

AI_GOLD

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COLLABORATORS

	<i>TITLE :</i> AI_GOLD		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

AI_GOLD

1.1 Alliances - Multicolored Cards

Alliances - Multicolored Cards

Energy Arc
Lim-Dul's Paladin
Lim-Dul's Vault
Lord of Tresserhorn
Misfortune
Nature's Blessing
Phelddagrif
Surge of Strength
Wandering Mage
Winter's Night

1.2 Energy Arc

Energy Arc

Color = White/Blue
Rarity = AI(U2)
Type = Instant
Cost = WB
Artist = Terese Nielsen

Text (AI): Untap any number of target creatures. Those creatures neither deal nor receive damage in combat this turn.

Flavor Text: "Relent, and you may transcend your situation."
---Gerda Aagesdotter, Archmage of the Unseen

Rulings

1.3 Lim-Dul's Paladin

Lim-Dul's Paladin

Color = Black/Red
Rarity = AI (U2)
Type = Summon Paladin (0/3)
Cost = 2BR
Artist = Christopher Rush

Text (AI): Trample
During your upkeep, choose and discard a card from your hand, or bury Lim-Dul's Paladin and draw a card.
If any creatures are assigned to block it, Lim-Dul's Paladin gets +6/+3 until end of turn.
If Lim-Dul's Paladin attacks and is not blocked, it deals no damage to defending player this turn and that player loses 4 life. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Rulings

1.4 Lim-Dul's Vault

Lim-Dul's Vault

Color = Blue/Black
Rarity = AI (U2)
Type = Instant
Cost = UB
Artist = Rob Alexander

Text (AI): Look at the top five cards of your library. As many times as you choose, you may pay 1 life to put those cards on the bottom of your library and look at the top five cards of your library. Shuffle all but the top five cards of your library; put those five on top of your library in any order. Effects that prevent or redirect damage cannot be used to counter this loss of life.

NO RULINGS

1.5 Lord of Tresserhorn

Lord of Tresserhorn

Color = Blue/Black/Red
Rarity = AI(R2)
Type = Summon Legend (10/4)
Cost = 1UBR
Artist = Anson Maddocks

Text (AI): When Lord of Tresserhorn comes into play, pay 2 life and sacrifice two creatures, and target opponent draws two cards. Effects that prevent or redirect damage cannot be used to counter this loss of life.
: Regenerate

Rulings

1.6 Misfortune

Misfortune

Color = Black/Red/Green
Rarity = AI(R2)
Type = Sorcery
Cost = 1BRG
Artist = Ron Spencer

Text (AI): Target opponent chooses one: you put a +1/+1 counter on each creature you control and gain 4 life; or you put a -1/-1 counter on each creature that opponent controls and Misfortune deals 4 damage to him or her.

NO RULINGS

1.7 Nature's Blessing

Nature's Blessing

Color = White/Green
Rarity = AI(U2)
Type = Enchantment
Cost = 2WG
Artist = Sandra Everingham

Text (AI): <WG>: Choose and discard a card from your hand to have target creature gain banding, first strike, or trample or get a +1/+1 counter.

Flavor Text: "Be open to the blessing, whatever their form."
---Kaysa, Elder Druid of the Juniper Order

Rulings

1.8 Phelddagrif

Phelddagrif

Color = White/Blue/Green
Rarity = AI (R2)
Type = Summon Legend (4/4)
Cost = 1WUG
Artist = Amy Weber

Text (AI): <W>: Flying until end of turn.
Target opponent gains 2 life.
<U>: Return Phelddagrif to owner's hand.
Target opponent may draw a card.
<G>: Trample until end of turn.
Put a Hippo token into play under
target opponent's control. Treat
this token as a 1/1 green creature.

NO RULINGS

1.9 Surge of Strength

Surge of Strength

Color = Red/Green
Rarity = AI (U2)
Type = Instant
Cost = RG
Artist = Ruth Thompson

Text (AI): Choose and discard a red or green card from your hand to
have target creature gain trample and get +X/+0 until end
of turn, where X is equal to that creature's casting cost.

NO RULINGS

1.10 Wandering Mage

Wandering Mage

Color = White/Blue/Black
Rarity = AI (R2)
Type = Summon Cleric (0/3)
Cost = WUB
Artist = Pete Venters

Text (AI): <W>: Pay 1 life to prevent up to 2 damage to any creature.
Effects that prevent or redirect damage cannot be
used to counter this loss of life.
<U>: Prevent 1 damage to any Cleric or Wizard.
: Put a -1/-1 counter on target creature you control

to prevent up to 2 damage to any player.

NO RULINGS

1.11 Winter's Night

Winter's Night

Color = White/Red/Green

Rarity = AI(R2)

Type = Enchant World

Cost = WRG

Artist = Rob Alexander

Text (AI): Whenever a snow-covered land is tapped for mana, it produces one additional mana of the same type and does not untap during its controller's next untap phase.

NO RULINGS
