

LG_RED

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Chapter 1

LG_RED

1.1 Legends - Red Cards

Legends - Red Cards

Active Volcano

Aerathi Berserker

Backdraft

Beasts of Bogardan

Blazing Effigy

Blood Lust

Caverns of Despair

Chain Lightning

Crevasse

Crimson Kobolds

Crimson Manticore

Crookshank Kobolds

Disharmony

Dwarven Song

Eternal Warrior

Falling Star

Feint

Firestorm Phoenix
Frost Giant
Giant Strength
Glyph of Destruction
Gravity Sphere
Hyperion Blacksmith
Immolation
Kobold Drill Sergeant
Kobold Overlord
Kobold Taskmaster
Kobolds of Kher Keep
Land's Edge
Mountain Yeti
Primordial Ooze
Pyrotechnics
Quarum Trench Gnomes
Raging Bull
Spinal Villain
Storm World
Tempest Efreet
The Brute
Wall of Dust
Wall of Earth
Wall of Heat
Wall of Opposition
Winds of Change

1.2 Active Volcano

Active Volcano

Color = Red
Rarity = LG(C2) / CR(C3)
Type = Instant
Cost = R
Artist = Justin Hampton

Text (LG): Destroy target blue permanent or return target island to owner's hand. Enchantments on target land are destroyed.

Text (CR): Destroy target blue permanent or return target island to owner's hand. Enchantments on target land are destroyed.

Rulings

1.3 Aerathi Berserker

Aerathi Berserker

Color = Red
Rarity = LG(U1)
Type = Summon Berserker (2/4)
Cost = 2RRR
Artist = Melissa Benson

Text (LG): Rampage: 3

Flavor Text: Aerathi children who show promise are left to survive for a year in the wilderness. Those who return are shown the way of the Berserker.

Rulings

1.4 Backdraft

Backdraft

Color = Red
Rarity = LG(U1)
Type = Instant
Cost = 1R
Artist = Brian Snoddy

Text (LG): Backdraft does half of the damage (rounded down) done by one sorcery cast this turn to the caster of the sorcery.

Rulings

1.5 Beasts of Bogardan

Beasts of Bogardan

Color = Red
Rarity = LG(U1) / CR(U3)
Type = Summon Beasts (3/3)
Cost = 4R
Artist = Daniel Gelon

Text (LG): Protection from red
Gains +1/+1 if an opponent controls any white cards.

Text (CR): Protection from red
As long as any opponent controls any white cards,
Beasts of Bogardan gets +1/+1.

Flavor Text: Bogardan is a land as volatile as
the creatures who live there.

NO RULINGS

1.6 Blazing Effigy

Blazing Effigy

Color = Red
Rarity = LG(C2)
Type = Summon Effigy (0/3)
Cost = 1R
Artist = Susan van Camp

Text (LG): When placed in the graveyard from play, Effigy does 3 damage to target creature. If an Effigy is damaged by another Effigy in this manner and is placed in the graveyard that turn, it deals the amount of damage recieved from the other Effigy in addition to its normal 3.

Rulings

1.7 Blood Lust

Blood Lust

Color = Red
Rarity = LG(U1) / 4E(C) / 5E(C)
Type = Instant
Cost = 1R
Artist = Anson Maddocks

Text (5E): Target creature gets +4/-4 until end of turn. If this reduces that creature's toughness to less than 1, that creature's

toughness is 1.

Text (LG): Target creatures gain +4/-4 until end of turn. If this reduces creature's toughness below 1, creature's toughness is 1.

Text (4E): Target creature gets +4/-4 until end of turn. If this reduces creature's toughness to less than 1, creature's toughness becomes 1.

Rulings

1.8 Caverns of Despair

Caverns of Despair

Color = Red
Rarity = LG(R)
Type = Enchant World
Cost = 2RR
Artist = Harold McNeill

Text (LG): All players may attack with no more than two creatures each turn and block with no more than two creatures each turn.

Rulings

1.9 Chain Lightning

Chain Lightning

Color = Red
Rarity = LG(C2)
Type = Sorcery
Cost = R
Artist = Sandra Everingham

Text (LG): Chain Lightning does 3 damage to one target. Each time Chain Lightning does damage, the target or target's controller may then pay <RR> to have Chain Lightning do 3 damage to any target of that player's choice.

