

IA_RED

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	<i>TITLE :</i> IA_RED		
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Chapter 1

IA_RED

1.1 Ice Age - Red Cards

Ice Age - Red Cards

Aggression

Anarchy

Avalanche

Balduvian Barbarians

Balduvian Hydra

Barbarian Guides

Battle Frenzy

Bone Shaman

Brand of Ill Omen

Chaos Lord

Chaos Moon

Conquer

Curse of Marit Lage

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Game of Chaos
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Orcish Conscripts
Orcish Farmer
Orcish Healer
Orcish Librarian
Orcish Lumberjack
Orcish Squatters
Panic
Pyroblast
Pyroclasm

Sabretooth Tiger
Shatter
Stone Rain
Stone Spirit

Stonehands

Tor Giant

Total War

Vertigo

Wall of Lava

Word of Blasting

1.2 Aggression

Aggression

Color = Red
Rarity = IA(U)
Type = Enchant Creature
Cost = 2R
Artist = Rick Emond

Text (IA): Target non-wall creature gains first strike and trample. At the end of its controller's turn, destroy that creature if it did not attack that turn.

Flavor Text: The star that burns twice as bright burns half as long.

NO RULINGS

1.3 Anarchy

Anarchy

Color = Red
Rarity = IA(U)
Type = Sorcery
Cost = 2RR
Artist = Phil Foglio

Text (IA): Destroy all white permanents.

Flavor Text: "The Shaman waved the staff, and the land itself went mad."
---Disa the Restless, journal entry

NO RULINGS

1.4 Avalanche

Avalanche

Color = Red
Rarity = IA(U)
Type = Sorcery
Cost = X2RR
Artist = Brian Snoddy

Text (IA): Destroy X target snow-covered lands.

Flavor Text: "The pass was completely blocked by the avalanche; we're forced to turn back. Nevertheless, we've gone farther and seen more than any before us."
---Disa the Restless, journal entry

NO RULINGS

1.5 Balduvian Barbarians

Balduvian Barbarians

Color = Red
Rarity = IA(C) (Promo)
Type = Summon Barbarians (3/2)
Cost = 1RR
Artist = Mark Poole

Flavor Text: "Barbarian raids were a concern to those living in the northwest provinces, but the Skyknights never dealt with the problem in a systematic way. They thought of the Balduvians as an 'amusing model' of their forebears' culture."
---Kjeldor: Ice Civilization

NO RULINGS

1.6 Balduvian Hydra

Balduvian Hydra

Color = Red
Rarity = IA(R)
Type = Summon Hydra (0/1)
Cost = XRR
Artist = Melissa Benson

Text (IA): When Balduvian Hydra comes into play, put X +1/+0 counters on it.
<0>: Remove a +1/+0 counter from Balduvian Hydra to prevent 1 damage to Balduvian Hydra.
<RRR>: Put a +1/+0 counter on Balduvian Hydra. Use this ability only during your upkeep.

NO RULINGS

1.7 Barbarian Guides

Barbarian Guides

Color = Red
Rarity = IA(C)
Type = Summon Barbarians (1/2)
Cost = 2R
Artist = Richard Thomas

Text (IA): <2RT>: Target creature you control gains a snow-covered landwalk ability of your choice until end of turn. At end of turn, return that creature to its owner's hand.

Rulings

1.8 Battle Frenzy

Battle Frenzy

Color = Red
Rarity = IA(C)
Type = Instant
Cost = 2R
Artist = Brian Snoddy

Text (IA): All green creatures you control get +1/+1 until end of turn.
All non-green creatures you control get +1/+0 until end of turn.

Flavor Text: "One day you, too, shall drink the blood of your foes.
It is something to look forward to."
---Toothlicker Harj, Orcish Captain

NO RULINGS

1.9 Bone Shaman

Bone Shaman

Color = Red
Rarity = IA(C) (Promo)
Type = Summon Giant (3/3)

Cost = 2RR
Artist = Anson Maddocks

Text (IA): : Any creature damaged by Bone Shaman this turn cannot regenerate until end of turn.

