

VI_RED

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COLLABORATORS

	<i>TITLE :</i> VI_RED		
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REVISION HISTORY

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Chapter 1

VI_RED

1.1 Visions - Red Cards

Visions - Red Cards

Bogardan Phoenix

Dwarven Vigilantes

Elkin Lair

Fireblast

Goblin Recruiter

Goblin Swine-Rider

Hearth Charm

Heat Wave

Hulking Cyclops

Keeper of Kookus

Kookus

Lightning Cloud

Mob Mentality

Ogre Enforcer

Raging Gorilla

Relentless Assault

Rock Slide

Solfatara
Song of Blood
Spitting Drake
Suq'Ata Lancer
Talruum Champion
Talruum Piper
Tremor
Viashino Sandstalker

1.2 Bogardan Phoenix

Bogardan Phoenix

Color = Red
Rarity = VI(R)
Type = Summon Phoenix (3/3)
Cost = 2RRR
Artist = David O'Connor

Text (VI): Flying

If Bogardan Phoenix is put into any graveyard from play and has no death counter on it, return Bogardan Phoenix to play and put a death counter on it. If Bogardan Phoenix is put into any graveyard from play and has a death counter on it, remove it from the game.

Rulings

1.3 Dwarven Vigilantes

Dwarven Vigilantes

Color = Red
Rarity = VI(C)
Type = Summon Dwarves (2/2)
Cost = 2R
Artist = Pete Venters

Text (VI): If Dwarven Vigilantes attacks and is not blocked, you may choose to have it deal no combat damage this turn. If you do, Dwarven Vigilantes deals an amount of damage equal to its power to target creature.

NO RULINGS

1.4 Elkin Lair

Elkin Lair

Color = Red
Rarity = VI(R)
Type = Enchant World
Cost = 3R
Artist = Jerry Tiritilli

Text (VI): During each player's upkeep, that player chooses a card at random from his or her hand and sets it aside face up. The player may play that card as though it were in his or her hand. If the player does not play the card by end of turn, bury that card.

NO RULINGS

1.5 Fireblast

Fireblast

Color = Red
Rarity = VI(C)
Type = Instant
Cost = 4RR
Artist = Michael Danza

Text (VI): You may sacrifice two mountains instead of paying Fireblast's casting cost. Deal 4 damage to any one target.

NO RULINGS

1.6 Goblin Recruiter

Goblin Recruiter

Color = Red
Rarity = VI(U)
Type = Summon Goblin (1/1)
Cost = 1R
Artist = Scott Kirschner

Text (VI): When Goblin Recruiter comes into play, search your library for any number of Goblin cards. Reveal those cards to all players. Shuffle your library, then put the cards on top of your library in any order.

NO RULINGS

1.7 Goblin Swine-Rider

Goblin Swine-Rider

Color = Red
Rarity = VI(C)
Type = Summon Goblin (1/1)
Cost = R
Artist = G. Darrow & I. Rabarot

Text (VI): If Goblin Swine-Rider is blocked, it deals 2 damage to each attacking creature and 2 damage to each blocking creature.

Rulings

1.8 Hearth Charm

Hearth Charm

Color = Red
Rarity = VI(C)
Type = Instant
Cost = R
Artist = Greg Spalenka

Text (VI): Choose one – Destroy target artifact creature; or all attacking creatures get +1/+0 until end of turn; or target creature with power 2 or less is unblockable this turn.

NO RULINGS

1.9 Heat Wave

Heat Wave

Color = Red
Rarity = VI(U)
Type = Enchantment
Cost = 2R
Artist = Alan Rabinowitz

Text (VI): Cumulative upkeep: <R>
Blue creatures cannot block creatures you control. Nonblue creatures cannot block creatures you control unless their controller plays an additional 1 life for each blocking creature.

NO RULINGS

1.10 Hulking Cyclops

Hulking Cyclops

Color = Red
Rarity = VI(U)
Type = Summon Cyclops (5/5)
Cost = 3RR
Artist = DiTerlizzi

Text(VI): Hulking Cyclops cannot block.

Rulings

1.11 Keeper of Kookus

Keeper of Kookus

Color = Red
Rarity = VI(C)
Type = Summon Goblin (1/1)
Cost = R
Artist = Scott Hampton

Text(VI): <R>: Protection from red until end of turn.

NO RULINGS

1.12 Kookus

Kookus

Color = Red
Rarity = VI(R)
Type = Summon Djinn (3/5)
Cost = 3RR
Artist = Scott Hampton

Text(VI): Trample
During your upkeep, if you do not controll at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.
<R>: +1/+0 until end of turn.

