

# **4E\_RED**

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	<i>TITLE :</i> 4E_RED		
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# Contents

<b>1</b>	<b>4E_RED</b>	<b>1</b>
1.1	Fourth Edition - Red Cards . . . . .	1
1.2	Burrowing . . . . .	2
1.3	Chaoslace . . . . .	3
1.4	Disintegrate . . . . .	3
1.5	Dragon Whelp . . . . .	4
1.6	Dwarven Warriors . . . . .	4
1.7	Earth Elemental . . . . .	5
1.8	Earthquake . . . . .	5
1.9	Fire Elemental . . . . .	5
1.10	Fireball . . . . .	6
1.11	Firebreathing . . . . .	6
1.12	Flashfires . . . . .	7
1.13	Goblin Balloon Brigade . . . . .	7
1.14	Goblin King . . . . .	8
1.15	Gray Ogre . . . . .	8
1.16	Hill Giant . . . . .	9
1.17	Hurloon Minotaur . . . . .	9
1.18	Ironclaw Orcs . . . . .	9
1.19	Keldon Warlord . . . . .	10
1.20	Lightning Bolt . . . . .	10
1.21	Mana Flare . . . . .	10
1.22	Manabarbs . . . . .	11
1.23	Mons's Goblin Raiders . . . . .	11
1.24	Orcish Artillery . . . . .	12
1.25	Orcish Oriflamme . . . . .	12
1.26	Power Surge . . . . .	13
1.27	Red Elemental Blast . . . . .	13
1.28	Shatter . . . . .	13
1.29	Shivan Dragon . . . . .	14

---

1.30 Smoke . . . . .	14
1.31 Stone Giant . . . . .	15
1.32 Stone Rain . . . . .	15
1.33 Tunnel . . . . .	16
1.34 Uthden Troll . . . . .	16
1.35 Wall of Fire . . . . .	17
1.36 Wall of Stone . . . . .	17

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# Chapter 1

## 4E\_RED

### 1.1 Fourth Edition - Red Cards

#### Fourth Edition - Red Cards

Ali Baba	Ball Lightning
Bird Maiden	Blood Lust
Brothers of Fire	
Burrowing	
Cave People	
Chaoslace	
Crimson Manticore	Detonate
Disintegrate	
Dragon Whelp	
Dwarven Warriors	
Earth Elemental	
Earthquake	
Eternal Warrior	
Fire Elemental	
Fireball	
Firebreathing	
Fissure	
Flashfires	
Giant Strength	
Goblin Balloon Brigade	
Goblin King	
Goblin Rock Sled	
Gray Ogre	

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Hill Giant  
 Hurloon Minotaur  
                     Hurr Jackal  
 Inferno  
     Ironclaw Orcs  
                     Keldon Warlord  
                     Lightning Bolt  
                             Magnetic Mountain  
                                             Immolation  
                                                     Mana Clash  
 Mana Flare  
 Manabarbs  
 Mons' s Goblin Raiders  
 Orcish Artillery  
 Orcish Oriflamme  
 Power Surge  
                     Pyrotechnics  
 Red Elemental Blast  
 Shatter  
 Shivan Dragon  
                     Sisters of the Flame  
 Smoke  
 Stone Giant  
 Stone Rain  
                     Tempest Efreet  
                                             The Brute  
 Tunnel  
 Uthden Troll  
                     Wall of Dust  
 Wall of Fire  
 Wall of Stone  
                     Winds of Change

## 1.2 Burrowing

Burrowing

Color = Red  
 Rarity = A/B/UL(U) / RV(U) / 4E(U)  
 Type = Enchant Creature  
 Cost = R

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Artist = Mark Poole

Text(4E): Target creature gains mountainwalk.

Text(RV): Target creature gains mountainwalk.

Text(UL): Target creature gains mountainwalk.

NO RULINGS

### 1.3 Chaoslace

Chaoslace

Color = Red

Rarity = A/B/UL(R) / RV(R) / 4E(R)

Type = Interrupt

Cost = R

Artist = Dameon Willich

Text(4E): Change the color of target spell or target permanent to red. Costs to cast, tap, maintain, or use a special ability of target remain unchanged.

Text(RV): Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Text(UL): Changes the color of one card either being played or already in play to red. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Rulings

### 1.4 Disintegrate

Disintegrate

Color = Red

Rarity = A/B/UL(C) / RV(C) / 4E(C)

Type = Sorcery

Cost = XR

Artist = Anson Maddocks

Text(4E): Disintegrate deals X damage to target creature or player. The target cannot regenerate until end of turn. If the target receives lethal damage this turn, remove it from the game entirely.

