

VI_BLUE

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COLLABORATORS

	<i>TITLE :</i> VI_BLUE		
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Chapter 1

VI_BLUE

1.1 Visions - Blue Cards

Visions - Blue Cards

Betrayal	Breezekeeper
Chronatog	Cloud Elemental
Desertion	Dream Tides
Flooded Shoreline	Foreshadow
Impulse	Inspiration
Knight of the Mists	Man-o'-War
Mystic Veil	Ovinomancer
Prosperity	Rainbow Efreet
Shimmering Efreet	Shrieking Drake
Teferi's Realm	Three Wishes
Time and Tide	Undo
Vanishing	Vision Charm
Waterspout Djinn	

1.2 Betrayal

Betrayal

Color = Blue
Rarity = VI(C)
Type = Enchant Creature
Cost = U
Artist = Gary Leach

Text(VI): Play only on a creature an opponent controls.
If enchanted creature becomes tapped, draw a card.

Flavor Text: "Sometimes a burden can be borne only on the shoulders
of a willing enemy." -Suq'Ata aphorism

Rulings

1.3 Breezekeeper

Breezekeeper

Color = Blue
Rarity = VI(C)
Type = Summon Djinn (4/4)
Cost = 3U
Artist = Adam Rex

Text (VI): Flying, Phasing

Flavor Text: "He blows a gust across the cliff to vanish in a
breath of wind." -"Song of the Wind Being"

NO RULINGS

1.4 Chronatog

Chronatog

Color = Blue
Rarity = VI(R)
Type = Summon Atog (1/2)
Cost = 1U
Artist = Christopher Rush

Text (VI): Skip your next turn: Chronatog gets +3/+3 until end of turn.
Use this ability only once each turn.

Flavor Text: For the chronatog, there is no meal like the present.

Rulings

1.5 Cloud Elemental

Cloud Elemental

Color = Blue
Rarity = VI(C)
Type = Summon Elemental (2/3)
Cost = 2U
Artist = Adam Rex

Text (VI): Flying
Cloud Elemental can block only creatures with flying.

Flavor Text: "You know you've angered the gods when the clouds
turn against you." -Sisay, Captain of the Weatherlight

NO RULINGS

1.6 Desertion

Desertion

Color = Blue
Rarity = VI (R)
Type = Interrupt
Cost = 3UU
Artist = Richard Kane-Ferguson

Text (VI): Counter target spell. If that spell is an artifact or summon spell, put that card into play under your control as though it were just played.

Flavor Text: First the insult, then the injury.

Rulings

1.7 Dream Tides

Dream Tides

Color = Blue
Rarity = VI (U)
Type = Enchantment
Cost = 2UU
Artist = Jerry Tiritilli

Text (VI): Creatures do not untap during their controllers' untap phase. Each nongreen creature's controller may pay an additional <2> during his or her upkeep to untap that creature.

Flavor Text: No Flavor Text

Rulings

1.8 Flooded Shoreline

Flooded Shoreline

Color = Blue
Rarity = VI (R)
Type = Enchantment
Cost = UU
Artist = Romas Kukalis

Text (VI): <UU>, Return two islands you control to owner's hand: Return target creature to owner's hand.

Flavor Text: "Some say the sea is jealous of the land and wishes to climb its heights to meet the sky." -Afari, Tales

NO RULINGS

1.9 Foreshadow

Foreshadow

Color = Blue
Rarity = VI(U)
Type = Instant
Cost = 1U
Artist = George Pratt

Text(VI): Name a card. Put the top card from target opponent's library into his or her graveyard. If that card is the one named, draw a card. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: No Flavor Text

Rulings

1.10 Impulse

Impulse

Color = Blue
Rarity = VI(C)
Type = Instant
Cost = 1U
Artist = Bryan Talbot

Text(VI): Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library. Shuffle your library afterwards.

Flavor Text: "Controlling time ensures you need never look impulsive again." -Teferi

Rulings

1.11 Inspiration

Inspiration

Color = Blue
Rarity = VI(C)
Type = Instant
Cost = 3U
Artist = Zina Saunders

Text(VI): Target player draws two cards.

Flavor Text: "Madness and genius are separated only by degrees of success." -Sidar Jabari

NO RULINGS

1.12 Knight of the Mists

Knight of the Mists

Color = Blue
Rarity = VI(C)
Type = Summon Knight (2/2)
Cost = 2U
Artist = Harold McNeill

Text (VI): Flanking.
When Knight of the Mists comes into play, pay <U> or bury target Knight.

Flavor Text: Knight of the Mists When Knight of the Mists comes into play, pay oU or bury target Knight. Fear the mists, for they are armed.

Rulings

1.13 Man-o'-War

Man-o'-War

Color = Blue
Rarity = VI(C) / PT(U)
Type = Summon Jellyfish (2/2) / Summon Creature (2/2)
Cost = 2U
Artist = John J. Muth / Una Fricker

Text (PT): When Man-o'-War comes into play from your hand, return any one creature to its Owner's hand. (If you're the only one with creatures, return one of them to your hand.)

Text (VI): When Man-o'-War comes into play, return target creature to owner's hand.

