1.23 Snapping Drake

```
Snapping Drake

Color   = Blue
Rarity  = PT(C)
Type    = Summon Creature 3/2
Cost    = 3U
Artist  = Christopher Rush

Text(PT): Flying.

  NO RULINGS
```

1.24 Sorcerous Sight

```
Sorcerous Sight

Color   = Blue
Rarity  = PT(C)
Type    = Sorcery
Cost    = U
Artist  = Kaja Foglio

Text(PT): Look at your opponent's hand. You draw a card. (Draw the card
          from your deck.)

  NO RULINGS
```

1.25 Symbol of Unsummoning

```
Symbol of Unsummoning

Color   = Blue
Rarity  = PT(C)
Type    = Sorcery
Cost    = 2U
Artist  = Adam Rex

Text(PT): Return any one creature to it's owner's hand. You draw a card.

  NO RULINGS
```

1.26 Taunt

```
Taunt

Color   = Blue
Rarity  = PT(R)
Type    = Sorcery
Cost    = U
```

```
Artist  = Phil Foglio

Text(PT): Choose any player. on that player's next turn, all his or her
          creatures that can attack you must do so.

   NO RULINGS
```

1.27   Theft of Dreams

```
Theft of Dreams

Color   = Blue
Rarity  = PT(U)
Type    = Sorcery
Cost    = 2U
Artist  = Adam Rex

Text(PT): For each tapped creature your opponent has in play, you draw
          a card.

   NO RULINGS
```

1.28   Thing from the Deep

```
Thing from the Deep

Color   = Blue
Rarity  = PT(R)
Type    = Summon Creature 9/9
Cost    = 6UUU
Artist  = Paolo Parente

Text(PT): If Thing of the Deep attacks, destroy one of your islands
          or destroy Thing from the Deep.

   NO RULINGS
```

1.29   Tidal Surge

```
Tidal Surge

Color   = Blue
Rarity  = PT(C)
Type    = Sorcery
Cost    = 1U
Artist  = Douglas Shuler

Text(PT): Tap any one, two or three creatures without flying.
          (Tapped creatures can't intercept.)
```

```
    NO RULINGS
```

1.30   Time Ebb

```
Time Ebb

Color  = Blue
Rarity = PT(C) / TP(C)
Type   = Sorcery
Cost   = 2U
Artist = Alan Rabinowitz (PT) / Thomas M. Baxa (TP)

Text(TP): Put target creature on top of owner's library.

Text(PT): Return any one creature to the top of its owner's deck.
```

```
    NO RULINGS
```

1.31   Touch of Brilliance

```
Touch of Brilliance

Color  = Blue
Rarity = PT(C)
Type   = Sorcery
Cost   = 3U
Artist = John Coulthart

Text(PT): Draw two cards.
```

```
    NO RULINGS
```

1.32   Wind Drake

```
Wind Drake

Color  = Blue
Rarity = PT(C) / TP(C)
Type   = Summon Creature (2/2) (PT) / Summon Drake (2/2) (TP)
Cost   = 2U
Artist = Zina Saunders (PT) / Greg Simanson (TP)

Text(TP): Flying.

Text(PT): Flying.
```

```
    NO RULINGS
```

1.33 Withering Gaze

```
Withering Gaze"

Color   = Blue
Rarity  = PT(U)
Type    = Sorcery
Cost    = 2U
Artist  = Scott M. Fischer

Text(PT): Look at your opponent's hand. for each forest and green card
          there, you draw a card. (You draw from your deck.)

   NO RULINGS
```