NO RULINGS

1.13 Lightning Cloud

Lightning Cloud

Color = Red
Rarity = VI (R)
Type = Enchantment
Cost = 3R
Artist = Steve Luke

Text (VI): <R>: Lightning Cloud does 1 damage to target creature or player. Use this ability only when a red spell is successfully cast and only once for each such spell.

NO RULINGS

1.14 Mob Mentality

Mob Mentality

Color = Red
Rarity = VI (U)
Type = Enchant Creature
Cost = R
Artist = Douglas Shuler

Text (VI): Enchanted creature gains trample. If all non-Wall creatures you control attack, enchanted creature gets +*/+0 until end of turn, where * is equal to the number of attacking creatures.

NO RULINGS

1.15 Ogre Enforcer

Ogre Enforcer

Color = Red
Rarity = VI (R)
Type = Summon Ogre (4/4)
Cost = 3RR
Artist = Pete Venters

Text (VI): Ogre Enforcer cannot be destroyed by lethal damage unless a single source deals enough damage to destroy it.

Rulings

1.16 Raging Gorilla

Raging Gorilla

Color = Red
Rarity = VI (C)
Type = Summon Gorilla (2/3)

Cost = 2R
Artist = Tom Kyffin

Text (VI): If Raging Gorilla blocks or is blocked, it gets +2/-2 until end of turn.

NO RULINGS

1.17 Relentless Assault

Relentless Assault

Color = Red
Rarity = VI (R)
Type = Sorcery
Cost = 2RR
Artist = G. Darrow & I. Rabarot

Text (VI): Untap all creatures that attacked this turn. You may declare an additional attack during your main phase this turn.

Rulings

1.18 Rock Slide

Rock Slide

Color = Red
Rarity = VI (C)
Type = Instant
Cost = RX
Artist = Mike Kerr

Text (VI): Rock slide does X damage, divided any way you choose, among any number of target attacking or blocking creatures without flying.

NO RULINGS

1.19 Solfatara

Solfatara

Color = Red
Rarity = VI (C)
Type = Instant
Cost = 2R
Artist = Omaha Prez

Text (VI): Target player cannot play any land cards this turn. Draw a card at the beginning of the next turn's upkeep.

Rulings

1.20 Song of Blood

Song of Blood

Color = Red
Rarity = VI(C)
Type = Sorcery
Cost = 1R
Artist = Eric Peterson

Text (VI): Put the top four cards from your library into your graveyard.
For each creature card put into your graveyard in this way, all creatures that attack this turn get +1/+0 until end of turn.

Rulings

1.21 Spitting Drake

Spitting Drake

Color = Red
Rarity = VI(U)
Type = Summon Drake (2/2)
Cost = 3R
Artist = G. Darrow & I. Rabarot

Text (VI): Flying
<R>: +1/+0 until end of turn. You cannot spend more than <R> in this way each turn.

NO RULINGS

1.22 Suq'Ata Lancer

Suq'Ata Lancer

Color = Red
Rarity = VI(C)
Type = Summon Knight (2/2)
Cost = 2R
Artist = Jeff Miracola

Text (VI): Flanking
Suq'Ata Lancer is unaffected by summoning sickness.

NO RULINGS

1.23 Talruum Champion

Talruum Champion

Color = Red
Rarity = VI(C)
Type = Summon Minotaur (3/3)
Cost = 4R
Artist = Pete Venters

Text(VI): First Strike.
Whenever Talruum Champion blocks or is blocked by any creature,
that creature loses first strike until end of turn.

NO RULINGS

1.24 Talruum Piper

Talruum Piper

Color = Red
Rarity = VI(U)
Type = Summon Minotaur (3/3)
Cost = 4R
Artist = Pete Venters

Text(VI): All creatures with flying able to block Talruum Piper do so.

NO RULINGS

1.25 Tremor

Tremor

Color = Red
Rarity = VI(C)
Type = Sorcery
Cost = R
Artist = Michael Danza

Text(VI): Tremor deals 1 damage to each creature without flying.

NO RULINGS

1.26 Viashino Sandstalker

Viashino Sandstalker

Color = Red

Rarity = VI(U)
Type = Summon Viashino (4/2)
Cost = 1RR
Artist = Andrew Robinson

Text (VI): Viashino Sandstalker is unaffected by summoning sickness. At the end of any turn, return Viashino Sandstalker to owner's hand.

NO RULINGS
