IA_RED

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COLLABORATORS

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```

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 twices 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 itselft 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): <B>: 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) / 5E(U)
Type   = Enchant Land
Cost   = 3RR
Artist = Randy Gallegos (IA) / Gary Leach (5E)

Text(5E): Gain control of enchanted land.

Text(IA): Gain control of target land.

Flavor Text: "Every field watered in warriors' blood is sacred ground.
              Lay it not to waste, but claim it for our own
              ---for glory, and for Stromgald!" ---Avram Garrisson, Leader
              of the Knights of Stromgald

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) / 5E(C)
Type   = Enchant Creature
Cost   = 1R
Artist = L.A. Williams (IA) / Scott Kirschner (5E)

Text(5E): Enchanted creature gets +3/+0 and cannot attack during any turn
          in which any other creatures attack.

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) / 5E(U)
Type   = Summon Spirit (2/3)
Cost   = 4R
Artist = Justin Hampton

Text(5E): <R>: +1/+0 until end of turn

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) / 5E(C)
Type   = Instant
Cost   = 2R
Artist = Drew Tucker (IA) / Greg Simanson (MI) / Andrew Robinson (5E)

Text(5E): Flare deals 1 damage to target creature or player. Draw a card
          at the beginning of the next turn.

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(5E): The secret of destruction is simple: everything burns.

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

Flavor Text(MI): "In the forest, fires light the sky as black clouds
                 unfold their weight." -"Love Song of Night and Day"

  Rulings
```

1.19   Game of Chaos

```
Game of Chaos
```

```
Color   = Red
Rarity  = IA(R) / 5E(R)
Type    = Sorcery
Cost    = RRR
Artist  = Drew Tucker (IA) / Thomas Gianni (5E)
```

Text(5E): Flip a coin; target opponent calls heads or tails while coin is
          in the air. The loser of the flip loses 1 life. The winner of
          the flip gains 1 life any may choose to repeat the process.
          Double the stakes each time.

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: "AIIIEEEE!"
             ---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) / 5E(C)
Type    = Enchant Creature
Cost    = R
Artist  = Phil Foglio (IA) / Brian Snoddy (5E)
```

Text(5E): Enchanted creature cannot be blocked by only on creature.

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

Flavor Text: With the horrible mask, Lagfrak the Low terrorized
              the countryside. But the he met Il-Chunt,
              the mask's model....

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) / 5E(C)
Type   = Instant
Cost   = 1R
Artist = Mark Poole (IA) / Jock (PR) / Brian Snoddy (MI) /
         Scott M. Fischer (5E)

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(5E): Incinerate deals 3 damage to target creature or player.
          Creatures damaged by Incinerate cannot regenerate this turn.

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

Flavor Text: "Never taunt an embermage, 'What are you going
               to do about it?'"
                ---Akin, seasoned askari

  Rulings

1.28   Jokulhaups

Jokulhaups

Color = Red
Rarity = IA(R) / 5E(R)
Type   = Sorcery

```
Cost   = 4RR
Artist = Richard Thomas (IA) / Mike Kerr (5E)

Text(5E): Bury all artifacts, creatures, and lands.

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

Flavor Text: "The raging waters had swept away trees, bridges,
              and even houses. My healers had much work to do."
              ---Halvor Arenson, Kjeldoran priest

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 Wanerstrand
```

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) / 5E(C) / PT(U)
Type   = Summon Goat (1/1) / Summon Creature (1/1)
Cost   = R
Artist = Cornelius Brudi (IA) / Cornelius Brudi (5E) / Una Fricker (PT)

Text(PT): Mountainwalk (If defending player has any
          mountains in play, Mountain Goat can't be
          intercepted.)

Text(5E): Mountainwalk (If defending player controls any mountains,
          the creature is unblockable.)

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) / 5E(C)
Type   = Summon Orcs (2/2)
Cost   = R
Artist = Douglas Shuler

Text(5E): Orcish Constripts cannot attack this turn unless at least two
          other creatures are attacking. Orcish Conscripts cannot be
          assigned to block this turn unless at least two other creatures
           are blocking.

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) / 5E(C)
Type   = Summon Orc (2/2)
Cost   = 1RR
Artist = Dan Frazier

Text(5E): <T>: Target land is a swamp until its controller's next
          untap phase.

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

Flavor Text: There is no natural disaster quite like orcish farming.

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) / 5E(R)
Type   = Summon Orcs (2/3)
Cost   = 4R
Artist = Richard Kane-Ferguson
```

Text(5E): <0>: Gain control of target land defending player controls as
          long as you control Orcish Squatters. Orcish Quatters deals no
          combat damage this turn. Use this ability only if Orcish Squatters
          is attcking and unblocked and only once each turn.

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) / 5E(C)
Type   = Instant
Cost   = R
Artist = Michael Kimble (IA) / Greg Simanson (5E)
```

Text(5E): Play only during combat before blockers are declared.
          Target creature cannot be assigned to block this turn.
          Draw a card at the beginnings of the next turn.

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) / 5E(C)
Type    = Interrupt
Cost    = R
Artist  = Kaja Foglio

Text(5E): Counter target spell if it is a blue, or destroy target permanent
          if it is blue. (If this spell targets a permanent, play it as
          an instant.)

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) / PT(R)
Type    = Sorcery
Cost    = 1R
Artist  = Pat Morrissey (IA) / John Matson (PT)

Text(PT): Pyroclasm deals 2 damage to each creature. (This
          includes your creatures.)

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) / 5E(C)
Type    = Summon Tiger (2/1)
Cost    = 2R
Artist  = Melissa Benson
```

```
Text(5E): First strike

Text(IA): First strike

Flavor Text: "I fear anything with teeth measured in handspans."
             ---Norin the Wary

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) / 5E(U)
Type   = Summon Spirit (4/3)
Cost   = 4R
Artist = Jeff A. Menges (IA) / James Allen (5E)

Text(5E): Stone Spirit cannot be blocked by creatures with flying.

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) / 5E(U)
Type    = Instant
Cost    = 1R
Artist  = Ken Meyer Jr.

Text(5E): Bury target Wall. Word of Blasting deals to that Wall's controller
          an amount of damage equal to the Wall's casting cost.

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
```