WL_RED

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1.2   AEther Flash

```
AEther Flash

Color   = Red
Rarity  = WL(U)
Type    = Enchantment
Cost    = 2RR
Artist  = Ron Spencer

Text(WL): Whenever any creature comes into play, AEther Flash deals
         2 damage to that creature.

Flavor Text: "You can get there from here.
              Well, you can -- it just won't be fun."
              ---Ertai, wizard adept

  Rulings
```

1.3   Betrothed of Fire

```
Betrothed of Fire

Color   = Red
Rarity  = WL(C)
Type    = Enchant Creature
Cost    = 1R
```

Artist = Clint Langley

Text(WL): Sacrifice an untapped creature: Enchanted creature gets
          +2/+0 until end of turn.
          Sacrifice enchanted creature: All creatures you control
          get +2/+0 until end of turn.

   Rulings

1.4 Bloodrock Cyclops

Bloodrock Cyclops

Color = Red
Rarity = WL(C)
Type   = Summon Cyclops (3/3)
Cost   = 2R
Artist = Tom Wanerstrand

Text(WL): Bloodrock Cyclops attacks each turn if able.

Flavor Text: "He's big an' dumb an' ready to fight. A lot like
              ol' Hornhead here." ---Squee, goblin cabin hand,
              scouting report

   Rulings

1.5 Bogardan Firefiend

Bogardan Firefiend

Color = Red
Rarity = WL(C)
Type   = Summon Spirit (2/1)
Cost   = 2R
Artist = Terese Nielsen

Text(WL): If Bogardan Firefiend is put into any graveyard from play,
          it deals 2 damage to target creature.

Flavor Text: "The next one who tells me to relax and curl up by the fire
              is dead." ---Mirri of the Weatherlight

   Rulings

1.6 Boiling Blood

Boiling Blood

Color = Red

```
Rarity = WL(C)
Type   = Instant
Cost   = 2R
Artist = Cliff Nielsen
```

Text(WL): Target creature attacks this turn if able.
         Draw a card.

Flavor Text: "Your father has no horns! Your mother wears a bell!
              You drink the milk of goats!" ---Talruum taunts

  NO RULINGS

1.7 Cinder Giant

Cinder Giant

```
Color  = Red
Rarity = WL(U)
Type   = Summon Giant (5/3)
Cost   = 3R
Artist = Rogerio Vilela
```

Text(WL): During your upkeep, Cinder Giant deals 2 damage to each
         other creature you control.

Flavor Text: "The giant wept tears of embers for the deaths of his allies."
              ---Azeworai, "The Lonely Giant"

  NO RULINGS

1.8 Cinder Wall

Cinder Wall

```
Color  = Red
Rarity = WL(C)
Type   = Summon Wall (3/3)
Cost   = R
Artist = Randy Gallegos
```

Text(WL): If Cinder Wall blocks, destroy it at end of combat.

Flavor Text: "Easy! All you gotta do is push somebody into it."
              ---Squee, goblin cabin hand, scouting report

  NO RULINGS

1.9 Cone of Flame

```
Cone of Flame

Color  = Red
Rarity = WL(U)
Type   = Sorcery
Cost   = 3RR
Artist = Ron Spencer

Text(WL): Choose three target creatures and/or players. Cone of Flame
          deals 1 damage to the first, 2 damage to the second, and 3
          damage to the third.

Flavor Text: "Mine is not the warmth of compassion.? ---Ertai, wizard adept

   Rulings
```

1.10 Desperate Gambit

```
Desperate Gambit

Color  = Red
Rarity = WL(U)
Type   = Instant
Cost   = R
Artist = Pete Venters

Text(WL): Flip a coin: target opponent calls heads or tails while
          coin is in the air. If the flip ends up in your favor,
          double the damage dealt by a source you control.
          Otherwise, prevent all damage from that source.

   Rulings
```

1.11 Dwarven Berserker

```
Dwarven Berserker

Color  = Red
Rarity = WL(C)
Type   = Summon Dwarf (1/1)
Cost   = 1R
Artist = Douglas Shuler

Text(WL): If Dwarven Berserker is blocked, it gets +3/+0 and
          gains trample until end of turn.

Flavor Text: "I may be small, but I can kick your butt."

 NO RULINGS
```

1.12   Dwarven Thaumaturgist

```
Dwarven Thaumaturgist

Color  = Red
Rarity = WL(R)
Type   = Summon Dwarf (1/2)
Cost   = 2R
Artist = Kipling West
```

Text(WL): <T>: Switch power and toughness of target creature until end
         of turn. Effects that alter that creature's power alter its
         toughness instead, and vice versa, until end of turn.

