Balefire Liege {2}{R}{R}{R}



Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}



Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}



Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}



Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast

Balefire Liege {2}{R}{R}{R}

Creature — Spirit Horror

Other red creatures you control get +1/+1.
Other white creatures you control get +1/+1.
Whenever you cast a red spell, Balefire Liege deals 3 damage to target player or planeswalker.
Whenever you cast a white spell, you gain 3 life.

2/4

478 R
2X2 ★ EN Ralph Horsley

™ & © 2022 Wizards of the Coast