IA_GOLD

Tom de Ruyter

IA_GOLD ii

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Chapter 1

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1.1 Ice Age - Multicolored Cards

Ice Age - Multicolored Cards

Altar of Bone

Centaur Archer

Chromatic Armor

Diabolic Vision

Earthlink

Elemental Augury

Essence Vortex

Fiery Justice

Fire Covenant

Flooded Woodlands

Fumarole

Ghostly Flame

Giant Trap Door Spider

Glaciers

Hymn of Rebirth

Kjeldoran Frostbeast

Merieke Ri Berit

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Monsoon

Mountain Titan

Reclamation

Skeleton Ship

Spectral Shield

Storm Spirit

Stormbind

Wings of Aesthir

1.2 Altar of Bone

Altar of Bone

Color = White/Green

Rarity = IA(R)Type = SorceryCost = WG

Artist = Melissa Benson Print run = IA(202,000)

Text(IA): Sacrifice a creature to look through your library for a creature card; put that card into your hand after showing it to all other players. Reshuffle your library afterwards.

NO RULINGS

1.3 Centaur Archer

Centaur Archer

Color = Red/Green
Rarity = IA(U)

Type = Summon Centaur (3/2)

Cost = 1RG

Artist = Melissa Benson Print run = IA(606,000)

Text(IA): <T>: Centaur Archer deals 1 damage to target creature with flying.

Flavor Text: "Centaurs will kill our Aesthir if they can; they've always

been enemies. Destroy the horse-people on sight."

---Arna Kennerud, Skyknight

NO RULINGS

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1.4 Chromatic Armor

Chromatic Armor

Color = White/Blue

Rarity = IA(R)

Type = Enchant Creature

Cost = 1WU

Artist = Mark Poole Print run = IA(202,000)

Text(IA): When Chromatic Armor comes into play, put a sleight counter on it and choose a color. Any damage dealt to target creature by a

source of that color is reduced to 0.

<X>: Put a sleight counter on Chromatic Armor and change the color that it protects against. X is equal to the number of

sleight counters on Chromatic Armor.

NO RULINGS

1.5 Diabolic Vision

Diabolic Vision

Color = Blue/Black

Rarity = IA(U)Type = Sorcery Cost = UB

Artist = Anthony Waters Print run = IA(606,000)

Text(IA): Look at the top five cards of your library and put one of them into your hand. Put the remaining four on top of your library in

any order.

Flavor Text: "I have seen the true path. I will not warm myself by the fire - I will become the flame."

---Lim-Dul, the Necromancer

NO RULINGS

1.6 Earthlink

Earthlink

Color = Black/Red/Green

Rarity = IA(R)

Type = Enchantment

Cost = 3BRG

Artist = Richard Kane Ferguson

Print run = IA(202,000)

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Text(IA): During your upkeep, pay <2> or bury Earthlink. Whenever a creature is put into the graveyard from play, that creature's controller sacrifices a land. Ignore this effect if that player controls no lands.

Rulings

1.7 Elemental Augury

Elemental Augury

Color = Blue/Black/Red

Rarity = IA(R)

Type = Enchantment

Cost = UBR

Artist = Anthony Waters Print run = IA(202,000)

Text(IA): <3>: Look at the top three cards of target player's library.
Put them on the top of that player's library in any order.

Flavor Text: "It is the changing of perception that is important." ---Gerda Aagesdotter, Archmage of the Unseen

NO RULINGS

1.8 Essence Vortex

Essence Vortex

Color = Blue/Black
Rarity = IA(U)
Type = Instant
Cost = 1UB

Artist = Margaret Organ-Kean

Print run = IA(606,000)

Text(IA): Bury target creature. That creature's controller may counter this spell by paying the creature's toughness in life. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Flavor Text: Masters who sacrifice for servants will receive the gift of loyalty.

NO RULINGS

1.9 Fiery Justice

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Fiery Justice

Color = White/Red/Green

Rarity = IA(R)
Type = Sorcery
Cost = WRG

Artist = Melissa Benson Print run = IA(202,000)

Text(IA): Fiery Justice deals 5 damage divided any way you choose among any number of target creatures and/or players. Target opponent gains 5 life.

Flavor Text: "The fire of justice burns like nothing else."
---Lovisa Coldeyes, Balduvian Chieftain

Rulings

1.10 Fire Covenant

Fire Covenant

Color = Black/Red
Rarity = IA(U)
Type = Instant
Cost = 1BR

Artist = Dan Frazier Print run = IA(606,000)

Text(IA): Fire Covenant deals X damage, divided any way you choose among any number of target creatures, where X is equal to the amount of life you pay. Effects that prevent or redirect damage cannot be used to counter this loss of life.

NO RULINGS

1.11 Flooded Woodlands

Flooded Woodlands

Color = Blue/Black

Rarity = IA(R)

Type = Enchantment

Cost = 2UB

Artist = Kaja Foglio Print run = IA(202,000)

Text(IA): No green creature can attack unless its controller sacrifices a land whenever that creature attacks.

Flavor Text: Freyalise's tears bring life and renewal,

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though they also bring trouble.

NO RULINGS

1.12 Fumarole

Fumarole

Color = Black/Red
Rarity = IA(U)
Type = Sorcery
Cost = 3BR

Artist = Drew Tucker Print run = IA(606,000)

Text(IA): Pay 3 life to destroy target creature and target land. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Flavor Text: "Too many of us have died in the explosions that wrack these hills."
---Klazina Jansdotter,

Leader of the Order of the Sacred Torch

NO RULINGS

1.13 Ghostly Flame

Ghostly Flame

Color = Black/Red
Rarity = IA(R)

Type = Enchantment

Cost = BR

Artist = Randy Gallegos Print run = IA(202,000)

Text(IA): Both black and red permanents and spells are considered colorless sources of damage.