   Rulings

1.13   Fervor

```
Fervor

Color  = Red
Rarity = WL(R)
Type   = Enchantment
Cost   = 2R
Artist = Franz Vohwinkel
```

Text(WL): All creatures you control are unaffected by summoning sickness.

Flavor Text: "If your blood doesn't run hot, I will make it run
              in the sands!" ---Maraxus of Keld

 NO RULINGS

1.14   Fire Whip

```
Fire Whip

Color  = Red
Rarity = WL(C)
Type   = Enchant Creature
Cost   = 1R
Artist = Jeff Miracola
```

Text(WL): Play only on a creature you control.
         Tap enchanted creature: Enchanted creature deals 1 damage
         to target creature or player.
         Sacrifice Fire Whip: Fire Whip deals 1 damage to target
         creature or player.

   Rulings

1.15   Firestorm

```
Firestorm

Color   = Red
Rarity  = WL(R)
Type    = Instant
Cost    = R
Artist  = Jeff Miracola

Text(WL): Choose and discard X cards: Firestorm deals X damage to
          each of X target creatures and/or players.

Flavor Text: "Glok loved storms! He'd sit an' watch an' laugh through the
              whole thing. I miss him." ---Squee, goblin cabin hand

  Rulings
```

1.16   Fit of Rage

```
Fit of Rage

Color   = Red
Rarity  = WL(C)
Type    = Sorcery
Cost    = 1R
Artist  = Douglas Shuler

Text(WL): Target creature gets +3/+3 and gains first strike
          until end of turn.

Flavor Text: "Anger is fleeting; remorse is eternal." ---Karn, silver golem

  Rulings
```

1.17   Goblin Bomb

```
Goblin Bomb

Color   = Red
Rarity  = WL(R)
Type    = Enchantment
Cost    = 1R
Artist  = Ron Spencer

Text(WL): During your upkeep, you may choose to flip a coin.
          Target opponent calls heads or tails while the coin is in the
          air. If the flip ends up in your favor, put a fuse counter on
          Goblin Bomb. Otherwise, remove a fuse counter on Goblin Bomb.
          Remove 5 fuse counters from Goblin Bomb, Sacrifice Goblin Bomb:
          Goblin Bomb deals 20 damage to target player.
```

```
   Rulings
```

1.18   Goblin Grenadiers

```
Goblin Grenadiers

Color  = Red
Rarity = WL(U)
Type   = Summon Goblins (2/2)
Cost   = 3R
Artist = Dan Frazier

Text(WL): Sacrifice Goblin Grenadiers: Destroy target creature and
          target land. Use this ability only if Goblin Grenadiers
          is attacking and unblocked.

Flavor Text: For once, Squee realized, he wasn't the dumb one.

   Rulings
```

1.19   Goblin Vandal

```
Goblin Vandal

Color  = Red
Rarity = WL(C)
Type   = Summon Goblin (1/1)
Cost   = R
Artist = Franz Vohwinkel

Text(WL): <R>: Destroy target artifact defending player controls.
          Goblin Vandal deals no combat damage this turn. Use this
          ability only if Goblin Vandal is attacking and unblocked
          and only once each turn.

 NO RULINGS
```

1.20   Heart of Bogardan

```
Heart of Bogardan

Color  = Red
Rarity = WL(R)
Type   = Enchantment
Cost   = 2RR
Artist = Terese Nielsen

Text(WL): Cumulative upkeep: <2>
          If Heart of Bogardan's cumulative upkeep cost is not paid,
          Heart of Bogardan deals damage equal to its last paid
```

```
            cumulative upkeep to target player and each creature he
            or she controls.

    Rulings
```

1.21   Heat Stroke

```
Heat Stroke

Color   = Red
Rarity  = WL(R)
Type    = Enchantment
Cost    = 2R
Artist  = Andrew Robinson

Text(WL): At the end of each combat, destroy all creatures that
          blocked or were blocked this turn.

Flavor Text: Stroke of heart or stroke of blade. Choose your fate, traitor."
                  ---Maraxus of Keld, to Strake

  NO RULINGS
```

