

# **4E\_RED**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> 4E_RED		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	February 12, 2023	

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# Chapter 1

## 4E\_RED

### 1.1 Fourth Edition - Red Cards

#### Fourth Edition - Red Cards

Ali Baba  
Bird Maiden  
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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Artist = Mark Poole  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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  
 Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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  
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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.

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  
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

NO RULINGS

## 1.8 Earthquake

Earthquake

Color = Red  
 Rarity = A/B/UL(R) / RV(R) / 4E(R)  
 Type = Sorcery  
 Cost = XR  
 Artist = Dan Frazier  
 Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

NO RULINGS

## 1.10 Fireball

Fireball

Color = Red  
 Rarity = A/B/UL(C) / RV(C) / 4E(C)  
 Type = Sorcery  
 Cost = XR  
 Artist = Mark Tedin  
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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)  
 Type = Enchant Creature  
 Cost = R  
 Artist = Dan Frazier  
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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

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

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

NO RULINGS

## 1.12 Flashfires

Flashfires

Color = Red  
 Rarity = A/B/UL(U) / RV(U) / 4E(U)  
 Type = Sorcery  
 Cost = 3R  
 Artist = Dameon Willich  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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.

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  
 Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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.

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  
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

NO RULINGS

## 1.16 Hill Giant

Hill Giant

Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C)  
Type = Summon Giant (3/3)  
Cost = 3R  
Artist = Dan Frazier  
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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  
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

NO RULINGS

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## 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  
 Print run = A(16,000) / B(48,000) / UL(244,500) / 4E(3,600,000)

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.

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  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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.

NO 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  
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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

Mana Flare

Color = Red  
Rarity = A/B/UL(R) / RV(R) / 4E(R)  
Type = Enchantment  
Cost = 2R  
Artist = Christopher Rush  
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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  
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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  
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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.

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  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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

## 1.26 Power Surge

Power Surge

Color = Red

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

Type = Enchantment

Cost = RR

Artist = Douglas Shuler

Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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

Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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  
 Artist = Amy Weber (A/B/UL/RV/4E) / Bryon Wackwitz (IA)  
 Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)  
 IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text (IA): Destroy target artifact.

Text (4E): Destroy target artifact.

Text (RV): Shatter destroys target artifact.

Text (UL): Shatter destroys target artifact.

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  
 Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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.

Rulings

## 1.30 Smoke

Smoke

Color = Red  
 Rarity = A/B/UL(R) / RV(R) / 4E(R)  
 Type = Enchantment  
 Cost = RR  
 Artist = Jesper Myrfors  
 Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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  
 Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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

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Color = Red  
Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C)  
Type = Sorcery  
Cost = 2R  
Artist = Daniel Gelon (A/B/UL/RV/4E) / Kaja Foglio (IA)  
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)  
IA(2,047,000)

NOTE: The Ice Age card has different artwork.

Text (IA): Destroy target land.

Text (4E): Destroy target land.

Text (RV): Destroys any one land.

Text (UL): Destroys any one land.

NO RULINGS

### 1.33 Tunnel

Tunnel

Color = Red  
Rarity = A/B/UL(U) / RV(U) / 4E(U)  
Type = Instant  
Cost = R  
Artist = Dan Frazier  
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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  
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text (4E): <R>: Regenerate

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Text (RV): <R>: Regenerates

Text (UL): <R>: Regenerates

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

Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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

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

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

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

Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

NO RULINGS

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