Text(RV): Disintegrate does X damage to one target. If target dies this turn, it is removed from the game entirely.

Text (UL): Disintegrate does X damage to one target. If target dies this turn, it is removed from the game entirely and cannot be regenerated. Return target to its owner's deck only when game is over.

Rulings

## 1.5 Dragon Whelp

Dragon Whelp

Color = Red  
 Rarity = A/B/UL(U) / RV(U) / 4E(U)  
 Type = Summon Dragon (2/3)  
 Cost = 2RR  
 Artist = Amy Weber

Text (4E): Flying,  
 <R>: +1/+0 until end of turn. If you spend more than <RRR> in this way during one turn, destroy Dragon Whelp at end of turn.

Text (RV): Flying  
 <R>: +1/+0; if more than <RRR> is spent in this way during one turn, Dragon Whelp is killed at end of turn.

Text (UL): Flying,  
 <R>: +1/+0 until end of turn. If more than <RRR> is spent in this way, Dragon Whelp is destroyed at end of turn.

Flavor Text: "O to be a dragon... of silkworm size or immense..."  
 ---Marianne Moore, "O to Be a Dragon"

Rulings

## 1.6 Dwarven Warriors

Dwarven Warriors

Color = Red  
 Rarity = A/B/UL(C) / RV(C) / 4E(C)  
 Type = Summon Dwarves (1/1)  
 Cost = 2R  
 Artist = Douglas Shuler

Text (4E): <T>: Target creature with power no greater than 2 becomes unblockable until end of turn. Other effects may later be used to increase the creature's power beyond 2.

Text (RV): <T>: Make a creature of power no greater than 2 unblockable until end of turn. Other cards may later be used to increase creature's power beyond 2.



Text (UL): <T>: Make a creature of power no greater than 2 unblockable until end of turn. Other cards may be used to increase creature's power beyond 2 after defense is chosen.

Rulings

## 1.7 Earth Elemental

Earth Elemental

Color = Red  
 Rarity = A/B/UL(U) / RV(U) / 4E(U)  
 Type = Summon Elemental (4/5)  
 Cost = 3RR  
 Artist = Dan Frazier

Flavor Text: Earth Elementals have the eternal strength of stone and the endurance of mountains. Primordially connected to the land they inhabit, they take a long-term view of things, scorning the impetuous haste of short-lived mortal creatures.

NO RULINGS

## 1.8 Earthquake

Earthquake

Color = Red  
 Rarity = A/B/UL(R) / RV(R) / 4E(R) / PT(R)  
 Type = Sorcery  
 Cost = XR  
 Artist = Dan Frazier (A/B/UL/RV/4E) / Adrian Smith (PT)

Text (PT): Earthquake deals X damage to each player and each creature without flying. (This includes you and your creatures without flying.)

Text (4E): Earthquake deals X damage to each player and each creature without flying.

Text (RV): Does X damage to each player and each non-flying creature in play.

Text (UL): Does X damage to each player and each non-flying creature in play.

Rulings

## 1.9 Fire Elemental

Fire Elemental

Color = Red  
 Rarity = A/B/UL(U) / RV(U) / 4E(U)  
 Type = Summon Elemental (5/4)  
 Cost = 3RR  
 Artist = Melissa Benson

Flavor Text: Fire Elementals are ruthless infernos, annihilating and consuming their foes in a frenzied holocaust. Crackling and blazing, they sear swift, terrible paths, leaving the land charred and scorched in their wake.

NO RULINGS

## 1.10 Fireball

Fireball

Color = Red  
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / ARENA(U)  
 Type = Sorcery  
 Cost = XR  
 Artist = Mark Tedin (A/B/UL/RV/4E) / Jock (ARENA)

NOTE: A special version of this card can be won in the Arena League.

Text(AE): Fireball deals X damage, divided evenly (round down) among any number of target creatures and/or players. Pay an additional <1> for each target beyond the first.

Text(4E): Fireball deals X damage, divided evenly (round down) among any number of target creatures and/or players. Pay an additional <1> for each target beyond the first.

Text(RV): Fireball does X damage total, divided evenly (round down) among any number of targets. Pay 1 extra mana for each target beyond the first.

Text(UL): Fireball does X damage total, divided evenly (round down) among any number of targets. Pay 1 extra mana for each target beyond the first.

