IA_LAND

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COLLABORATORS

	TITLE : IA_LAND		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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                Ice Age - Land Cards


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1.2 Adarkar Wastes

Adarkar Wastes

```
Rarity  = IA(R)
Type    = Land
Artist  = Mike Raabe
```

```
Text(IA): <T>: Add <1> to your mana pool.
          <T>: Add <W> to your mana pool.
          Adarkar Wastes deals 1 damage to you.
          <T>: Add <U> to your mana pool.
          Adarkar Wastes deals 1 damage to you.
```

  NO RULINGS

1.3 Brushland

Brushland

```
Rarity  = IA(R)
Type    = Land
Artist  = Bryon Wackwitz
```

```
Text(IA): <T>: Add <1> to your mana pool.
          <T>: Add <W> to your mana pool. Brushland deals 1 damage to you.
          <T>: Add <G> to your mana pool. Brushland deals 1 damage to you.
```

  NO RULINGS

1.4 Glacial Chasm

Glacial Chasm

```
Rarity  = IA(U)
Type    = Land
Artist  = Liz Danforth
```

```
Text(IA): Cumulative Upkeep: 2 life
          When Glacial Chasm comes into play, sacrifice a land.  You cannot
          attack.  All damage dealt to you is reduced to 0.
```

  Rulings

1.5 Halls of Mist

```
Halls of Mist

Rarity  = IA(R)
Type    = Land
Artist  = Mark Poole

Text(IA): Cumulative Upkeep: <1>
          No  creature  can  attack  if it attacked during its controller's
          last turn.
```

 NO RULINGS

1.6 Ice Floe

```
Ice Floe

Rarity  = IA(U)
Type    = Land
Artist  = Jeff A. Menges

Text(IA): You  may  choose  not  to untap Ice Floe during your untap phase.
          <T>:  Tap  target creature without flying that is attacking you.
          As  long as Ice Floe remains tapped, that creature does not untap
          during its controller's untap phase.
```

  Rulings

1.7 Karplusan Forest

```
Karplusan Forest

Rarity  = IA(R)
Type    = Land
Artist  = Nicola Leonard

Text(IA): <T>: Add <1> to your mana pool.
          <T>: Add <R> to your mana pool.
          Karplusan Forest deals 1 damage to you.
          <T>: Add <G> to your mana pool.
          Karplusan Forest deals 1 damage to you.
```

 NO RULINGS

1.8 Land Cap

```
Land Cap
```

```
Rarity  = IA(R)
Type    = Land
Artist  = L.A. Williams
```

```
Text(IA): If  there  are  any  depletion  counters on Land Cap, it does not
          untap  during your untap phase.  At the beginning of your upkeep,
          remove a depletion counter from Land Cap.
          <T>: Add <W> to your mana pool.
          Put a depletion counter on Land Cap.
          <T>: Add <U> to your mana pool.
          Put a depletion counter on Land Cap.
```

   NO RULINGS

1.9   Lava Tubes

```
Lava Tubes
```

```
Rarity  = IA(R)
Type    = Land
Artist  = Bryon Wackwitz
```

```
Text(IA): If  there  are  any depletion counters on Lava Tubes, it does not
          untap  during your untap phase.  At the beginning of your upkeep,
          remove a depletion counter from Lava Tubes.
          <T>: Add <B> to your mana pool.
          Put a depletion counter on Lava Tubes.
          <T>: Add <R> to your mana pool.
          Put a depletion counter on Lava Tubes.
```

   NO RULINGS

1.10   River Delta

```
River Delta
```

```
Rarity  = IA(R)
Type    = Land
Artist  = Sandra Everingham
```

```
Text(IA): If  there  are any depletion counters on River Delta, it does not
          untap  during your untap phase.  At the beginning of your upkeep,
          remove a depletion counter from River Delta.
          <T>: Add <U> to your mana pool.
          Put a depletion counter on River Delta.
          <T>: Add <B> to your mana pool.
          Put a depletion counter on River Delta.
```

   NO RULINGS

1.11   Snow-Covered Forest

```
Snow-Covered Forest

Rarity  = IA(C)
Type    = Land
Artist  = Pat Morrissey

Text(IA): <T>: Add <G> to your mana pool.

 NO RULINGS
```

1.12   Snow-Covered Island

```
Snow-Covered Island

Rarity  = IA(C)
Type    = Land
Artist  = Anson Maddocks

Text(IA): <T>: Add <U> to your mana pool.

 NO RULINGS
```

1.13   Snow-Covered Mountain

```
Snow-Covered Mountain

Rarity  = IA(C)
Type    = Land
Artist  = Tom Wanerstrand

Text(IA): <T>: Add <R> to your mana pool.

 NO RULINGS
```

1.14   Snow-Covered Plains

```
Snow-Covered Plains

Rarity  = IA(C)
Type    = Land
Artist  = Christopher Rush

Text(IA): <T>: Add <W> to your mana pool.

 NO RULINGS
```

1.15   Snow-Covered Swamp

```
Snow-Covered Swamp

Rarity  = IA(C)
Type    = Land
Artist  = Douglas Shuler

Text(IA): <T>: Add <B> to your mana pool.
```

 NO RULINGS

1.16   Sulfurous Springs

```
Sulfurous Springs

Rarity  = IA(R)
Type    = Land
Artist  = Phil Foglio

Text(IA): <T>: Add <1> to your mana pool.
         <T>: Add <B> to your mana pool.
         Sulfurous Springs deals 1 damage to you.
         <T>: Add <R> to your mana pool.
         Sulfurous Springs deals 1 damage to you.
```

 NO RULINGS

1.17   Timberline Ridge

```
Timberline Ridge

Rarity  = IA(R)
Type    = Land
Artist  = Jeff A. Menges

Text(IA): If  there are any depletion counters on Timberline Ridge, it does
         not  untap  during  your  untap  phase.  At the beginning of your
         upkeep, remove a depletion counter from Timberline Ridge.
         <T>: Add <R> to your mana pool.
         Put a depletion counter on Timberline Ridge.
         <T>: Add <G> to your mana pool.
         Put a depletion counter on Timberline Ridge.
```

 NO RULINGS

1.18   Underground River

```
Underground River

Rarity  = IA(R)
Type    = Land
Artist  = NeNe Thomas

Text(IA): <T>: Add <1> to your mana pool.
          <T>: Add <U> to your mana pool.
          Underground River deals 1 damage to you.
          <T>: Add <B> to your mana pool.
          Underground River deals 1 damage to you.
```

  NO RULINGS

1.19   Veldt

```
Veldt

Rarity  = IA(R)
Type    = Land
Artist  = Bryon Wackwitz

Text(IA): If  there  are any depletion counters on Veldt, it does not untap
          during your untap phase.  At the beginning of your upkeep, remove
          a depletion counter from Veldt.
          <T>: Add <W> to your mana pool. Put a depletion counter on Veldt.
          <T>: Add <G> to your mana pool. Put a depletion counter on Veldt.
```

  NO RULINGS