Rulings

1.10 Crevasse

Crevasse

Color = Red
Rarity = LG(U1)
Type = Enchantment

Cost = 2R
Artist = Rob Alexander

Text (LG): Creatures with mountainwalk may be blocked as if they did not have this ability.

NO RULINGS

1.11 Crimson Kobolds

Crimson Kobolds

Color = Red
Rarity = LG (C2)
Type = Summon Kobolds (0/1)
Cost = 0
Artist = Anson Maddocks

Text (LG): This card is a red spell when cast and Kobolds are a red creature.

Flavor Text: "Kobolds are harmless."
---Bearand the Bold, epitaph

Rulings

1.12 Crimson Manticore

Crimson Manticore

Color = Red
Rarity = LG (R) / 4E (R) / 5E (R)
Type = Summon Manticore (2/2)
Cost = 2RR
Artist = Daniel Gelon (LG/4E) / Roger Haupp (5E)

Text (5E): Flying
<1T>: Crimson Manticore deals 1 damage to target attacking or blocking creature.

Text (LG): Flying
<RT>: Manticore does 1 damage to target attacking or blocking creature.

Text (4E): Flying
<RT>: Manticore deals 1 damage to target attacking or blocking creature.

Flavor Text: Manticores dicide all beings into two vatrgories:
other manticores and dinner.

Flavor Text: Noted neither for their good looks nor their charm,

Crimson Manticores can be fearsome allies. As dinner companions, however, they are best left alone.

Rulings

1.13 Crookshank Kobolds

Crookshank Kobolds

Color = Red
Rarity = LG(C2)
Type = Summon Kobolds (0/1)
Cost = 0
Artist = Christopher Rush

Text(LG): This card is a red spell when cast and Kobolds are a red creature.

Flavor Text: The Crookshank military boasts a standing army of nearly twenty-four million, give or take twenty-two million.

Rulings

1.14 Disharmony

Disharmony

Color = Red
Rarity = LG(R)
Type = Instant
Cost = 2R
Artist = Bryon Wackwitz

Text(LG): Target attacking creature comes under your control untapped. Return to former controller at end of turn. This creature is no longer considered to have attacked. Play before defense is chosen.

Rulings

1.15 Dwarven Song

Dwarven Song

Color = Red
Rarity = LG(U1)
Type = Instant
Cost = R
Artist = Dan Frazier

Text (LG): Changes the color of one or more target creatures to red until end of turn. You choose which and how many creatures are affected. Cost to tap, maintain, or use a special ability of target creatures remains entirely unchanged.

NO RULINGS

1.16 Eternal Warrior

Eternal Warrior

Color = Red
Rarity = LG(U1) / 4E(C) / 5E(C)
Type = Enchant Creature
Cost = R
Artist = Anson Maddocks

Text (5E): Attacking does not cause enchanted creature to tap.

Text (LG): Attacking does not tap target creature.

Text (4E): Attacking does not cause target creature to tap.

Flavor Text: Warriors of the Tsunami-nito School spend years in training to master the way of effortless effort.

NO RULINGS

1.17 Falling Star

Falling Star

Color = Red
Rarity = LG(R)
Type = Sorcery
Cost = 2R
Artist = Douglas Shuler

Text (LG): Flip Star onto the playing area from a height of at least one foot. Star must turn at least 360 degrees or it has no effect. When Falling Star lands, Falling Star does 3 damage to each creature that it touches. Any creatures damaged by Falling Star that are not destroyed become tapped.

Rulings

1.18 Feint

Feint

Color = Red
Rarity = LG(C1)
Type = Instant
Cost = R
Artist = Brian Snoddy

Text (LG): All creatures blocking target attacking creature become tapped.
Target attacking creature and all creatures blocking it deal no damage during combat.

Rulings

1.19 Firestorm Phoenix

Firestorm Phoenix

Color = Red
Rarity = LG(R)
Type = Summon Phoenix (3/2)
Cost = 4RR
Artist = Jeff A. Menges

Text (LG): Flying
If Phoenix is placed in the graveyard from play, return it to owner's hand instead. It may not be summoned again until owner's next turn.