Flavor Text: Rattle me bones as I cross the floor And the bones in your grave will rattle no more.

Rulings

1.10 Brand of Ill Omen

Brand of Ill Omen

Color = Red
Rarity = IA(R)
Type = Enchant Creature
Cost = 3R
Artist = Rob Alexander

Text (IA): Cumulative Upkeep: <R>
Target creature's controller cannot cast summon spells.

Flavor Text: "Let those who bear the brand receive no shelter, no kindness, and no comfort from our people."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.11 Chaos Lord

Chaos Lord

Color = Red
Rarity = IA(R)
Type = Summon Lord (7/7)
Cost = 4RRR
Artist = Brian Snoddy

Text (IA): First strike
Chaos Lord can attack the first turn it comes into play on a side, except the turn it first comes into play. During your upkeep, count the number of permanents. If that number is even, target opponent gains control of Chaos Lord.

Rulings

1.12 Chaos Moon

Chaos Moon

Color = Red
Rarity = IA(R)
Type = Enchantment
Cost = 3R
Artist = Drew Tucker

Text (IA): During each player's upkeep, count the number of permanents. If that number is odd, all red creatures get +1/+1 and mountains produce an additional <R> when tapped for mana until end of turn. If the number is even, all red creatures get -1/-1 and mountains produce colorless mana instead of their normal mana until end of turn.

Rulings

1.13 Conquer

Conquer

Color = Red
Rarity = IA(U)
Type = Enchant Land
Cost = 3RR
Artist = Randy Gallegos

Text (IA): Gain control of target land.

Flavor Text: "Why do we trade with those despicable Elves?
You don't live in forests, you burn them!"
---Avram Garrison, Leader of the Kinghts of Stromgald

NO RULINGS

1.14 Curse of Marit Lage

Curse of Marit Lage

Color = Red
Rarity = IA(R)
Type = Enchantment
Cost = 3RR
Artist = Amy Weber

Text (IA): When Curse of Marit Lage comes into play, tap all islands.
Islands do not untap during their controller's untap phase.

Flavor Text: "Our world has not felt her thundering steps in lifetimes,
but Marit Lage's presence is still with us."
---Halvor Arenson, Kjeldoran Priest

NO RULINGS

1.15 Dwarven Armory

Dwarven Armory

Color = Red
Rarity = IA(R)
Type = Enchantment
Cost = 2RR
Artist = Richard Thomas

Text(IA): <2>: Sacrifice a land to put a +2/+2 counter on target creature.
Use this ability only during upkeep.

Flavor Text: "Few of us left, now. Confounded Yeti have opened all the
vents. We'd best hide here with the weapons."
---Perena Deepcutter, Dwarven Armorer

Rulings

1.16 Errantry

Errantry

Color = Red
Rarity = IA(C)
Type = Enchant Creature
Cost = 1R
Artist = L.A. Williams

Text(IA): Target creature gets +3/+0. If that creature attacks, no other
creatures can attack this turn.

Flavor Text: "There is no shame in solitude. The lone Knight
may succeed where a hundred founder."
---Arna Kennerud, Skyknight

NO RULINGS

1.17 Flame Spirit

Flame Spirit

Color = Red
Rarity = IA(U)
Type = Summon Spirit (2/3)
Cost = 4R
Artist = Justin Hampton

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

Flavor Text: "The spirit of the flame is the spirit of change."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.18 Flare

Flare

Color = Red
Rarity = IA(C) / MI(C)
Type = Instant
Cost = 2R
Artist = Drew Tucker (IA) / Greg Simanson (MI)

Text(MI): Flare deals 1 damage to target creature or player. Draw a card at the beginning of the next turn's upkeep.

Text(IA): Flare deals 1 damage to target creature or player. Draw a card at the beginning of the next turn's upkeep.

