

# **AI\_GOLD**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> AI_GOLD		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	December 25, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>AI_GOLD</b>	<b>1</b>
1.1	Alliances - Multicolored Cards . . . . .	1
1.2	Energy Arc . . . . .	1
1.3	Lim-Dul's Paladin . . . . .	2
1.4	Lim-Dul's Vault . . . . .	2
1.5	Lord of Tresserhorn . . . . .	2
1.6	Misfortune . . . . .	3
1.7	Nature's Blessing . . . . .	3
1.8	Phelddagrif . . . . .	4
1.9	Surge of Strength . . . . .	4
1.10	Wandering Mage . . . . .	4
1.11	Winter's Night . . . . .	5

---

# 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  
Print run =

---

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

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  
Print run =

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  
Print run =

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  
Print run =

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.  
<B>: Regenerate

Rulings

## 1.6 Misfortune

Misfortune

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

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  
Print run =

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.

Rulings

---

## 1.8 Phelddagrif

Phelddagrif

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

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  
Print run =

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  
Print run =

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.

---

<B>: 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  
Print run =

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

---