Flavor Text: "The bird of wonder dies, the maiden phoenix,
Her ashes new-create another heir
As great in admiration as herself."
---William Shakespeare, King Henry the Eighth

Rulings

1.20 Frost Giant

Frost Giant

Color = Red
Rarity = LG(U1)
Type = Summon Giant (4/4)
Cost = 3RRR
Artist = Daniel Gelon

Text (LG): Rampage: 2

Flavor Text: The Frost Giants have been out in the cold a long,
long time, but they have their rage to keep them warm.

NO RULINGS

1.21 Giant Strength

Giant Strength

Color = Red
Rarity = LG(C2) / 4E(C) / 5E(C)
Type = Enchant Creature
Cost = RR
Artist = Justin Hampton (LG/4E) / Kev. Walker (5E)

Text(5E): Enchanted creature gets +2/+2.

Text(LG): Target creature gains +2/+2.

Text(4E): Target creature gets +2/+2.

Flavor Text: "O! it is excellent
To have a giant's strength, but it is tyrannous
To use it like a giant."
---William Shakespeare, Measure for Measure

NO RULINGS

1.22 Glyph of Destruction

Glyph of Destruction

Color = Red
Rarity = LG(C2)
Type = Instant
Cost = R
Artist = Susan van Camp

Text(LG): Target wall you control gains +10/+0 when blocking. Any damage dealt to target wall is reduced to zero. Target wall is destroyed at end of turn.

Rulings

1.23 Gravity Sphere

Gravity Sphere

Color = Red
Rarity = LG(R)
Type = Enchant World
Cost = 2R
Artist = Brian Snoddy

Text(LG): All creatures lose flying ability.

Flavor Text: On the morning of the Battle of Gal-Shan, the Sorcerer's

cry rang out: "Let no bird fly, let no creature take wing,
let all the battle join as one."

Rulings

1.24 Hyperion Blacksmith

Hyperion Blacksmith

Color = Red
Rarity = LG(U1)
Type = Summon Smith (2/2)
Cost = 1RR
Artist = Dan Frazier

Text(LG): <T>: Target artifact controlled by opponent becomes tapped or untapped.

Flavor Text: "The smith a mighty man is he
With large and sinewy hands.
And the muscles of his brawny arms
Are strong as iron bands."
---Henry Wadsworth Longfellow, The Village Blacksmith

Rulings

1.25 Immolation

Immolation

Color = Red
Rarity = LG(C1) / 4E(C)
Type = Enchant Creature
Cost = R
Artist = Scott Kirschner

Text(LG): Target creature gains +2/-2.

Text(4E): Target creature gets +2/-2.

NO RULINGS

1.26 Kobold Drill Sergeant

Kobold Drill Sergeant

Color = Red
Rarity = LG(U1)
Type = Summon Drill Sergeant (1/2)
Cost = 1R

Artist = Julie Baroh

Text (LG): All your Kobolds gain +0/+1 and Trample.

Flavor Text: "Joining this army is easy, boy. Just survive your first battle."

Rulings

1.27 Kobold Overlord

Kobold Overlord

Color = Red

Rarity = LG(R)

Type = Summon Lord (1/2)

Cost = 1R

Artist = Julie Baroh

Text (LG): First strike
All your kobolds gain first strike.

Flavor Text: "One for all, all for one; we strike first,
and then you're done!"
---Oath of the Kobold Musketeers

Rulings

1.28 Kobold Taskmaster

Kobold Taskmaster

Color = Red

Rarity = LG(U1)

Type = Summon Taskmaster (1/2)

Cost = 1R

Artist = Randy Asplund-Faith

Text (LG): All your Kobolds gain +1/+0.

Flavor Text: The Taskmaster knows that there is no
cure for the common Kobold.

Rulings

1.29 Kobolds of Kher Keep

Kobolds of Kher Keep

Color = Red

Rarity = LG(C2)
Type = Summon Kobolds (0/1)
Cost = 0
Artist = Julie Baroh

Text (LG): This card is a red spell when cast and Kobolds are a red creature.

Flavor Text: Kher Keep is unique among fortresses: impervious to aerial assault but defenseless from the ground.

Rulings

1.30 Land's Edge

Land's Edge

Color = Red
Rarity = LG(R) / CR(U1)
Type = Enchant World
Cost = 1RR
Artist = Brian Snoddy

Text (LG): Any player may discard a card from hand at any time. If that player discards a land, Land's Edge does 2 damage to target player of the discarding player's choice.

