

MI_RED

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COLLABORATORS

	<i>TITLE :</i> MI_RED		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

MI_RED

1.1 Mirage - Red Cards

Mirage - Red Cards

Agility

Aleatory

Armorer Guildmage

Barreling Attack

Blind Fury

Blistering Barrier

Builder's Bane

Burning Palm Efreet

Burning Shield Askari

Chaos Charm

Chaosphere

Cinder Cloud

Consuming Ferocity

Crimson Hellkite

Crimson Roc

Dwarven Miner

Dwarven Nomad

Ekundu Cyclops

Emberwilde Djinn

Final Fortune
Firebreathing

Flame Elemental
Flare

Goblin Elite Infantry

Goblin Scouts

Goblin Soothsayer

Goblin Tinkerer

Hammer of Bogarden

Hivis of the Scale

Illicit Auction
Incinerate

Kaervek's Torch

Lightning Reflexes

Pyric Salamander

Raging Spirit

Reckless Embermage

Reign of Chaos

Searing Spear Askari

Sirocco

Spitting Earth
Stone Rain

Subterranean Spirit

Talruum Minotaur

Telim'Tor

Telim'Tor's Edict

Torrent of Lava

Viashino Warrior

Volcanic Dragon

Volcanic Geyser

Wildfire Emissary

Zirilan of the Claw

1.2 Agility

Agility

Color = Red
Rarity = MI(C)
Type = Enchant Creature
Cost = 1R
Artist = Drew Tucker

Text(MI): Enchanted creature gets +1/+1 and gains flanking.

Rulings

1.3 Aleatory

Aleatory

Color = Red
Rarity = MI(U)
Type = Instant
Cost = 1R
Artist = Kevin Walker

Text(MI): Play only after defense is chosen. Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, target creature gets +1/+1 until end of turn. Draw a card at the beginning of the next turn's upkeep.

Rulings

1.4 Armorer Guildmage

Armorer Guildmage

Color = Red
Rarity = MI(C)
Type = Summon Wizard (1/1)
Cost = R
Artist = Martin McKenna

Text(MI): <BT>: Target creature gets +1/+0 until end of turn.
<GT>: Target creature gets +0/+1 until end of turn.

NO RULINGS

1.5 Barreling Attack

Barreling Attack

Color = Red
Rarity = MI(R)
Type = Instant
Cost = 2RR
Artist = Ian Miller

Text(MI): Target creature gains trample until end of turn. That creature gets +1/+1 until end of turn for each creature that blocks it.

Rulings

1.6 Blind Fury

Blind Fury

Color = Red
Rarity = MI(U)
Type = Instant
Cost = 2RR
Artist = John Coulthart

Text(MI): All creatures lose trample until end of turn. Double all combat damage assigned to creatures this turn.

NO RULINGS

1.7 Blistering Barrier

Blistering Barrier

Color = Red
Rarity = MI(C)
Type = Summon Wall (5/2)
Cost = 2R
Artist = David Ho

NO RULINGS

1.8 Builder's Bane

Builder's Bane

Color = Red
Rarity = MI(C)
Type = Sorcery

Cost = XXR
Artist = Charles Gillespie

Text(MI): Destroy X target artifacts. For each artifact put into the graveyard in this way, Builder's Bane deals 1 damage to that artifact's controller.

NO RULINGS

1.9 Burning Palm Efreet

Burning Palm Efreet

Color = Red
Rarity = MI(U)
Type = Summon Efreet (2/2)
Cost = 2RR
Artist = Dermont Power

Text(MI): <RR1>: Burning Palm Efreet deals 2 damage to target creature with flying and that creature loses flying until end of turn.

NO RULINGS

1.10 Burning Shield Askari

Burning Shield Askari

Color = Red
Rarity = MI(C)
Type = Summon Knight (2/2)
Cost = 2R
Artist = Dan Frazier

Text(MI): Flanking.
<RR>: First strike until end of turn.

NO RULINGS

1.11 Chaos Charm

Chaos Charm

Color = Red
Rarity = MI(C)
Type = Instant
Cost = R
Artist = Steve Luke

Text(MI): Choose one; Target creature is unaffected by summoning sickness

this turn; or Chaos Charm deals 1 damage to target creature; or destroy target wall.