Flavor Text(IA): "I strive for elegance and speed in my work."
---Jaya Ballard, Task Mage

Rulings

1.19 Game of Chaos

Game of Chaos

Color = Red
Rarity = IA(R)
Type = Sorcery
Cost = RRR
Artist = Drew Tucker

Text(IA): Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, you gain 1 life and that opponent loses 1 life. Otherwise, you lose 1 life and the opponent gains 1 life. Effects that prevent or redirect damage cannot be used to counter this loss of life. The winner of each round decides whether to continue. Double the stakes in life each round.

NO RULINGS

1.20 Glacial Crevasses

Glacial Crevasses

Color = Red
Rarity = IA(R)
Type = Enchantment
Cost = 2R
Artist = Mike Raabe

Text (IA): <0>: Sacrifice a snow-covered mountain. No creatures deal damage in combat this turn.

Flavor Text: "We were chasing Lim-Dul when the ridge in front of us suddenly crumbled. I can't believe it was mere coincidence."
---Lucilde Fiksdotter,
Leader of the Order of the White Shield

Rulings

1.21 Goblin Mutant

Goblin Mutant

Color = Red
Rarity = IA(U)
Type = Summon Goblin (5/3)
Cost = 2RR
Artist = Daniel Gelon

Text (IA): Trample.
Cannot attack if defending player controls an untapped creature with power greater than 2. Cannot be assigned to block any creature with power greater than 2.

Flavor Text: If only it had three brains, too.

NO RULINGS

1.22 Goblin Sappers

Goblin Sappers

Color = Red
Rarity = IA(C)
Type = Summon Goblins (1/1)
Cost = 1R
Artist = Jeff A. Menges

Text (IA): <RRT>: Target creature you control cannot be blocked this turn.
At end of combat, destroy that creature and Goblin Sappers.
<RRRRT>: Target creature you control cannot be blocked this

turn. At end of combat, destroy that creature.

Rulings

1.23 Goblin Ski Patrol

Goblin Ski Patrol

Color = Red
Rarity = IA(C)
Type = Summon Goblins (1/1)
Cost = 1R
Artist = Mark Poole

Text (IA): <1R>: Flying and +2/+0. At end of turn, bury Goblin Ski Patrol.
Use this ability only once and only if you control any snow-covered mountains.

Flavor Text: "AIIIIIEEEE!"
---Ib Halfheart, Goblin Tactician

Rulings

1.24 Goblin Snowman

Goblin Snowman

Color = Red
Rarity = IA(U)
Type = Summon Goblins (1/1)
Cost = 3R
Artist = Daniel Gelon

Text (IA): When blocking, Goblin Snowman neither deals nor receives damage in combat.
<T>: Goblin Snowman deals 1 damage to target creature it blocks.

Flavor Text: "Strength in numbers? Right."
---Ib Halfheart, Goblin Tactician

Rulings

1.25 Grizzled Wolverine

Grizzled Wolverine

Color = Red
Rarity = IA(C)
Type = Summon Wolverine (2/2)
Cost = 1RR

Artist = Cornelius Brudi

Text (IA): <R>: +2/+0 until end of turn. Use this ability only when a creature is assigned to block Grizzled Wolverine and only once each turn.

Flavor Text: "Before you release a Wolverine from the trap, make sure it's really dead."
---Lovisa Coldeyes, Balduvian Chieftain

Rulings

1.26 Imposing Visage

Imposing Visage

Color = Red
Rarity = IA(C)
Type = Enchant Creature
Cost = R
Artist = Phil Foglio

Text (IA): Target creature cannot be blocked by only one creature.

Flavor Text: "I can't believe they expect me to fight with this rabble. A Goblin in a big mask sends 'em running for cover."
---Avram Garrison, Leader of the Knights of Stromgald

NO RULINGS

1.27 Incinerate

Incinerate

Color = Red
Rarity = IA(C) / PR(U) / MI(C)
Type = Instant
Cost = 1R
Artist = Mark Poole (IA) / Jock (PR) / Brian Snoddy (MI)

NOTE: The Mirage card again has different artwork. Also the Flavor Text has changed.