1.22   Hurloon Shaman

```
Hurloon Shaman

Color   = Red
Rarity  = WL(U)
Type    = Summon Minotaur (2/3)
Cost    = 1RR
Artist  = Scott M. Fischer

Text(WL): If Hurloon Shaman is put into any graveyard from play, each
          player chooses and buries a land he or she controls.

Flavor Text: "I believe it when they say they're connected to
                the land -- looks like somebody plowed her face."
                ---Tahngarth of the  Weatherlight

  NO RULINGS
```

1.23   Lava Hounds

```
Lava Hounds

Color   = Red
Rarity  = WL(U)
Type    = Summon Hounds (4/4)
Cost    = 2RR
```

```
Artist  = Steve White
```

Text(WL): Lava Hounds is unaffected by summoning sickness. When
         Lava Hounds comes into play, it deals 4 damage to you.

Flavor Text: "What cats bury, dogs eat." ---Urborg aphorsim

 NO RULINGS

1.24 Lava Storm

```
Lava Storm

Color  = Red
Rarity = WL(C)
Type   = Instant
Cost   = 3RR
Artist = Scott Kirschner
```

Text(WL): Lava Storm deals 2 damage to each attacking creature
         or 2 damage to each blocking creature.

Flavor Text: "They say lava conquers all."

 NO RULINGS

1.25 Maraxus of Keld

```
Maraxus of Keld

Color  = Red
Rarity = WL(R)
Type   = Summon Legend (*/*)
Cost   = 4RR
Artist = Adrian Smith
```

Text(WL): Maraxus of Keld has power and toughness each equal to the
         total number of untapped artifacts, creatures, and lands
         you control.

Flavor Text: "I have no master. I am chaos." ---Maraxus of Keld

 NO RULINGS

1.26 Orcish Settlers

```
Orcish Settlers

Color  = Red
Rarity = WL(U)
```

```
Type   = Summon Orcs (1/1)
Cost   = 1R
Artist = Pete Venters
```

```
Text(WL): <XXR>,<T>, Sacrifice Orcish Settlers: Destroy X target lands.
```

```
Flavor Text: The wouldn't know their houses from a
                charred hole in the ground.
```

```
 NO RULINGS
```

1.27   Roc Hatchling

```
Roc Hatchling
```

```
Color  = Red
Rarity = WL(U)
Type   = Summon Bird (0/1)
Cost   = R
Artist = Una Fricker
```

```
Text(WL): When Roc Hatchling comes into play, put four shell counters
          on it. During your upkeep, remove a shell counter from Roc
          Hatchling. As long as Roc Hatchling has no shell counters
          on it, it gets +3/+2 and gains flying.
```

```
  Rulings
```

1.28   Sawtooth Ogre

```
Sawtooth Ogre
```

```
Color  = Red
Rarity = WL(C)
Type   = Summon Ogre (3/3)
Cost   = 2RR
Artist = Brom
```

```
Text(WL): If Sawtooth Ogre blocks or is blocked by any creature, Sawtooth
          Ogre deals 1 damage to that creature at end of combat.
```

```
Flavor Text: "You will sharpen your teeth on my enemies' bones." Maraxus
                promised them, and his ogress cheered.
```

```
  Rulings
```

1.29   Thunderbolt

```
Thunderbolt

Color   = Red
Rarity  = WL(C)
Type    = Instant
Cost    = 1R
Artist  = Dylan Martens

Text(WL): Thunderbolt deals 3 damage to target player or 4 damage
          to target creature with flying.

Flavor Text: "Most wizards consider a thunderbolt to be a proper retort."
                 ---Ertai, wizard adept

   Rulings
```

1.30 Thundermare

```
Thundermare

Color   = Red
Rarity  = WL(R) / PT(R)
Type    = Summon Thundermare (5/5) / Summon Creature (5/5)
Cost    = 5R
Artist  = Bob Eggleton

Text(PT): Thundermare is unaffected by summoning sickness.
          When Thundermare comes into play from your
          hand, tap all other creatures. (This include your
          creatures.)

Text(WL): Thundermare is unaffected by summoning sickness. When
          Thundermare comes into play, tap all other creatures.

Flavor Text (WL): Its hooves strike lightning and the thunder
                    follows quickly after.

 NO RULINGS
```