

# **3E\_RED**

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**COLLABORATORS**

	<i>TITLE :</i> 3E_RED		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**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	
Gray Ogre	Hill Giant
Hurloon Minotaur	Keldon Warlord
Kird Ape	Lightning Bolt
Magnetic Mountain	Mana Flare
Manabarbs	Mijae Djinn
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  
Rarity = A/B/UL(C) / RV(C)  
Type = Enchant Creature  
Cost = R  
Artist = Quinton Hoover

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)  
Type = Interrupt  
Cost = RR  
Artist = Amy Weber

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.

Text (UL): Any sorcery or instant spell just cast is doubled. Treat Fork as an exact copy of target spell except that Fork remains red. Copy and original may have different targets.

Rulings

## 1.4 Granite Gargoyle

Granite Gargoyle

Color = Red  
Rarity = A/B/UL(R) / RV(R)  
Type = Summon Gargoyle (2/2)

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Cost = 2R  
Artist = Christopher Rush

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  
Rarity = A/B/UL(R) / RV(R)  
Type = Summon Roc (3/3)  
Cost = 3R  
Artist = Andi Rusu

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

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

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<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  
Rarity = A/B/UL(R) / RV(R)  
Type = Summon Troll (2/2)  
Cost = 2R  
Artist = Dan Frazier

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

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

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