

IA_GOLD

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> IA_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

1	IA_GOLD	1
1.1	Ice Age - Multicolored Cards	1
1.2	Altar of Bone	2
1.3	Centaur Archer	2
1.4	Chromatic Armor	3
1.5	Diabolic Vision	3
1.6	Earthlink	3
1.7	Elemental Augury	4
1.8	Essence Vortex	4
1.9	Fiery Justice	4
1.10	Fire Covenant	5
1.11	Flooded Woodlands	5
1.12	Fumarole	6
1.13	Ghostly Flame	6
1.14	Giant Trap Door Spider	6
1.15	Glaciers	7
1.16	Hymn of Rebirth	7
1.17	Kjeldoran Frostbeast	8
1.18	Merieke Ri Berit	8
1.19	Monsoon	8
1.20	Mountain Titan	9
1.21	Reclamation	9
1.22	Skeleton Ship	10
1.23	Spectral Shield	10
1.24	Storm Spirit	10
1.25	Stormbind	11
1.26	Wings of Aesthir	11

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

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
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: "Centaur Archers will kill our Aesthir if they can; they've always been enemies. Destroy the horse-people on sight."
---Arna Kennerud, Skyknight

NO RULINGS

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)

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 Agesdotter, 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

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,

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

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)

Text(IA): <1RGT>: 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.

Flavor Text: "Even the highest mountain can be ground to dust."
---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.

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)
Cost = 3WG
Artist = Mark Poole
Print run = IA(606,000)

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

NO 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
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)

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

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
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

NO RULINGS

1.23 Spectral Shield

Spectral Shield

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

Print run = IA(202,000)

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

Artist = NeNe Thomas & Phillip Mosness

Print run = IA(202,000)

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.

Print run = IA(606,000)

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