NO RULINGS

1.12 Chaosphere

Chaosphere

Color = Red
Rarity = MI(R)
Type = Enchant World
Cost = 2R
Artist = Steve Luke

Text(MI): Creatures with flying cannot block creatures without flying.
Creatures without flying can block creatures with flying.

NO RULINGS

1.13 Cinder Cloud

Cinder Cloud

Color = Red
Rarity = MI(U)
Type = Instant
Cost = 3RR
Artist = Jock

Text(MI): Destroy target creature. If a white creature is put into the graveyard in this way, Cinder Cloud deals to that creature's controller an amount of damage equal to the creature's power.

NO RULINGS

1.14 Consuming Ferocity

Consuming Ferocity

Color = Red
Rarity = MI(U)
Type = Enchant Creature
Cost = 1R
Artist = Scott Kirschner

Text(MI): Play only on a non-Wall creature. Enchanted creature gets +1/+0. During your upkeep, put a +1/+0 counter on enchanted creature. At the end of any upkeep, if that creature has three of these counters on it, bury the creature and it deals to its controller

an amount of damage equal to it's power.

Rulings

1.15 Crimson Hellkite

Crimson Hellkite

Color = Red
Rarity = MI (R)
Type = Summon Dragon (6/6)
Cost = 6RRR
Artist = Gerry Grace

Text (MI): Flying.
<XT>: Crimson Hellkite deals X damage to target creature.
Spend only red mana in this way.

NO RULINGS

1.16 Crimson Roc

Crimson Roc

Color = Red
Rarity = MI (U)
Type = Summon Roc (2/2)
Cost = 4R
Artist = Ian Miller

Text (MI): Flying.
If Crimson Roc blocks any creature without flying, Crimson Rock gets +1/+0 and gains first strike until end of turn.

NO RULINGS

1.17 Dwarven Miner

Dwarven Miner

Color = Red
Rarity = MI (U)
Type = Summon Dwarf (1/2)
Cost = 1R
Artist = Jock

Text (MI): <2RT>: Destroy target nonbasic land.

NO RULINGS

1.18 Dwarven Nomad

Dwarven Nomad

Color = Red
Rarity = MI(C)
Type = Summon Dwarf (1/1)
Cost = 2R
Artist = Mike Kimble

Text(MI): <T>: Target creature with power 2 or less is unblockable this turn.

NO RULINGS

1.19 Ekundu Cyclops

Ekundu Cyclops

Color = Red
Rarity = MI(C)
Type = Summon Cyclops (3/4)
Cost = 3R
Artist = Robert Bliss

Text(MI): If any creature you control attacks, Ekundu Cyclops also attacks if able.

Rulings

1.20 Emberwilde Djinn

Emberwilde Djinn

Color = Red
Rarity = MI(R)
Type = Summon Djinn (5/4)
Cost = 2RR
Artist = Mike Dringenberg

Text(MI): Flying.
During each player's upkeep, he or she may pay <RR> or 2 life to gain control of Emberwilde Djinn.

Rulings

1.21 Final Fortune

Final Fortune

Color = Red
Rarity = MI(R)
Type = Instant
Cost = RR
Artist = D. Alexander Gregory

Text(MI): Take another turn after this one. You lose the game at the end of that turn.

Rulings

1.22 Flame Elemental

Flame Elemental

Color = Red
Rarity = MI(U)
Type = Summon Elemental (3/2)
Cost = 2RR
Artist = Richard Kane Ferguson

Text(MI): <RT>: Sacrifice Flame Elemental: Flame Elemental deals an amount of damage equal to its power to target creature.

NO RULINGS

1.23 Goblin Elite Infantry

Goblin Elite Infantry

Color = Red
Rarity = MI(C)
Type = Summon Goblins (2/2)
Cost = 1R
Artist = Robert Bliss

Text(MI): If Goblin Elite Infantry blocks or is blocked, it gets -1/-1 until end of turn.

NO RULINGS

1.24 Goblin Scouts

Goblin Scouts

Color = Red
Rarity = MI(U)

Type = Sorcery
Cost = 3RR
Artist = Geof Darrow

Text(MI): Put three Goblin Scout tokens into play. Treat these tokens as 1/1 red creatures with mountainwalk that count as Goblins.

