

AI_RED

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> AI_RED		
<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	AI_RED	1
1.1	Alliances - Red Cards	1
1.2	Agent of Stromgald	2
1.3	Balduvian Horde	2
1.4	Balduvian War-Makers	2
1.5	Bestial Fury	3
1.6	Burnout	3
1.7	Chaos Harlequin	3
1.8	Death Spark	4
1.9	Enslaved Scout	4
1.10	Gorilla Shaman	5
1.11	Gorilla War Cry	5
1.12	Guerrilla Tactics	5
1.13	Omen of Fire	6
1.14	Pillage	6
1.15	Primitive Justice	6
1.16	Pyrokinesis	7
1.17	Rogue Skycaptain	7
1.18	Soldier of Fortune	8
1.19	Storm Shaman	8
1.20	Varchild's Crusader	8
1.21	Varchild's War-Riders	9
1.22	Veteran's Voice	9

Chapter 1

AI_RED

1.1 Alliances - Red Cards

Alliances - Red Cards

Agent of Stromgald

Balduvian Horde

Balduvian War-Makers

Bestial Fury

Burnout

Chaos Harlequin

Death Spark

Enslaved Scout

Gorilla Shaman

Gorilla War Cry

Guerrilla Tactics

Omen of Fire

Pillage

Primitive Justice

Pyrokinesis

Rogue Skycaptain

Soldier of Fortune

Storm Shaman
Varchild's Crusader
Varchild's War-Riders
Veteran's Voice

1.2 Agent of Stromgald

Agent of Stromgald

Color = Red
Rarity = AI(C1/C1)
Type = Summon Knight (1/1)
Cost = R
Artist = Alan Rabinowitz / Alan Rabinowitz
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): <R>: Add to your mana pool.
Play this ability as an interrupt.

NO RULINGS

1.3 Balduvian Horde

Balduvian Horde

Color = Red
Rarity = AI(R2)
Type = Summon Barbarians (5/5)
Cost = 2RR
Artist = Brian Snoddy
Print run =

Text(AI): When Balduvian Horde comes into play, discard a card at random from your hand or bury Balduvian Horde.

NO RULINGS

1.4 Balduvian War-Makers

Balduvian War-Makers

Color = Red
Rarity = AI(C1/C1)
Type = Summon Barbarians (3/3)

Cost = 4R
Artist = Mike Kimble / Mike Kimble
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Rampage: 1
Balduvian War-Makers can attack the turn it comes into play on your side.

NO RULINGS

1.5 Bestial Fury

Bestial Fury

Color = Red
Rarity = AI (C1/C2)
Type = Enchant Creature
Cost = 2R
Artist = Mike Raabe / Mike Raabe
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Draw a card at the beginning of the upkeep of the turn after Bestial Fury comes into play. If enchanted creature attacks and is blocked, it gains trample and gets +4/+0 until end of turn.

Rulings

1.6 Burnout

Burnout

Color = Red
Rarity = AI (U2)
Type = Interrupt
Cost = 1R
Artist = Mike Raabe
Print run =

Text (AI): Counter target spell if it is blue. Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

1.7 Chaos Harlequin

Chaos Harlequin

Color = Red
Rarity = AI(R2)
Type = Summon Harlequin (2/4)
Cost = 2RR
Artist = Alan Rabinowitz
Print run =

Text(AI): <R>: Remove the top card of your library from the game. If that card is a land, Chaos Harlequin gets -4/-0 until end of turn; otherwise, Chaos Harlequin gets +2/+0 until end of turn.

NO RULINGS

1.8 Death Spark

Death Spark

Color = Red
Rarity = AI(U2)
Type = Instant
Cost = R
Artist = Mark Tedin
Print run =

Text(AI): Death Spark deals 1 damage to target creature or player. At the end of your upkeep, if Death Spark is in your graveyard with a creature card directly above it, you may pay <1> to put Death Spark into your hand.

NO RULINGS

1.9 Enslaved Scout

Enslaved Scout

Color = Red
Rarity = AI(C1/C1)
Type = Summon Goblin (2/2)
Cost = 2R
Artist = Rebecca Guay / Rebecca Guay
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): <2>: Mountainwalk until end of turn

Flavor Text: "Even the basest creatures may serve a purpose. Still, their lives need be only as long as the paths we tread."
---General Varchild

NO RULINGS

1.10 Gorilla Shaman

Gorilla Shaman

Color = Red
Rarity = AI(U3/U3)
Type = Summon Gorilla (1/1)
Cost = R
Artist = Anthony Waters / Anthony Waters
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): <XX1>: Destroy target non-creature artifact with casting cost equal to X.