Text (CR): Any player may choose and discard a card from his or her hand at any time. If a player discards a land, Land's Edge deals 2 damage to target player of that player's choice.

Rulings

1.31 Mountain Yeti

Mountain Yeti

Color = Red
Rarity = LG(U1) / CR(C3)
Type = Summon Yeti (3/3)
Cost = 2RR
Artist = Dan Frazier

Text (LG): Mountainwalk
Protection from white

Text (CR): Mountainwalk
Protection from white

Flavor Text: The Yeti's single greatest asset is its unnerving ability to blend in with its surroundings.

NO RULINGS

1.32 Primordial Ooze

Primordial Ooze

Color = Red
 Rarity = LG(U1) / CR(U3) / 5E(U)
 Type = Summon Ooze (1/1)
 Cost = R
 Artist = Sandra Everingham (LG/CR) / Randy Gallegos (5E)

Text (5E): Primordial Ooze attacks each turn if able.
 During your upkeep, put a +1/+1 counter on Primordial Ooze.
 The pay <X>, where X is equal to the number of these counters on Primordial Ooze, or tap Primordial Ooze and it deals X damage to you.

Text (LG): Must attack each turn if possible. Gains +1/+1 at end of your upkeep. Use counters. Then pay <1> per counter or Ooze deals 1 damage to you for each counter and becomes tapped.

Text (CR): Must attack each turn if possible. At the beginning of your upkeep, put a +1/+1 counter on Primordial Ooze. At the end of your upkeep, pay <X>, where X is equal to the number of +1/+1 counters on Primordial Ooze, or Primordial Ooze deals X damage to you. If Primordial Ooze deals damage to you in this way, tap it.

Flavor Text: The thick, moving mass from the beginning of evolution swallows and digests the animate and inanimate as it unthinkingly strives to continue its existence.

Rulings

1.33 Pyrotechnics

Pyrotechnics

Color = Red
 Rarity = LG(C2) / 4E(U) / 5E(U)
 Type = Sorcery
 Cost = 4R
 Artist = Anson Maddocks

Text (5E): Pyrotechnics deals 4 damage divided any way you choose among any number of target creatures and/or players.

Text (LG): Pyrotechnics does 4 damage divided any way you choose among any number of target creatures and/or targets.

Text (4E): Pyrotechnics deals 4 damage divided any way you choose among any number of target creatures and/or players.

Flavor Text: "Hi! ni! ya! Behold the man of flint, that's me!
Four lightnings zigzag from me, strike and return."
---Navajo war chant

Rulings

1.34 Quarum Trench Gnomes

Quarum Trench Gnomes

Color = Red
Rarity = LG(R)
Type = Summon Gnomes (1/1)
Cost = 3R
Artist = Dan Frazier

Text (LG): <T>: Target plains produce <1> instead of <W> until end of game.
Use counters.

Flavor Text: "O Great Captain, all is lost. They tunneled, they
burrowed, they trenched. They sapped the strength
of our defenses."
---Sorgus, Chronicles of the Quarum Plains

Rulings

1.35 Raging Bull

Raging Bull

Color = Red
Rarity = LG(C1)
Type = Summon Bull (2/2)
Cost = 2R
Artist = Randy Asplund-Faith

Flavor Text: "Sometimes the bulls win, and sometimes the bears win.
But the bulls have more fun."
---Anonymous

NO RULINGS

1.36 Spinal Villain

Spinal Villain

Color = Red
Rarity = LG(R)
Type = Summon Villain (1/2)

Cost = 2R
Artist = Anson Maddocks

Text (LG): <T>: Destroy target blue creature.

Flavor Text: "Striking silent as a dream,
Cutting short the strangled scream..."
---Tobrian, "Watchdragon"

NO RULINGS

1.37 Storm World

Storm World

Color = Red
Rarity = LG(R)
Type = Enchant World
Cost = R
Artist = Christopher Rush

Text (LG): If any player has less than four cards in hand at the end of his or her upkeep, Storm World does one damage to that player for each card less than four.