Flavor Text: No Flavor Text

Rulings

1.14 Mystic Veil

Mystic Veil

Color = Blue
Rarity = VI(C)
Type = Enchant Creature
Cost = 1U
Artist = D. Alexander Gregory

Text(VI): You may choose to play Mystic Veil as an instant; if you do, bury it at the end of turn.
Enchanted creature cannot be the target of spells or effects.

Flavor Text: "Magic is my thread, my will the needle. I weave over you as if you never were." -Poetics of Hanan

Rulings

1.15 Ovinomancer

Ovinomancer

Color = Blue
Rarity = VI(U)
Type = Summon Sorcerer (0/1)
Cost = 2U
Artist = Kevin Walker

Text(VI): When Ovinomancer comes into play, return 3 basic lands you control to owner's hand or bury Ovinomancer.
<T>, Return Ovinomancer to owner's and: Bury target creature and put a Sheep token into play under the control of the creature's controller. Treat this token as an 0/1 green creature.

Flavor Text: No Flavor Text

Rulings

1.16 Prosperity

Prosperity

Color = Blue
Rarity = VI(U) / PT(R)
Type = Sorcery
Cost = XU
Artist = Dan Frazier / Phil Foglio

Text(PT): Each player draws X cards.

Text(VI): Each player draws X cards.

Flavor Text: "Wealth is a good thing, compared to poverty-your food is better, your robes are softer, and your companions have bathed more recently." -Kipkemboi, Kukemssa pirate

Rulings

1.17 Rainbow Efreet

Rainbow Efreet

Color = Blue
Rarity = VI(R)
Type = Summon Efreet (3/1)
Cost = 3U
Artist = Nathalie Hertz

Text (VI): Flying
<UU>: Phase out.

Flavor Text: "A beauty made more so by its fleeting visitations."
-Teferi

NO RULINGS

1.18 Shimmering Efreet

Shimmering Efreet

Color = Blue
Rarity = VI(U)
Type = Summon Efreet (2/2)
Cost = 2U
Artist = Thomas Gianni

Text (VI): Flying, Phasing
When Shimmering Efreet phases in, target creature phases out.

Flavor Text: "Flog and Squee. Up the tree. See the army.
Flee, flee, flee." -Goblin nursery rhyme/war cry

Rulings

1.19 Shrieking Drake

Shrieking Drake

Color = Blue
Rarity = VI(C)
Type = Summon Drake (1/1)
Cost = U

Artist = Ian Miller

Text (VI): Flying.

When Shieking Drake comes into play, return target creature you control to owner's hand.

Flavor Text: When Shrieking Drake comes into play, return a creature you control to "Kaervek believes the drakes' cries herald his victory; in truth, they mourn aloud for his impending demise." -Teferi

NO RULINGS

1.20 Teferi's Realm

Teferi's Realm

Color = Blue

Rarity = VI(R)

Type = Enchant World

Cost = 1UU

Artist = Alan Rabinowitz

Text (VI): At the beginning of each player's upkeep, that player chooses artifacts, creatures, lands, or global enchantments. All cards of that type phase out.

Flavor Text: No Flavor Text

Rulings

1.21 Three Wishes

Three Wishes

Color = Blue

Rarity = VI(R)

Type = Instant

Cost = 1UU

Artist = George Pratt

Text (VI): Take the top three cards from your library, look at them, and set them aside face down. You may play those cards as though they were in your hand. At the beginning of your next turn, bury any of those cards not played.

Flavor Text: No Flavor Text

Rulings

1.22 Time and Tide

Time and Tide

Color = Blue
Rarity = VI(U)
Type = Instant
Cost = UU
Artist = George Pratt

Text(VI): All creatures that are phased out phase in and all creatures with phasing phase out.

Flavor Text: "Time may heal all wounds, but what heals time?"
-Teferi

Rulings

1.23 Undo

Undo

Color = Blue
Rarity = VI(C)
Type = Sorcery
Cost = 1UU
Artist = Terese Nielsen

Text(VI): Return two target creatures to owner's hand.

Flavor Text: "Oft have I wished to undo past deeds, but never did
I imagine they would be undone for me."
-Naimah, Femeref philosopher

Rulings

1.24 Vanishing

Vanishing

Color = Blue
Rarity = VI(C)
Type = Enchant Creature
Cost = U
Artist = Gary Gianni

Text(VI): <UU>: Enchanted creature phases out.

Flavor Text: "Careless, like a child with fire, so was I with time."
-Teferi

NO RULINGS

1.25 Vision Charm

Vision Charm

Color = Blue
Rarity = VI(C)
Type = Instant
Cost = U
Artist = Greg Spalenka

Text(VI): Choose one – Target artifact phases out; or put the top four cards from target player's library into his or her graveyard; or all lands of one type are basic lands of your choice until end of turn.

Flavor Text: No Flavor Text

Rulings

1.26 Waterspout Djinn

Waterspout Djinn

Color = Blue
Rarity = VI(U)
Type = Summon Djinn (4/4)
Cost = 2UU
Artist = Thomas Gianni

Text(VI): During your upkeep, return an untapped island you control to owner's hand or bury Waterspout Djinn.

Flavor Text: "Fly us higher, out of its storm."
-Sisay, Captain of the Weatherlight

Rulings