Flavor Text: "Each generation teaches the next that artifice is the enemy of natural order."
---Kaysa, Elder Druid of the Juniper Order

NO RULINGS

1.11 Gorilla War Cry

Gorilla War Cry

Color = Red
Rarity = AI(C1/C1)
Type = Instant
Cost = 1R
Artist = Bryon Wackwitz / Bryon Wackwitz
Print run =

NOTE: There are TWO different artworks for this card.

Text (AI): Attacking creatures cannot be blocked by only one creature this turn. Play only during combat before defense is chosen.

NO RULINGS

1.12 Guerrilla Tactics

Guerrilla Tactics

Color = Red
Rarity = AI(C1/C2)
Type = Instant

Cost = 1R
Artist = Randy Asplund-Faith / Randy Asplund-Faith
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): Guerrilla Tactics deals 2 damage to target creature or player. If a spell or effect controlled by an opponent causes you to discard Guerrilla Tactics from your hand, reveal Guerrilla Tactics to all players, and it deals 4 damage to target creature or player.

NO RULINGS

1.13 Omen of Fire

Omen of Fire

Color = Red
Rarity = AI(R2)
Type = Instant
Cost = 3RR
Artist = Pete Venters
Print run =

Text(AI): Return all islands to their owners' hands. Each player sacrifices a plains or a white permanent for each white permanent he or she controls.

NO RULINGS

1.14 Pillage

Pillage

Color = Red
Rarity = AI(U2)
Type = Sorcery
Cost = 1RR
Artist = Richard Kane Ferguson
Print run =

Text(AI): Bury target artifact or land.

NO RULINGS

1.15 Primitive Justice

Primitive Justice

Color = Red
Rarity = AI(U2)
Type = Sorcery
Cost = 1R
Artist = Anthony Waters
Print run =

Text(AI): Destroy target artifact. Destroy a target artifact for each <1R> you pay in addition to the casting cost. Destroy a target artifact and gain 1 life for each <1G> you pay in addition to the casting cost.

Rulings

1.16 Pyrokinesis

Pyrokinesis

Color = Red
Rarity = AI(U2)
Type = Instant
Cost = 4RR
Artist = Ron Spencer
Print run =

Text(AI): You may remove a red card in your hand from the game instead of paying Pyrokinesis's casting cost. Pyrokinesis deals 4 damage, divided any way you choose among any number of target creatures.

Rulings

1.17 Rogue Skycaptain

Rogue Skycaptain

Color = Red
Rarity = AI(R2)
Type = Summon Mercenary (3/4)
Cost = 2R
Artist = Randy Asplund-Faith
Print run =

Text(AI): Flying
At the beginning of your upkeep, put a wage counter on Rogue Skycaptain. During your upkeep, pay <2> for each wage counter on Rogue Skycaptain, or remove all wage counter from Rogue Skycaptain and target opponent gains control of Rogue Skycaptain.

NO RULINGS

1.18 Soldier of Fortune

Soldier of Fortune

Color = Red
Rarity = AI(U2)
Type = Summon Mercenary (1/1)
Cost = R
Artist = Douglas Shuler
Print run =

Text(AI): <RT>: Target player shuffles his or her library.

NO RULINGS

1.19 Storm Shaman

Storm Shaman

Color = Red
Rarity = AI(C1/C1)
Type = Summon Cleric (0/4)
Cost = 2R
Artist = Carol Heyer / Carol Heyer
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): <R>: +1/+0 until end of turn.

NO RULINGS

1.20 Varchild's Crusader

Varchild's Crusader

Color = Red
Rarity = AI(C1/C1)
Type = Summon Knight (3/2)
Cost = 3R
Artist = Mark Poole / Mark Poole
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): <0>: Varchild Crusader cannot be blocked except by walls this turn. Bury Varchild's Crusader at the end of turn.

NO RULINGS

1.21 Varchild's War-Riders

Varchild's War-Riders

Color = Red
Rarity = AI(R2)
Type = Summon War-Riders (3/4)
Cost = 1R
Artist = Susan van Camp
Print run =

Text(AI): Trample, rampage: 1
Cumulative Upkeep: Put a survivor token into play under target opponent's control. Treat this token as a 1/1 red creature.

NO RULINGS

1.22 Veteran's Voice

Veteran's Voice

Color = Red
Rarity = AI(C1/C1)
Type = Enchant Creature
Cost = R
Artist = Andi Rusu / Andi Rusu
Print run =

NOTE: There are TWO different artworks for this card.

Text(AI): Play on a creature you control.
<0>: Tap enchanted creature to give any other target creature +2/+1 until end of turn.

Flavor Text: "Teach by example. If your students do not survive, they were not worth the lesson."
---General Varchild

Rulings
