

# **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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**REVISION HISTORY**

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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

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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 <B> 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

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## 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

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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

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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.

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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

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## 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

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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.

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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

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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

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