Flavor Text: "Walk slowly when in the nether world, and seek that which calls."
---Lim-Dul, the Necromancer

Rulings

1.14 Giant Trap Door Spider

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Giant Trap Door Spider

Color = Red/Green
Rarity = IA(U)

Type = Summon Spider (2/3)

Cost = 1RG

Artist = Heather Hudson Print run = IA(606,000)

 ${\tt Text (IA): <1RGT>:} \quad {\tt Remove from the game target creature, which doesn't have}$

flying and is attacking you, and Giant Trap Door Spider.

Flavor Text: "So large and so quiet - a combination best avoided."
---Disa the Restless, journal entry

Rulings

1.15 Glaciers

Glaciers

Color = White/Blue

Rarity = IA(R)

Type = Enchantment

Cost = 2WU

Artist = Mark Tedin Print run = IA(202,000)

Text(IA): During your upkeep, pay <WU> or destroy Glaciers. All mountains

become plains.

---Lucilde Fiksdotter,

Leader of the Order of the White Shield

NO RULINGS

1.16 Hymn of Rebirth

Hymn of Rebirth

Color = White/Green

Rarity = IA(U)
Type = Sorcery
Cost = 3WG

Artist = Richard Kane Ferguson

Print run = IA(606,000)

Text(IA): Take target creature from any graveyard and put it directly into

play under your control as though it were just summoned.

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Flavor Text: "There will comes soft rains, and spring shall be amongst us, a welcome friend."
---Halvor Arenson, Kjeldoran Priest
Rulings
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1.17 Kjeldoran Frostbeast

not only in combat, but also in simple proximity."

---Disa the Restless, journal entry

NO RULINGS

1.18 Merieke Ri Berit

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Merieke Ri Berit
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Color = White/Blue/Black

Rarity = IA(R)

Type = Summon Legend (1/1)

Cost = WUB

Artist = Heather Hudson Print run = IA(202,000)

Text(IA): Does not untap during your untap phase.

<T>: Gain control of target creature. Lose control of that creature if you lose control of Merieke Ri Berit. If Merieke Ri Berit leaves play or becomes untapped, bury the creature.

Rulings

1.19 Monsoon

Monsoon

Color = Red/Green
Rarity = IA(R)

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Type = Enchantment

Cost = 2RG

Artist = NeNe Thomas Print run = IA(202,000)

Text(IA): Whenever any island is untapped at the end of its controller's turn, tap it; Monsoon deals 1 damage to that player.

Flavor Text: "No one in her right mind would venture off the

coast of Kjeldor during this season."
---Disa the Restless, journal entry

Rulings

1.20 Mountain Titan

Mountain Titan

Color = Black/Red
Rarity = IA(R)

Type = Summon Titan (2/2)

Cost = 2BR

Artist = Melissa Benson Print run = IA(202,000)

Text(IA): <1RR>: For the rest of the turn, put a +1/+1 counter on Mountain Titan whenever you successfully cast a black spell.

Flavor Text: "The Titans claimed to draw strength from the rocks, but I suspect them of some darker allegiance."

---Disa the Restless, journal entry

Rulings

1.21 Reclamation

Reclamation

Color = White/Green

Rarity = IA(R)

Type = Enchantment

Cost = 2WG

Artist = Dameon Willich Print run = IA(202,000)

Text(IA): No black creature can attack unless its controller sacrifices a land whenever that creature attacks.

Flavor Text: "We shall oppose Lim-Dul and his forces by any means necessary, even if the very earth be torn asunder."

---Arna Kennerud, Skyknight

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NO RULINGS

1.22 Skeleton Ship

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Skeleton Ship
        = Blue/Black
Color
Rarity
        = IA(R)
        = Summon Legend (0/3)
Type
Cost
         = 3UB
        = Amy Weber & Tom Wanerstrand
Artist
Print run = IA(202,000)
Text(IA): If at any time you control no islands, bury Skeleton Ship.
          T>: Put a -1/-1 counter on target creature.
Flavor Text: "The sea gives up here dead as easily as the soil."
             ---Lim-Dul, the Necromancer
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1.23 Spectral Shield

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Spectral Shield
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NO RULINGS

Color = White/Blue
Rarity = IA(U)

Type = Enchant Creature

Cost = 1WU

Artist = Margaret Organ-Kean

Print run = IA(606,000)

Text(IA): Target creature gets +0/+2. That creature cannot be the target of further spells.

Flavor Text: "What can be a stronger shield than concealment? Have you ever defeated an enemy you didn't know existed?"

---Gerda Aagesdotter, Archmage of the Unseen

NO RULINGS

1.24 Storm Spirit

Storm Spirit

Color = White/Blue/Green

Rarity = IA(R)

Type = Summon Spirit (3/3)

Cost = 3WUG

Artist = Pete Venters

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1.25 Stormbind

Stormbind

Color = Red/Green
Rarity = IA(R)

Type = Enchantment

Cost = 1RG

Artist = NeNe Thomas & Phillip Mosness

Print run = IA(202,000)

Flavor Text: "Once, our people could call down the storm itself to do our bidding."
---Lovisa Coldeyes, Balduvian Chieftain

Rulings

1.26 Wings of Aesthir

Wings of Aesthir

Color = White/Blue
Rarity = IA(U)

Type = Enchant Creature

Cost = WU

Artist = Edward Beard Jr. Print run = IA(606,000)

Text(IA): Target creature gains flying and first strike and gets $\pm 1/\pm 0$.

Flavor Text: "For those of courage, even the sky holds no limit." ---Arnjlot Olasson, Sky Mage

NO RULINGS