Rulings

## 1.11 Firebreathing

Firebreathing

Color = Red  
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / MI(C)

Type = Enchant Creature  
 Cost = R  
 Artist = Dan Frazier (A/B/UL/RV/4E) / Mike Kerr (MI)

Text (MI): <R>: Enchanted creature gets +1/+0 until end of turn.

Text (4E): <R>: Target creature Firebreathing enchants gets +1/+0 until end of turn.

Text (RV): <R>: +1/+0

Text (UL): <R>: +1/+0

Flavor Text: "And topples round the dreary west A looming  
 bastion fringed with fire."  
 ---Alfred, Lord Tennyson, "In Memoriam"

NO RULINGS

## 1.12 Flashfires

Flashfires

Color = Red  
 Rarity = A/B/UL(U) / RV(U) / 4E(U) / PT(U)  
 Type = Sorcery  
 Cost = 3R  
 Artist = Dameon Willich (A/B/UL/RV/4E) / Randy Gallegos (PT)

Text (PT): Destroy all plains. (This includes your plains.)

Text (4E): Destroy all plains.

Text (RV): All plains in play are destroyed.

Text (UL): All plains in play are destroyed.

NO RULINGS

## 1.13 Goblin Balloon Brigade

Goblin Balloon Brigade

Color = Red  
 Rarity = A/B/UL(U) / RV(U) / 4E(U)  
 Type = Summon Goblins (1/1)  
 Cost = R  
 Artist = Andi Rusu

Text (4E): <R>: Flying until end of turn.

Text (RV): <R>: Gains flying ability until end of turn.

Text (UL): <R>: Goblins gain flying ability until end of turn. Controller may not choose to make goblins fly after they have been blocked.

Flavor Text: "From up here we can drop rocks and arrows and more rocks!"  
"Uh, yeah boss, but how do we get down?"

Rulings

## 1.14 Goblin King

Goblin King

Color = Red  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Summon Lord (2/2)  
Cost = 1RR  
Artist = Jesper Myrfors

Text (4E): All Goblins gain mountainwalk and get +1/+1.

Text (RV): All goblins in play gain mountainwalk and +1/+1 while this card remains in play.

Text (UL): Goblins in play gain mountainwalk and +1/+1 while this card remains in play.

Flavor Text: To become king of the Goblins, one must assassinate the previous king. Thus, only the most foolish seek positions of leadership.

Rulings

## 1.15 Gray Ogre

Gray Ogre

Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Summon Ogre (2/2)  
Cost = 2R  
Artist = Dan Frazier

Flavor Text: The Ogre philosopher Gnerdel believed the purpose of life was to live as high on the food chain as possible. She refused to eat vegetarians, and preferred to live entirely on creatures that preyed on sentient beings.

NO RULINGS

## 1.16 Hill Giant

Hill Giant

Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / PT(C)  
Type = Summon Giant (3/3) / Summon Creature (3/3)  
Cost = 3R  
Artist = Dan Frazier

Flavor Text: Fortunately, Hill Giants have large blind spots in which a human can easily hide. Unfortunately, these blind spots are beneath the bottoms of their feet.

NO RULINGS

## 1.17 Hurloon Minotaur

Hurloon Minotaur

Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Summon Minotaur (2/3)  
Cost = 1RR  
Artist = Anson Maddocks

Flavor Text: The Minotaurs of the Hurloon Mountains are known for their love of battle. They are also known for their hymns to the dead, sung for friend and foe alike. These hymns can last for days, filling the mountain valleys with their low, haunting sounds.

NO RULINGS

## 1.18 Ironclaw Orcs

Ironclaw Orcs

Color = Red  
Rarity = A/B/UL(C) / 4E(C)  
Type = Summon Orcs (2/2)  
Cost = 1R  
Artist = Anson Maddocks

Text(4E): Cannot be assigned to block any creature with power greater than 1.

Text(UL): Cannot be used to block any creature of power more than 1.

Flavor Text: Generations of genetic weeding have given rise to the deviously cowardly Ironclaw clan. To say that Orcs in general are vicious, depraved, and ignoble does not do justice to the Ironclaws.

NO RULINGS

## 1.19 Keldon Warlord

Keldon Warlord

Color = Red  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Summon Lord (\*/\*)  
Cost = 2RR  
Artist = Kev Brockschmidt

Text (4E): Keldon Warlord has power and toughness each equal to the number of non-wall creatures you control, including Warlord. For example, if you control two other non-wall creatures, Warlord is 3/3. If one of those creatures leaves play, Warlord immediately becomes 2/2.

