

# **IA\_GOLD**

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**COLLABORATORS**

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# Chapter 1

## IA\_GOLD

### 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 = Sorcery  
Cost = WG  
Artist = Melissa Benson

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

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

Flavor Text: "Centaurians 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

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

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

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

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

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

Fiery Justice

Color = White/Red/Green  
Rarity = IA(R)  
Type = Sorcery  
Cost = WRG

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Artist = Melissa Benson

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

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

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,  
though they also bring trouble.

NO RULINGS

## 1.12 Fumarole

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Fumarole

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

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

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

Giant Trap Door Spider

Color = Red/Green  
Rarity = IA(U)  
Type = Summon Spider (2/3)  
Cost = 1RG  
Artist = Heather Hudson

Text (IA): <1RGT>: Remove from the game target creature, which doesn't have flying and is attacking you, and Giant Trap Door Spider.

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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

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

Flavor Text: "Even the highest mountain can be ground to dust."  
---Lucilde Fiksdotter,  
Leader of the Order of the White Shield

Rulings

## 1.16 Hymn of Rebirth

Hymn of Rebirth

Color = White/Green  
Rarity = IA(U)  
Type = Sorcery  
Cost = 3WG  
Artist = Richard Kane-Ferguson

Text (IA): Take target creature from any graveyard and put it directly into play under your control as though it were just summoned.

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

Rulings

## 1.17 Kjeldoran Frostbeast

Kjeldoran Frostbeast

Color = White/Green  
Rarity = IA(U)  
Type = Summon Frostbeast (2/4)

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Cost = 3WG  
Artist = Mark Poole

Text (IA): At end of combat, destroy all creatures blocking or blocked by Kjeldoran Frostbeast.

Flavor Text: "Two of my warriors found that the creature was dangerous not only in combat, but also in simple proximity."  
---Disa the Restless, journal entry

Rulings

## 1.18 Merieke Ri Berit

Merieke Ri Berit

Color = White/Blue/Black  
Rarity = IA(R)  
Type = Summon Legend (1/1)  
Cost = WUB  
Artist = Heather Hudson

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)  
Type = Enchantment  
Cost = 2RG  
Artist = NeNe Thomas

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

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### Mountain Titan

Color = Black/Red  
Rarity = IA(R)  
Type = Summon Titan (2/2)  
Cost = 2BR  
Artist = Melissa Benson

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

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

NO RULINGS

## 1.22 Skeleton Ship

### Skeleton Ship

Color = Blue/Black  
Rarity = IA(R)  
Type = Summon Legend (0/3)  
Cost = 3UB  
Artist = Amy Weber & Tom Wanerstrand

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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NO RULINGS

## 1.23 Spectral Shield

Spectral Shield

Color = White/Blue  
Rarity = IA(U)  
Type = Enchant Creature  
Cost = 1WU  
Artist = Margaret Organ-Kean

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 Agesdotter, 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

Text (IA): Flying  
<T>: Storm Spirit deals 2 damage to target creature.

Flavor Text: "Come to us, with your lightning. Come to us, with your thunder. Serve us with your strength, and smite our foes with your power."  
---Steinar Icefist, Balduvian Shaman

NO RULINGS

## 1.25 Stormbind

Stormbind

Color = Red/Green  
Rarity = IA(R)  
Type = Enchantment  
Cost = 1RG

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Artist = NeNe Thomas & Phillip Mosness

Text(IA): <2>: Discard a card at random from your hand to have Stormbind deal 2 damage to target creature or player.

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.

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

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

NO RULINGS

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