

# **IA\_LAND**

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**COLLABORATORS**

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

## IA\_LAND

### 1.1 Ice Age - Land Cards

Ice Age - Land Cards

Adarkar Wastes

Brushland

Forest

Glacial Chasm

Halls of Mist

Ice Floe

Island

Karplusan Forest

Land Cap

Lava Tubes

Mountain

Plains

River Delta

Snow-Covered Forest

Snow-Covered Island

Snow-Covered Mountain

Snow-Covered Plains

Snow-Covered Swamp

Sulfurous Springs

Swamp

Timberline Ridge

Underground River

Veldt

## 1.2 Adarkar Wastes

Adarkar Wastes

Rarity = IA(R)  
Type = Land  
Artist = Mike Raabe  
Print run = IA(202,000)

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  
Print run = IA(202,000)

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  
Print run = IA(606,000)

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.

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Rulings

## 1.5 Halls of Mist

Halls of Mist

Rarity = IA(R)  
Type = Land  
Artist = Mark Poole  
Print run = IA(202,000)

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  
Print run = IA(606,000)

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  
Print run = IA(202,000)

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

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## 1.8 Land Cap

Land Cap

Rarity = IA(R)  
Type = Land  
Artist = L.A. Williams  
Print run = IA(202,000)

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  
Print run = IA(202,000)

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  
Print run = IA(202,000)

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.

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<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  
Print run = IA(3,555,000)

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  
Print run = IA(3,555,000)

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  
Print run = IA(3,555,000)

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

NO RULINGS

## 1.14 Snow-Covered Plains

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## Snow-Covered Plains

Rarity = IA(C)  
Type = Land  
Artist = Christopher Rush  
Print run = IA(3,555,000)

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  
Print run = IA(3,555,000)

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  
Print run = IA(202,000)

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  
Print run = IA(202,000)

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

Print run = IA(202,000)

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

Print run = IA(202,000)

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

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