VI_BLUE

Roger Gooren, Christian Gartsen, and Robert Woeltjes

COLLABORATORS

	TITLE : VI_BLUE		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Roger Gooren, Christian Gartsen, and Robert Woeltjes	April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

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
```

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 libary, 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
```