Text (RV): The \*s below are the number of non-wall creatures on your side, including Warlord. Thus, if you have two other non-wall creatures, Warlord is 3/3. If one of those creatures is killed during the turn, Warlord immediately becomes 2/2.

Text (UL): The Xs below are the number of non-wall creatures in play on your side, including Warlord. Thus, if you have 2 other non-wall creatures, Warlord is 3/3. If one of those creatures is killed during the turn, Warlord immediately becomes 2/2.

Rulings

## 1.20 Lightning Bolt

Lightning Bolt

Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Instant  
Cost = R  
Artist = Christopher Rush

Text (4E): Lightning Bolt deals 3 damage to target creature or player.

Text (RV): Lightning Bolt does 3 damage to one target.

Text (UL): Lightning Bolt does 3 damage to one target.

NO RULINGS

## 1.21 Mana Flare

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## Mana Flare

Color = Red  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Enchantment  
Cost = 2R  
Artist = Christopher Rush

Text(4E): Whenever a player taps a land for mana, it produces an additional mana of the same type.

Text(RV): Whenever either player taps a land for mana, it produces 1 extra mana of the appropriate type.

Text(UL): Whenever either player taps land for mana, each land produces 1 extra mana of the appropriate type.

### Rulings

## 1.22 Manabarbs

### Manabarbs

Color = Red  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Enchantment  
Cost = 3R  
Artist = Christopher Rush

Text(4E): Each time any land is tapped for mana, Manabarbs deals 1 damage to that land's controller.

Text(RV): Whenever mana is drawn from a land, Manabarbs does 1 damage to the land's controller.

Text(UL): Whenever a land is tapped for mana, Manabarbs does 1 damage to the land's controller.

### Rulings

## 1.23 Mons's Goblin Raiders

### Mons's Goblin Raiders

Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Summon Goblins (1/1)  
Cost = R  
Artist = Jeff A. Menges

Flavor Text: The intricate dynamics of Rundvelt Goblin affairs are

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often confused with anarchy. The chaos, however, is the chaos of a thundercloud, and direction will sporadically and violently appear. Pashalik Mons and his raiders are the thunderhead that leads in the storm.

NO RULINGS

## 1.24 Orcish Artillery

Orcish Artillery

Color = Red  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Summon Orcs  
Cost = 1RR  
Artist = Anson Maddocks

Text (4E): <T>: Orcish Artillery deals 2 damage to target creature or player and 3 damage to you.

Text (RV): <T>: Orcish Artillery does 2 damage to target creature or player but it also does 3 damage to you.

Text (UL): Tap to do 2 damage to any target, but you suffer three damage as well.

Flavor Text: In a rare display of ingenuity, the Orcs invented an incredibly destructive weapon. Most Orcish artillerists are those who dared criticize its effectiveness.

Rulings

## 1.25 Orcish Oriflamme

Orcish Oriflamme

Color = Red  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Enchantment  
Cost = 3R  
Artist = Dan Frazier

Text (4E): All attacking creatures you control get +1/+0.

Text (RV): During your attack, all of your attacking creatures gain +1/+0.

Text (UL): When attacking, all your attacking creatures gain +1/+0.

Rulings

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## 1.26 Power Surge

Power Surge

Color = Red  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Enchantment  
Cost = RR  
Artist = Douglas Shuler

Text (4E): During each player's upkeep, Power Surge deals that player 1 damage for each land he or she controls that was untapped at the beginning of the turn, before the upkeep phase.

Text (RV): At the beginning of a player's turn, before the untap phase, the player must take a counter for each of his or her lands that is not tapped. During the player's upkeep, Power Surge does 1 damage to that player for each counter; the counters are then discarded.

Text (UL): Before untapping lands at the start of a turn, each player takes 1 damage for each land he or she controls but did not tap during the previous turn.

Rulings

## 1.27 Red Elemental Blast

Red Elemental Blast

Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Interrupt  
Cost = R  
Artist = Richard Thomas

Text (4E): Counters a blue spell being cast or destroys a blue card in play.

Text (RV): Counters a blue spell being cast or destroys a blue card in play.

Text (UL): Counters a blue spell being cast or destroys a blue card in play.

