

**WL\_RED**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> WL_RED		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	April 18, 2022	

**REVISION HISTORY**

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# Chapter 1

## WL\_RED

### 1.1 Weatherlight - Red Cards

Weatherlight - Red Cards

AEther Flash

Betrothed of Fire

Bloodrock Cyclops

Bogardan Firefiend

Boiling Blood

Cinder Giant

Cinder Wall

Cone of Flame

Desperate Gambit

Dwarven Berserker

Dwarven Thaumaturgist

Fervor

Fire Whip

Firestorm

Fit of Rage

Goblin Bomb

Goblin Grenadiers

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Goblin Vandal  
Heart of Bogardan  
Heat Stroke  
Hurloon Shaman  
Lava Hounds  
Lava Storm  
Maraxus of Keld  
Orcish Settlers  
Roc Hatchling  
Sawtooth Ogre  
Thunderbolt  
Thundermare

## 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.

Rulings

## 1.3 BETROTHED OF FIRE

BETROTHED OF FIRE

Color = Red  
Rarity = WL(C)  
Type = Enchant Creature  
Cost = 1R  
Artist = Clint Langle

Text(WL): Sacrifice an untapped creature: Enchanted creature gets +2/+0 until end of turn.

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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 Wannerstrand

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

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.

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.

NO RULINGS

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## 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.

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.

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.

Rulings

## 1.10 Desperate Gambit

Desperate Gambit

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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.

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)

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Type = Enchantment  
Cost = 2R  
Artist = Franz Vohwinkel

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

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.

Rulings

## 1.16 Fit of Rage

Fit of Rage

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

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

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.

Rulings

## 1.19 Goblin Vandal

Goblin Vandal

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

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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.

NO RULINGS

## 1.22 Hurloon Shaman

Hurloon Shaman

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

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

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.

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.

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.

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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.

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.

Rulings

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## 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.

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.

NO RULINGS

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