NOTE: The Promo card has different artwork. The Flavor Text is the same as the Ice Age version. This card is exclusively distributed among "Legend Members" of the Duelist Convocation.

Text (MI): Incinerate deals 3 damage to target creature or player.
A creature damaged by Incinerate cannot regenerate this turn.

Text (IA): Incinerate deals 3 damage to target creature or player. No creature damaged by Incinerate can regenerate this turn.

Text (PR): Incinerate deals 3 damage to target creature or player. No creature damaged by Incinerate can regenerate this turn.

Flavor Text: "Yes, I think 'toast' is an appropriate description."
---Jaya Ballard, Task Mage

Rulings

1.28 Jokulhaups

Jokulhaups

Color = Red
Rarity = IA(R)
Type = Sorcery
Cost = 4RR
Artist = Richard Thomas

Text (IA): Bury all artifacts, creatures, and lands.

Flavor Text: "I was shocked when I first saw the aftermath of the Yavimaya Valley disaster. The raging waters had swept away trees, bridges, and even houses. My healers had much work to do."
---Halvor Arenson, Kjeldoran Priest

NO RULINGS

1.29 Karplusan Giant

Karplusan Giant

Color = Red
Rarity = IA(U)
Type = Summon Giant (3/3)
Cost = 6R
Artist = Daniel Gelon

Text (IA): <0>: Tap target snow-covered land you control to give Karplusan Giant +1/+1 until end of turn.

Flavor Text: "They aren't the brightest or the quickest of Giants. For that matter, the same holds true if you compare them to rocks."
---Disa the Restless, journal entry

Rulings

1.30 Karplusan Yeti

Karplusan Yeti

Color = Red
Rarity = IA(R)
Type = Summon Yeti (3/3)
Cost = 3RR
Artist = Quinton Hoover

Text (IA): <T>: Karplusan Yeti deals an amount of damage equal to its power to target creature. That creature deals an amount of damage equal to its power to Karplusan Yeti.

Flavor Text: "What's that smell?"
---Perena Deepcutter, Dwarven Armorer

Rulings

1.31 Lava Burst

Lava Burst

Color = Red
Rarity = IA(C)
Type = Sorcery
Cost = XR
Artist = Tom Wannerstrand

Text (IA): Lava Burst deals X damage to target creature or player. Effects that prevent or redirect damage cannot be used to protect that creature.

Flavor Text: "Overkill? This isn't a game of Kick-the-Ouphe!"
---Jaya Ballard, Task Mage

Rulings

1.32 Marton Stromgald

Marton Stromgald

Color = Red
Rarity = IA(R)
Type = Summon Legend (1/1)
Cost = 2RR
Artist = Mark Poole

Text (IA): If Marton Stromgald attacks, all other attacking creatures get +*/+* until end of turn, where * is equal to the number of other attacking creatures. If Marton blocks, all other blocking creatures get +*/+* until end of turn, where * is equal to the number of other blocking creatures.

Rulings

1.33 Melee

Melee

Color = Red
Rarity = IA(U)
Type = Instant
Cost = 4R
Artist = Dameon Willich

Text (IA): Cast only on your turn during combat before defense is chosen. Choose how attacking creatures you control are blocked; all defense must be legal. After declaring blocking, untap any unblocked attacking creature. Treat those creatures as though they had not attacked.

Rulings

1.34 Melting

Melting

Color = Red
Rarity = IA(U)
Type = Enchantment
Cost = 3R
Artist = Randy Gallegos

Text (IA): All snow-covered lands become non-snow-covered lands of the same type.

Flavor Text: "Who needs the sun when you've got me around?"
---Jaya Ballard, Task Mage

NO RULINGS

1.35 Meteor Shower

Meteor Shower

Color = Red
Rarity = IA(C)
Type = Sorcery
Cost = XXR
Artist = Rick Emond

Text (IA): Meteor Shower deals X+1 damage divided any way you choose among

any number of target creatures and/or players.

