

AI_RED

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COLLABORATORS

	<i>TITLE :</i> AI_RED		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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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

NOTE: There are TWO different artworks for this card.

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

Flavor Text: "The 'fabled' Order of Stromgald is cast to the four winds,
lost for all time. I for one, give them no thought."
---General Varchild

Flavor Text: "The Order of Stromgald spreads its poisonous lies from within
Varchild's troops, and still she sees only visions of conquest."
---Lovisa Coldeyes, Balduvian Chieftain

Rulings

1.3 Balduvian Horde

Balduvian Horde

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

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

Flavor Text: "Peace will come only when we have taken Varchild's head."
---Lovisa Coldeyes, Balduvian Chieftain

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

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.

Flavor Text: "Those mewling Barbarians will cower before my righteous steel !"
---General Varchild

Flavor Text: "We send our best to battle, but every man, woman, and child will stand against Varchild's butchers."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.5 Bestial Fury

Bestial Fury

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

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

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

Flavor Text: "GOTCHA !"
---Jaya Ballard, Task Mage

NO RULINGS

1.7 Chaos Harlequin

Chaos Harlequin

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

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

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

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

Flavor Text: "Her soldiers' hatred for the Goblins is tempered only by their need for what the Goblins alone hold: knowledge of their mountain home."
---King Darien of Kjeldor

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

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

Flavor Text: "Frankly, destruction is best left to professionals."
---Jaya Ballard, Task Mage

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

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.

Flavor Text: "The only 'art' these beasts possess is the art of noise !"
---Jaya Ballard

Flavor Text: "Theirs is the art of blood."
---Jaeuhl Carthalion, Juniper Order Advocate

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

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.

Rulings

1.13 Omen of Fire

Omen of Fire

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

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.

Flavor Text: "Let Balduvia burn to warm Kjeldor's hearth !"
---General Varchild

NO RULINGS

1.14 Pillage

Pillage

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

Text(AI): Bury target artifact or land.

Flavor Text: "Were they to reduce us to ash, we would clog their throats and sting their eyes in payment."
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

1.15 Primitive Justice

Primitive Justice

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

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

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.

Flavor Text: "Anybody want some... toast ?"
---Jaya Ballard, Task Mage

Rulings

1.17 Rogue Skycaptain

Rogue Skycaptain

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

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

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

Flavor Text: "Loyalty to coin alone is loyalty nonetheless."
---General Varchild

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

NOTE: There are TWO different artworks for this card.

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

Flavor Text: "Let the lightning be your warning,
and the thunder your battle cry."
---Lovisa Coldeyes, Balduvian Chieftain

Flavor Text: "Embrace the storm. Its voice shall echo within you,
and its fire shall become your touch !"
---Lovisa Coldeyes, Balduvian Chieftain

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

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.

Flavor Text: "Every patch of land must belong to Kjeldor,
no matter what the cost !"
---General Varchild

Flavor Text: "We could have peace, but Varchild would rather have the
maps of the new Kjeldor drawn in Balduvian blood."
---King Darien of Kjeldor

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

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.

Flavor Text: "What tries to crush our spirit only strenghtens our resolve."
---Lovisa Coldeyes, Balduvian Chieftain

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

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

Flavor Text: "Good soldiers rely first upon their training,
then upon their instincts."
---King Darien of Kjeldor

Rulings