Rulings

1.25 Goblin Soothsayer

Goblin Soothsayer

Color = Red
Rarity = MI(U)
Type = Summon Goblin (1/1)
Cost = R
Artist = Robert Bliss

Text(MI): <RT>: Sacrifice a Goblin: All red creatures get +1/+1 until end of turn.

NO RULINGS

1.26 Goblin Tinkerer

Goblin Tinkerer

Color = Red
Rarity = MI(C)
Type = Summon Goblin (1/2)
Cost = 1R
Artist = Hannibal King

Text(MI): <RT>: Destroy target artifact. That artifact deals an amount of damage equal to its casting cost to Goblin Tinkerer.

NO RULINGS

1.27 Hammer of Bogarden

Hammer of Bogarden

Color = Red
Rarity = MI(R)
Type = Sorcery
Cost = 1RR
Artist = Ron Spencer

Text(MI): Hammer of Bogarden deals 3 damage to target creature or player.

<RRR2>: Return Hammer of Bogarden to your hand. Use this ability only during your upkeep, and only if Hammer is in your graveyard.

NO RULINGS

1.28 Hivis of the Scale

Hivis of the Scale

Color = Red
Rarity = MI(R)
Type = Summon Legend (3/4)
Cost = 3RR
Artist = Andrew Robinson

Text(MI): You may choose not to untap Hivis of the Scale during your untap phase.

<T>: Gain control of target Dragon. if Hivis becomes untapped or you lose control of Hivis, lose control of that Dragon.

NO RULINGS

1.29 Illicit Auction

Illicit Auction

Color = Red
Rarity = MI(R)
Type = Sorcery
Cost = 3RR
Artist = Scott Kirschner

Text(MI): Choose target creature. Each player may bid life for control of that creature. You begin the bidding with a high bid of 0. Proceeding in turn order, each player may top the high bid. The auction ends when the high bid stands. The high bidder loses an amount of life equal to the high bid and gains control of the creature.

Rulings

1.30 Kaervek's Torch

Kaervek's Torch

Color = Red
Rarity = MI(C)
Type = Sorcery
Cost = XR

Artist = John Coulthart

Text(MI): Interrupts that target Kaervek's Torch each cost an additional <2> to play. Kaervek's Torch deals X damage to target creature or player.

Rulings

1.31 Lightning Reflexes

Lightning Reflexes

Color = Red
Rarity = MI(C)
Type = Enchant Creature
Cost = 1R
Artist = Tom Kyffin

Text(MI): You may choose to play Lightning Reflexes as an instant; if you do, bury it at end of turn. Enchanted creature gets +1/+0 and gains first strike.

Rulings

1.32 Pyric Salamander

Pyric Salamander

Color = Red
Rarity = MI(C)
Type = Summon Salamander (1/1)
Cost = 1R
Artist = Tony Roberts

Text(MI): <R>: +1/+0 until end of turn. Bury Pyric Salamander at end of turn.

NO RULINGS

1.33 Raging Spirit

Raging Spirit

Color = Red
Rarity = MI(C)
Type = Summon Spirit (3/3)
Cost = 3R
Artist = Scott Fischer

Text(MI): <2>: Raging Spirit is colorless until end of turn.

NO RULINGS

1.34 Reckless Embermage

Reckless Embermage

Color = Red
Rarity = MI (R)
Type = Summon Wizard (2/2)
Cost = 3R
Artist = Tom Kyffin

Text (MI): <R1>: Reckless Embermage deals 1 damage to target creature or player and 1 damage to itself.

NO RULINGS

1.35 Reign of Chaos

Reign of Chaos

Color = Red
Rarity = MI (U)
Type = Sorcery
Cost = 2RR
Artist = Kathryn Rathke

Text (MI): Destroy target plains and target white creature, or destroy target island and target blue creature.

Rulings

1.36 Searing Spear Askari

Searing Spear Askari

Color = Red
Rarity = MI (C)
Type = Summon Knight (2/2)
Cost = 2R
Artist = Richard Kane Ferguson

Text (MI): Flanking.
<R1>: Searing Spear Askari cannot be blocked by only one creature this turn.