Flavor Text: "Eenie, meenie, minie, moe... oh, why not all of them?"
---Jaya Ballard, Task Mage

Rulings

1.36 Mountain Goat

Mountain Goat

Color = Red
Rarity = IA(C)
Type = Summon Goat (1/1)
Cost = R
Artist = Cornelius Brudi

Text (IA): Mountainwalk

Flavor Text: "Folklore has it that to capture a Mountain Goat is a sign of divine blessing. I just know it's a sign that dinner is on the way."
---Klazina Jansdotter,
Leader of the Order of the Sacred Torch

NO RULINGS

1.37 Mudslide

Mudslide

Color = Red
Rarity = IA(R)
Type = Enchantment
Cost = 2R
Artist = Brian Snoddy

Text (IA): Creatures without flying do not untap during their controller's untap phase. At the end of his or her upkeep, each player may pay an additional <2> per creature to untap a creature without flying he or she controls.

NO RULINGS

1.38 Orcish Cannoneers

Orcish Cannoneers

Color = Red
Rarity = IA(U)

Type = Summon Orcs (1/3)
Cost = 1RR
Artist = Dan Frazier

Text (IA): <T>: Orcish Cannoneers deals 2 damage to target creature or player and 3 damage to you.

Flavor Text: "It's a thankless job, and you'll probably die in an explosion. But the pay is pretty good."
---Toothlicker Harj, Orcish Captain

NO RULINGS

1.39 Orcish Conscripts

Orcish Conscripts

Color = Red
Rarity = IA(C)
Type = Summon Orcs (2/2)
Cost = R
Artist = Douglas Shuler

Text (IA): Cannot be declared as attacking unless at least two other creatures are also declared as attacking. Cannot be assigned to block unless at least two other creatures are also assigned to block.

NO RULINGS

1.40 Orcish Farmer

Orcish Farmer

Color = Red
Rarity = IA(C)
Type = Summon Orc (2/2)
Cost = 1RR
Artist = Dan Frazier

Text (IA): <T>: Target land becomes a swamp until its controller's next untap phase.

Flavor Text: "Yes, the Farmers keep our soldiers fed. But why do they have to make every battlefield a pigpen?"
---Toothlicker Harj, Orcish Captain

NO RULINGS

1.41 Orcish Healer

Orcish Healer

Color = Red
Rarity = IA(U)
Type = Summon Cleric (1/1)
Cost = RR
Artist = Quinton Hoover

Text (IA): <RRT>: Target creature cannot regenerate this turn.
<RBBT>: Regenerate target black or green creature.
<RGGT>: Regenerate target black or green creature.

NO RULINGS

1.42 Orcish Librarian

Orcish Librarian

Color = Red
Rarity = IA(R)
Type = Summon Orc (1/1)
Cost = 1R
Artist = Phil Foglio

Text (IA): <RT>: Take the top eight cards of your library; remove four of them at random from the game. Put the remaining four on top of your library in any order.

Flavor Text: Us hungry, need food... Lots of books... Hmm...

Rulings

1.43 Orcish Lumberjack

Orcish Lumberjack

Color = Red
Rarity = IA(C)
Type = Summon Orc (1/1)
Cost = R
Artist = Dan Frazier

Text (IA): <T>: Sacrifice a forest to add three mana in any combination of red and/or green to your mana pool. Play this ability as an interrupt.

Flavor Text: "How did I ever let myself get talked into this project?"
---Toothlicker Harj, Orcish Captain

Rulings

1.44 Orcish Squatters

Orcish Squatters

Color = Red
Rarity = IA(R)
Type = Summon Orcs (2/3)
Cost = 4R
Artist = Richard Kane-Ferguson

Text (IA): If Orcish Squatters attacks and is not blocked, you may gain control of target land controlled by defending player. If you do so, Orcish Squatters deals no damage in combat this turn. Lose control of that land if Orcish Squatters leaves play or if you lose control of Orcish Squatters.