Rulings

## 1.28 Shatter

Shatter

Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)  
Type = Instant  
Cost = 1R

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Artist = Amy Weber (A/B/UL/RV/4E) / Bryon Wackwitz (IA)

NOTE: The Ice Age card has different artwork. It also had Flavor Text added to the card's text.

Text (IA): Destroy target artifact.

Text (4E): Destroy target artifact.

Text (RV): Shatter destroys target artifact.

Text (UL): Shatter destroys target artifact.

Flavor Text: "Let the past be the past. Do not call up that which you cannot put down. Destroy that which destroyed us, so long ago."  
---Sorine Relicsbane, Soldevi Heretic.

Rulings

## 1.29 Shivan Dragon

Shivan Dragon

Color = Red  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Summon Dragon (5/5)  
Cost = 4RR  
Artist = Melissa Benson

Text (4E): Flying  
<R>: +1/+0 until end of turn.

Text (RV): Flying  
<R>: +1/+0

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

Flavor Text: While it's true most Dragons are cruel, the Shivan Dragon seems to take particular glee in the misery of others, often tormenting its victims much like a cat plays with a mouse before delivering the final blow.

Rulings

## 1.30 Smoke

Smoke

Color = Red  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Enchantment

Cost = RR  
 Artist = Jesper Myrfors

Text (4E): No player may untap more than one creature during his or her untap phase.

Text (RV): Each player can untap only one creature during his or her untap phase.

Text (UL): Each player can untap only one creature during his or her untap phase.

Rulings

### 1.31 Stone Giant

Stone Giant

Color = Red  
 Rarity = A/B/UL(U) / RV(U) / 4E(U)  
 Type = Summon Giant (3/4)  
 Cost = 2RR  
 Artist = Dameon Willich

Text (4E): <T>: Target creature you control, which must have a toughness less than Stone Giant's power, gains flying until end of turn. Destroy that creature at end of turn. Other effects may later be used to increase the creature's toughness beyond Stone Giant's power.

Text (RV): <T>: Make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power at the time it gains flying ability, is killed at end of turn.

Text (UL): <T>: Make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

Rulings

### 1.32 Stone Rain

Stone Rain

Color = Red  
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C) / MI(C) / PT(C)  
 Type = Sorcery  
 Cost = 2R  
 Artist = Daniel Gelon (A/B/UL/RV/4E) / Kaja Foglio (IA) / Tony Roberts (MI) / ↔  
 John Matson (PT)

NOTE: Both the Ice Age & Mirage card have different artwork.  
They also have Flavor Text added to the card's text.

Text (PT): Destroy any one land

Text (MI): Destroy target land.

Text (IA): Destroy target land.

Text (4E): Destroy target land.

Text (RV): Destroys any one land.

Text (UL): Destroys any one land.

Flavor Text (IA): "May the forces that took Argoth beneath the  
waves never come among us again."  
---Arcum Dagsson, Soldevi Machinist

Flavor Text (MI): "What rainbow could possibly come of this rain ?"  
---Asmira, Holy Avenger

NO RULINGS

### 1.33 Tunnel

Tunnel

Color = Red  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Instant  
Cost = R  
Artist = Dan Frazier

Text (4E): Bury target wall.

Text (RV): Buries one wall.

Text (UL): Destroys 1 wall. Target wall cannot be regenerated.

NO RULINGS

### 1.34 Uthden Troll

Uthden Troll

Color = Red  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Summon Troll (2/2)  
Cost = 2R  
Artist = Douglas Shuler

Text (4E): <R>: Regenerate

Text (RV): <R>: Regenerates

Text (UL): <R>: Regenerates

Flavor Text: "Oi oi oi, me gotta hurt in 'ere, Oi oi oi, me smell a ting is near, Gonna bosh 'n gonna nosh 'n da hurt'll disappear."  
---Traditional

NO RULINGS

### 1.35 Wall of Fire

Wall of Fire

Color = Red  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Summon Wall (0/5)  
Cost = 1RR  
Artist = Richard Thomas

Text (4E): <R>: +1/+0 until end of turn.

Text (RV): <R>: +1/+0

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

Flavor Text: Conjured from the bowels of hell, the fiery wall forms an impassible barrier, searing the soul of any creature attempting to pass through its terrible bursts of flame.

Rulings

### 1.36 Wall of Stone

Wall of Stone

Color = Red  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Summon Wall (0/8)  
Cost = 1RR  
Artist = Dan Frazier

Flavor Text: The Earth herself lends her strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

NO RULINGS

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