

VI_RED

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COLLABORATORS

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| | <i>TITLE :</i> VI_RED | | |
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Contents

| | | |
|----------|--------------------------------|----------|
| 1 | VI_RED | 1 |
| 1.1 | Visions - Red Cards | 1 |
| 1.2 | Bogardan Phoenix | 2 |
| 1.3 | Dwarven Vigilantes | 2 |
| 1.4 | Elkin Lair | 3 |
| 1.5 | Fireblast | 3 |
| 1.6 | Goblin Recruiter | 3 |
| 1.7 | Goblin Swine-Rider | 4 |
| 1.8 | Hearth Charm | 4 |
| 1.9 | Heat Wave | 4 |
| 1.10 | Hulking Cyclops | 5 |
| 1.11 | Keeper of Kookus | 5 |
| 1.12 | Kookus | 6 |
| 1.13 | Lightning Cloud | 6 |
| 1.14 | Mob Mentality | 6 |
| 1.15 | Ogre Enforcer | 7 |
| 1.16 | Raging Gorilla | 7 |
| 1.17 | Relentless Assault | 7 |
| 1.18 | Rock Slide | 8 |
| 1.19 | Solfatara | 8 |
| 1.20 | Song of Blood | 9 |
| 1.21 | Spitting Drake | 9 |
| 1.22 | Suq'Ata Lancer | 9 |
| 1.23 | Talruum Champion | 10 |
| 1.24 | Talruum Piper | 10 |
| 1.25 | Tremor | 10 |
| 1.26 | Viashino Sandstalker | 11 |

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.

Flavor Text: No Flavor Text

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.

Flavor Text: Some dwarves can only be pushed so far.

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.

Flavor Text: No Flavor Text

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.

Flavor Text: Embermages aren't well known for their diplomatic skills.

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.

Flavor Text: "Next!"

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.

Flavor Text: "May you get the mount you deserve."
-Suq'Ata curse

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.

Flavor Text: No Flavor Text

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.

Flavor Text: No Flavor Text

NO RULINGS

1.10 Hulking Cyclops

Hulking Cyclops

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

Text (PT): Hulking Cyclops can't intercept.

Text (VI): Hulking Cyclops cannot block.

Flavor Text: "Some say a great cyclops turns the world in its hands,
looking down upon it with its one bright eye."
-Afari, Tales

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.

Flavor Text: Wanted: Thick-skinned goblin for guarding mean

ol' Kookus. Must like fires. Must heal quickly.

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.

Flavor Text: No Flavor Text

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.

Flavor Text: The mightiest clouds sit upon spires of fire.
-Femeref adage

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.

Flavor Text: "Why is loud stupidity so infectious?"
-Rana, Suq'Ata market fool

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.

Flavor Text: "Ate up all of his siblings in the first week. A good beginning for one destined to command."
-Suka, ogre matron

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.

Flavor Text: "Every temper tantrum makes another angry gorilla."
-Femeref children's myth

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.

Flavor Text: "Flog and Squee
Up the tree
See the army
Flee, flee, flee."
-Goblin nursery rhyme/war cry

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.

Flavor Text: "Good ol' rock. Nothing beats rock."
-Rhirhok, goblin archer

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.

Flavor Text: "A burst of hot air tossed the moon into the air,

and the moon liked it up there so much it never needed
the ground again."
-Azeworai, "Glitter Moon"

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.

Flavor Text: Purraj sang slaughter and danced death.

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.

Flavor Text: It prefers its meals cooked.

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.

Flavor Text: "Never stop 'til you see your lance come out the other side."

-Telim'Tor

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.

Flavor Text: In the Talruum language, there is no word for "surprised."

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.

Flavor Text: When the Talruum began to play, the dragons fell from the sky to squash the obnoxious noise.

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.

Flavor Text: "Where do you run when the earth becomes your enemy?"
-Naimah, Femeref philosopher

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.

Flavor Text: "Some believe Sandstalkers to be illusions; those with scars know better."
-Zhalfirin Guide to the Desert

NO RULINGS
