3E_RED

Tom de Ruyter

| COLLABORATORS | | | | | | |
|---------------|--------------------------|-------------------|-----------|--|--|--|
| | <i>TITLE</i> : 3E RED | | | | | |
| | | | | | | |
| ACTION | NAME | DATE | SIGNATURE | | | |
| WRITTEN BY | Tom de Ruyter | December 25, 2022 | | | | |

| REVISION HISTORY | | | | | | |
|------------------|------|-------------|------|--|--|--|
| | | | | | | |
| NUMBER | DATE | DESCRIPTION | NAME | | | |
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Chapter 1

3E_RED

1.1 Revised Edition - Red Cards

Revised Edition - Red Cards

Atog Burrowing Chaoslace Disintegrate Dragon Whelp Dwarven Warriors Dwarven Weaponsmith Earth Elemental Earthbind Earthquake Fire Elemental Fireball Firebreathing Flashfires Fork Goblin Balloon Brigade Goblin King Granite Gargoyle Hill Giant Gray Ogre Hurloon Minotaur Keldon Warlord Kird Ape Lightning Bolt Magnetic Mountain Mana Flare Mijae Djinn Manabarbs Mons's Goblin Raiders Orcish Artillery Orcish Oriflamme Power Surge Red Elemental Blast Roc of Kher Ridges Rock Hydra Sedge Troll Shatter Shatterstorm Shivan Dragon Smoke Stone Giant Stone Rain Tunnel Uthden Troll Wall of Fire Wall of Stone Wheel of Fortune

1.2 Earthbind

Earthbind

Color = Red = A/B/UL(C) / RV(C)Rarity = Enchant Creature Type Cost = R Artist = Quinton Hoover Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000)Text(RV): If cast on a flying creature, Earthbind removes flying ability and does 2 damage to target creature; this damage occurs only once, at the time Earthbind is cast. If another spell or effect later gives target creature flying ability, Earthbind does not affect this. Earthbind has no effect on non-flying creatures. Text(UL): Earthbind does 2 damage to target flying creature, which also loses flying ability.

Rulings

1.3 Fork

Fork

| Color | = Red | |
|-----------|--|--|
| Rarity | = A/B/UL(R) / RV(R) | |
| Туре | = Interrupt | |
| Cost | = RR | |
| Artist | = Amy Weber | |
| Print run | = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) | |
| | | |
| | | |

- Text(RV): Any sorcery or instant spell just cast is duplicated. Treat Fork as an exact copy of target spell except that Fork remains red. Caster of Fork chooses the copy's target.

Rulings

1.4 Granite Gargoyle

Granite Gargoyle

Color = Red

```
= A/B/UL(R) / RV(R)
Rarity
        = Summon Gargoyle (2/2)
Type
Cost
         = 2R
Artist
          = Christopher Rush
Print run = A(1, 100) / B(3, 200) / UL(18, 500) / RV(289, 000)
Text(RV): Flying
          <R>: +0/+1
Text(UL): Flying
          <R>: +0/+1 until end of turn.
Flavor Text: "While most overworlders fortunately don't realize this,
              Gargoyles can be most delicious, providing you have the
              appropriate tools to carve them."
              ---The Underworld Cookbook,
                 by Asmoranomardicadaistinaculdacar
```

Rulings

1.5 Roc of Kher Ridges

```
Roc of Kher Ridges
Color
         = Red
         = A/B/UL(R) / RV(R)
Rarity
Type
         = Summon Roc (3/3)
Cost
         = 3R
Artist
        = Andi Rusu
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)
Text(RV): Flying
Text(UL): Flying
Flavor Text: We encountered a valley topped with immense boulders and
             eerie rock formations. Suddenly one of these boulders
             toppled from its perch and sprouted gargantuan wings,
             casting a shadow of darkness and sending us fleeing
             in terror.
```

NO RULINGS

1.6 Rock Hydra

Rock Hydra

Color = Red Rarity = A/B/UL(R) / RV(R) Type = Summon Hydra (0/0) Cost = XRR Artist = Jeff A. Menges Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

- Text(RV): Put X +1/+1 counters (heads) on Hydra. Each point of damage Hydra suffers kills one head unless controller spends <R> per head. During controller's upkeep, new heads may be grown for <RRR> apiece.
- Text(UL): Put X +1/+1 counters (heads) on Hydra. Each point of damage Hydra suffers destroys one head unless <R> is spent. During upkeep, new heads may be grown for <RRR> apiece.
- Text(AL): Put X +1/+1 counters (heads) on Hydra. Each point of damage Hydra suffers destroys one head unless R is spent. During upkeep, new heads may be grown for RRR apiece.

Rulings

1.7 Sedge Troll

```
Sedge Troll
Color
        = Red
        = A/B/UL(R) / RV(R)
Raritv
        = Summon Troll (2/2)
Type
         = 2R
Cost
         = Dan Frazier
Artist
Print run = A(1, 100) / B(3, 200) / UL(18, 500) / RV(289, 000)
Text(RV): <B>:
                Regenerates.
                               While controller has swamps in play, Sedge
         Troll gains +1/+1.
Text(UL): <B>: Regenerates. Troll gains +1/+1 if controller has swamps in
          play.
Flavor Text: The stench was overpowering; something loathsome was
             cooking. Occasionally something surfaced in the thick
             paste, but my host would push it down before I could
             make it out.
```

NO RULINGS

1.8 Wheel of Fortune

```
Wheel of Fortune
Color = Red
Rarity = A/B/UL(R) / RV(R)
Type = Sorcery
Cost = 2R
Artist = Daniel Gelon
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)
```

Text(RV): All players must discard their hands and draw seven new cards.

Text(UL): Both players must discard their hands and draw seven new cards.

Rulings