Rulings

1.45 Panic

Panic

Color = Red
Rarity = IA(C)
Type = Instant
Cost = R
Artist = Michael Kimble

Text (IA): Target creature cannot block this turn. Cast only during combat before defense is chosen. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "If you'd been there, you would've run from that deer, too!"
---Jaya Ballard, Task Mage

Rulings

1.46 Pyroblast

Pyroblast

Color = Red
Rarity = IA(C)
Type = Interrupt
Cost = R
Artist = Kaja Foglio

Text (IA): Counter target spell if it is blue or destroy target permanent if it is blue.

Flavor Text: "Just the thing for those pesky water mages."
---Jaya Ballard, Task Mage

Rulings

1.47 Pyroclasm

Pyroclasm

Color = Red
Rarity = IA(U)
Type = Sorcery
Cost = 1R
Artist = Pat Morrissey

Text(IA): Pyroclasm deals 2 damage to each creature.

Flavor Text: "Leaves more room for the big ones to fight in, you know."
---Jaya Ballard, Task Mage

NO RULINGS

1.48 Sabretooth Tiger

Sabretooth Tiger

Color = Red
Rarity = IA(C)
Type = Summon Tiger (2/1)
Cost = 2R
Artist = Melissa Benson

Text(IA): First strike

Flavor Text: "Daughter, it is now your turn to hunt the Tiger,
and make a blanket of its fur."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.49 Stone Spirit

Stone Spirit

Color = Red
Rarity = IA(U)
Type = Summon Spirit (4/3)
Cost = 4R
Artist = Jeff A. Menges

Text(IA): Cannot be blocked by creatures with flying.

Flavor Text: "The spirit of the stone is the spirit of strength."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.50 Stonehands

Stonehands

Color = Red
Rarity = IA(C)
Type = Enchant Creature
Cost = 2R
Artist = Dan Frazier

Text (IA): Target creature gets +0/+2.
<R>: Creature Stonehands enchants gets +1/+0 until end of turn.

Flavor Text: "Trust in the power of stone. Stone is strong;
stone shatters swords; stone breaks bones.
Trust in stone."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.51 Tor Giant

Tor Giant

Color = Red
Rarity = IA(C)
Type = Summon Giant (3/3)
Cost = 3R
Artist = Douglas Shuler

Flavor Text: "What do you do then? Run. Run very fast. Don't stop
until you see the camp - or a bigger Giant."
---Toothlicker Harj, Orcish Captain

NO RULINGS

1.52 Total War

Total War

Color = Red
Rarity = IA(R)
Type = Enchantment
Cost = 3R
Artist = Drew Tucker

Text (IA): Whenever any player declares an attack, destroy all untapped non-wall creatures that player controls that don't attack. Do not destroy creatures the player did not control at the beginning of the turn.

Rulings

1.53 Vertigo

Vertigo

Color = Red
Rarity = IA(U)
Type = Instant
Cost = R
Artist = Drew Tucker

Text (IA): Vertigo deals 2 damage to target creature with flying; that creature loses flying until end of turn.

Flavor Text: "I saw the wizard gesturing, but I didn't guess his plan until my Aesthir cried out and went into a dive."
---Arna Kennerud, Skyknight

NO RULINGS

1.54 Wall of Lava

Wall of Lava

Color = Red
Rarity = IA(U)
Type = Summon Wall (1/3)
Cost = 1RR
Artist = Pete Venters

Text (IA): <R>: +1/+1 until end of turn

Flavor Text: "Now there's something you don't see every day."
---Jaya Ballard, Task Mage

NO RULINGS

1.55 Word of Blasting

Word of Blasting

Color = Red
Rarity = IA(U)

Type = Instant
Cost = 1R
Artist = Ken Meyer Jr.

Text (IA): Bury target wall. Word of Blasting deals an amount of damage equal to that wall's casting cost to the wall's controller.

Flavor Text: "Walls? What walls?"
---Jaya Ballard, Task Mage

NO RULINGS