Rulings

1.37 Sirocco

Sirocco

Color = Red
Rarity = MI(U)
Type = Instant
Cost = 1R
Artist = Alan Rabinowitz

Text(MI): Target player reveals his or her hand to all players. For each blue interrupt card that player holds, he or she pays 4 life or discards that card.

NO RULINGS

1.38 Spitting Earth

Spitting Earth

Color = Red
Rarity = MI(C) / PT(C)
Type = Sorcery
Cost = 1R
Artist = Brian Snoddy (MI) / Hannibal King (PT)

Text(PT): Spitting Earth deals to any one creature damage equal to the number of mountains you have in play. (This includes both tapped and untapped mountains.)

Text(MI): Spitting Earth deals to target creature an amount of damage equal to the number of mountains you control.

NO RULINGS

1.39 Subterranean Spirit

Subterranean Spirit

Color = Red
Rarity = MI(R)
Type = Summon Elemental (3/3)
Cost = 3RR
Artist = John Bolton

Text(MI): Protection from red.
<T>: Subterranean Spirit deals 1 damage to each creature with flying.

NO RULINGS

1.40 Talruum Minotaur

Talruum Minotaur

Color = Red
Rarity = MI(C)
Type = Summon Minotaur (3/3)
Cost = 2RR
Artist = Pete Venters

Text(MI): Talruum Minotaur is unaffected by summoning sickness.

NO RULINGS

1.41 Telim'Tor

Telim'Tor

Color = Red
Rarity = MI(R)
Type = Summon Legend (2/2)
Cost = 4R
Artist = Kevin Walker

Text(MI): Flanking.
If Telim'Tor attacks, all attacking creatures with flanking get +1/+1 until end of turn.

NO RULINGS

1.42 Telim'Tor's Edict

Telim'Tor's Edict

Color = Red
Rarity = MI(R)
Type = Instant
Cost = R
Artist = Kevin Walker

Text(MI): Remove from the game target permanent you own or control. Draw a card at the beginning of the next turn's upkeep.

NO RULINGS

1.43 Torrent of Lava

Torrent of Lava

Color = Red
Rarity = MI (R)
Type = Sorcery
Cost = XRR
Artist = Kathryn Rathke

Text (MI): Torrent of Lava deals X damage to each creature without flying.
Each creature gains <T>: Prevent 1 damage to this creature from
Torrent of Lava.

Rulings

1.44 Viashino Warrior

Viashino Warrior

Color = Red
Rarity = MI (C)
Type = Summon Viashino (4/2)
Cost = 3R
Artist = Roger Raupp

NO RULINGS

1.45 Volcanic Dragon

Volcanic Dragon

Color = Red
Rarity = MI (R) / PT (R)
Type = Summon Dragon (4/4) / Summon Creature (4/4)
Cost = 4RR
Artist = Janine Johnston (MI) / Tom Wanerstrand (PT)

Text (PT): Flying
Volcanic Dragon is unaffected by summoning sickness.

Text (MI): Flying.
Volcanic Dragon is unaffected by summoning sickness.

NO RULINGS

1.46 Volcanic Geyser

Volcanic Geyser

Color = Red
Rarity = MI (U)
Type = Instant
Cost = XRR

Artist = David O'Connor

Text(MI): Volcanic Geyser deals X damage to target creature or player.

NO RULINGS

1.47 Wildfire Emissary

Wildfire Emissary

Color = Red

Rarity = MI(U)

Type = Summon Efreet (2/4)

Cost = 3R

Artist = Richard Kane Ferguson

Text(MI): Protection from white.

<1R>: +1/+0 until end of turn.

Flavor Text: "The efreet is a striding storm with
a voice that crackles like fire."
---Qhattib, Vizier of Amiqat

NO RULINGS

1.48 Zirilan of the Claw

Zirilan of the Claw

Color = Red

Rarity = MI(R)

Type = Summon Legend (3/4)

Cost = 3RR

Artist = Andrew Robinson

Text(MI): <RR1T>: Search your library for a Dragon card and put it into play as though it were just played. Shuffle your library afterwards. That creature is unaffected by summoning sickness. Remove the creature from the game at the end of any turn.

NO RULINGS