NO RULINGS

1.38 Tempest Efreet

Tempest Efreet

Color = Red
Rarity = LG(R) / 4E(R)
Type = Summon Efreet (3/3)
Cost = 1RRR
Artist = NeNe Thomas

Text (LG): <T>: Pick a card at random from opponent's hand and place it in yours. Bury Tempest Efreet in opponent's graveyard. The change in ownership is permanent. Play as an interrupt, but opponent may prevent effect by paying 10 life points or conceding game before the card to be switched is chosen--if this is done, Tempest Efreet is buried. Effects that prevent or redirect damage may not be used to counter this loss of life. Remove this card from deck if not playing for ante.

Text (4E): <T>: Choose a card at random from target opponent's hand and put it in yours. Bury Tempest Efreet in opponent's graveyard. The change in ownership is permanent. Play this ability as an interrupt. Before you choose the card to be switched, the opponent may prevent effect by paying 10 life or conceding game; if this is done, bury Tempest Efreet. Effects that prevent or

redirect damage cannot be used to counter this loss of life.
Remove Tempest Efreet from your deck before playing if not
playing for ante.

Rulings

1.39 The Brute

The Brute

Color = Red
Rarity = LG(C1) / 4E(C) / 5E(C)
Type = Enchant Creature
Cost = 1R
Artist = Mark Poole (LG/4E) / Douglas Shuler (5E)

Text (5E): Enchanted creature gets +1/+0.
<RRR>: Regenerate enchanted creature.

Text (LG): Target creature gets +1/+0
<RRR>: Regenerates.

Text (4E): Target creature gains +1/+0
<RRR>: Regenerate target creature The Brute enchants.

Flavor Text: "Union may be strength, but it is mere blind
brute strength unless wisely directed."
---Samuel Butler

Flavor Text: After years of being bullied, Fergo reaped the benefits
of his newfound strength: he never met a man he didn't want
to fight.

NO RULINGS

1.40 Wall of Dust

Wall of Dust

Color = Red
Rarity = LG(U1) / 4E(U)
Type = Summon Wall (1/4)
Cost = 2R
Artist = Richard Thomas

Text (LG): Creatures blocked by Wall of Dust cannot attack during your
opponent's next turn. Use counters to mark these creatures.

Text (4E): No creature blocked by Wall of Dust may attack during its
controller's next turn.

Flavor Text: An ever-moving swarm of dust engulfs and

disorients anything that comes near.

Rulings

1.41 Wall of Earth

Wall of Earth

Color = Red
Rarity = LG(C2)
Type = Summon Wall (0/6)
Cost = 1R
Artist = Richard Thomas

Flavor Text: The ground shuddered violently and the earth seemed to come to life. The elemental force contained in the vast wall of earth was trapped, bent to its controller's will.

NO RULINGS

1.42 Wall of Heat

Wall of Heat

Color = Red
Rarity = LG(C1) / CR(C3)
Type = Summon Wall (2/6)
Cost = 2R
Artist = Richard Thomas

Flavor Text: At a distance, we mistook the sound for a waterfall...

NO RULINGS

1.43 Wall of Opposition

Wall of Opposition

Color = Red
Rarity = LG(R) / CR(U3)
Type = Summon Wall (0/6)
Cost = 3RR
Artist = Harold McNeill

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

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

Flavor Text: Like so many obstacles in life, the Wall of Opposition

is but an illusion, held fast by the focus and belief
of the one who creates it.

NO RULINGS

1.44 Winds of Change

Winds of Change

Color = Red

Rarity = LG(U1) / 4E(R) / 5E(R) / PT(R)

Type = Sorcery

Cost = R

Artist = Justin Hampton (LG/4E) / Bie del Rio (5E) / Adam Rex (PT)

Text (PT): Each player counts the cards in his or her hand,
shuffles those cards into his or her deck, and then
draws that many cards. (When you play Winds of
Change it doesn't count as a card in your hand.)

Text (5E): Each player shuffles his or her hand into his or her library,
then draws a new hand of as many cards as he or she had before.

Text (LG): All players shuffle their hands into their libraries and then
draw the same number of cards they originally held.

Text (4E): All players shuffle their hands into their libraries and then
draw the same number of cards they originally held.

Flavor Text: "'Tis the set of sails, and not the gales,
Which tells us the way to go."
---Ella Wheeler Wilcox

Rulings
