

PT_RED

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COLLABORATORS

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REVISION HISTORY

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Chapter 1

PT_RED

1.1 Portal - Red Cards

Portal - Red Cards

Blaze
Boiling Seas
Burning Cloak
Craven Giant
Desert Drake
Devastation
Earthquake
Fire Dragon
Fire Imp
Fire Snake
Fire Tempest
Flashfires
Forked Lightning
Goblin Bully
Highland Giant
Hill Giant
Hulking Cyclops
Hulking Goblin
Last Chance
Lava Axe

Text (PT): Destroy all islands. (This includes your islands.)

NO RULINGS

1.4 Burning Cloak

Burning Cloak

Color = Red
Rarity = PT(C)
Type = Sorcery
Cost = R
Artist = Scott M. Fischer

Text (PT): Any one creature gets +2[O]/+0[D] until end of the turn.
Burning Cloak deals 2 damage to that creature.

NO RULINGS

1.5 Craven Giant

Craven Giant

Color = Red
Rarity = PT(C)
Type = Summon Creature (4/1)
Cost = 2R
Artist = Ron Spencer

Text (RV): Craven Giant can't intercept.

NO RULINGS

1.6 Desert Drake

Desert Drake

Color = Red
Rarity = PT(U)
Type = Summon Creature (2/2)
Cost = 3R
Artist = Gerry Grace

Text (PT): Flying

NO RULINGS

1.7 Devastation

Devastation1

Color = Red
Rarity = PT(R)
Type = Sorcery
Cost = 5RR
Artist = Steve Luke

Text(PT): Destroy all creatures and lands. (This includes your creatures and lands.)

NO RULINGS

1.8 Fire Dragon

Fire Dragon

Color = Red
Rarity = PT(R)
Type = Summon Creature (6/6)
Cost = 6RRR
Artist = William Simpson

Text(PT): Flying
When Fire Dragon comes into play from your hand, it deals to any one creature damage equal to the number of mountains you have in play.

NO RULINGS

1.9 Fire Imp

Fire Imp

Color = Red
Rarity = PT(U)
Type = Summon Creature (2/1)
Cost = 2R
Artist = DiTerlizzi

Text(PT): Flying
When Fire Imp comes into play from your hand, it deals 2 damage to any one creature. (IF you're the only player with creatures, Fire Imp deals 2 damage to one of your creatures.)

NO RULINGS

1.10 Fire Snake

Fire Snake

Color = Red
Rarity = PT(C)
Type = Summon Creature (3/1)
Cost = 4R
Artist = Steve Luke

Text(PT): If Fire Snake is put into your discard pile from play.
destroy any one land.

NO RULINGS

1.11 Fire Tempest

Fire Tempest

Color = Red
Rarity = PT(R)
Type = Sorcery
Cost = 5RR
Artist = Mike Dringenberg

Text(PT): Fire Tempest deals 6 damage to each creature and
player. (This includes your creatures and you. if all
players drop to 0 life or less. the game is a draw.)

NO RULINGS

1.12 Forked Lightning

Forked Lightning

Color = Red
Rarity = PT(R)
Type = Sorcery
Cost = 3R
Artist = Ted Naifeh

Text(PT): Forked Lightning deals 4 damage divided any way
you choose among any one, two, or three creatures.

NO RULINGS

1.13 Goblin Bully

Goblin Bully

Color = Red
Rarity = PT(C)
Type = Summon Creature
Cost = 1R
Artist = Pete Venters

NO RULINGS

1.14 Highland Giant

Highland Giant

Color = Red
Rarity = PT(C)
Type = Summon Creature (3/4)
Cost = 2RR
Artist = Ron Spencer

NO RULINGS

1.15 Hulking Goblin

Hulking Goblin

Color = Red
Rarity = PT(C)
Type = Summon Creature (2/2)
Cost = 1R
Artist = Pete Venters

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

NO RULINGS

1.16 Last Chance

Last Chance

Color = Red
Rarity = PT(R)
Type = Sorcery
Cost = RR
Artist = Hannibal King

Text (PT): Take another turn after this one. You lose the game at the end of that turn. (You don't lose if you've already won.)

NO RULINGS

1.17 Lava Axe

Lava Axe

Color = Red
Rarity = PT(C)
Type = Sorcery
Cost = 4R
Artist = Adrian Smith

Text (PT): Lava Axe deals 5 damage to your opponent.

NO RULINGS

1.18 Lava Flow

Lava Flow

Color = Red
Rarity = PT(U)
Type = Sorcery
Cost = 3RR
Artist = Mike Dringenberg

Text (PT): Destroy any one creature or land.

NO RULINGS

1.19 Lizard Warrior

Lizard Warrrior

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

NO RULINGS

1.20 Minotaur Warrior

Minotaur Warrior

Color = Red
Rarity = PT(C)
Type = Summon Creature (2/3)
Cost = 2R
Artist = Scott M. Fischer

NO RULINGS

1.21 Pillaging Horde

Pillaging Horde

Color = Red
Rarity = PT(R)
Type = Summon Creature (5/5)
Cost = 2RR
Artist = Kev Walker

Text (PT): When Pillaging Horde comes into play from your hand, discard a card at random from your hand or destroy Pillaging Horde.

NO RULINGS

1.22 Raging Cougar

Raging Cougar

Color = Red
Rarity = PT(C)
Type = Summon Creature (2/2)
Cost = 2R
Artist = Terese Nielsen

Text (PT): Raging Cougar is unaffected by summoning sickness.

NO RULINGS

1.23 Raging Goblin

Raging Goblin

Color = Red
Rarity = PT(C)
Type = Summon Creature (1/1)
Cost = R
Artist = Pete Venters

NOTE: There are two versions of this card.

Text (PT) (version 1): Raging Goblin is unaffected by summoning sickness.
(It can attack the turn you play it, unless another card

(version 2): Raging Goblin is unaffected by summoning sickness.

NO RULINGS

1.24 Raging Minotaur

Raging Minotaur

Color = Red
Rarity = PT(C)
Type = Summon Creature (3/3)
Cost = 2RR
Artist = Scott M. Fischer

Text (PT): Raging Minotaur is unaffected by summoning sickness.

NO RULINGS

1.25 Rain of Salt

Rain of Salt

Color = Red
Rarity = PT(U)
Type = Sorcery
Cost = 4RR
Artist = Charles Gillespie

Text (PT): Destroy any two lands.

NO RULINGS

1.26 Scorching Spear

Scorching Spear

Color = Red
Rarity = PT(C)
Type = Sorcery
Cost = R
Artist = Mike Raabe

Text (PT): Scorching Spear deals 1 damage to any one creature
or player.

NO RULINGS

1.27 Scorching Winds

Scorching Winds

Color = Red
Rarity = PT(U)
Type = Sorcery
Cost = R
Artist = D. Alexander Gregory

Text (PT): Play Scorching Winds only after you're attacked, before you declare interceptors. Scorching Winds deals 1 damage to each attacking creature.

NO RULINGS

1.28 Volcanic Hammer

Volcanic Hammer

Color = Red
Rarity = PT(C)
Type = Sorcery
Cost = 1R
Artist = Christopher Rush

Text (PT): Volcanic Hammer deals 3 damage to any one creature or player.

NO RULINGS

1.29 Wall of Granite

Wall of Granite

Color = Red
Rarity = PT(U)
Type = Summon Creature (0/7)
Cost = 2R
Artist = Kev Walker

Text (PT): Wall of Granite can't attack.

NO RULINGS
