

TP_Red

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COLLABORATORS

	<i>TITLE :</i> TP_Red		
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Chapter 1

TP_Red

1.1 Tempest - Red Cards

Tempest - Red Cards

Aftershock

Ancient Runes

Apocalypse

Barbed Sliver

Blood Frenzy

Boil

Canyon Drake

Canyon Wildcat

Chaotic Goo

Crown of flames

Deadshot

Enraging Lcid

Firefly

Fireslinger

Flowstone Giant

Flowstone Salamander

Flowstone Wyvern

Furnace of Rath
 Giant Strenght
Goblin Bombardment

Hand to Hand

Havoc

Heart Sliver

Jackal Pup

Kindle

Lightning Blast

Lightning Elemental

Lowland Giant

Magmasaur

Mogg Conscripts

Mogg Fanatic

Mogg Raider

Mogg Squad

No Quarter

Opportunist

Pallimud

Rathi Dragon

Renegade Warlord

Rolling Thunder

Sandstone Warrior

Scorched Earth

Searing Touch

Shadowstorm
 Shatter

Shocker

Starke of Rath
 Stone Rain

Stun

Sudden Impact
Tahngarth's Rage
Tooth and Claw
Wall of Diffusion
Wild Wurm

1.2 Aftershock

Aftershock

Color = Red
Rarity = TP (C)
Type = Sorcery
Cost = 2RR
Artist = Hannibal King

Text (TP): Destroy target artifact, creature, or land. Aftershock deals 3 damage to you.

No Rulings

1.3 Ancient Runes

Ancient Runes

Color = Red
Rarity = TP (U)
Type = Enchantment
Cost = 2R
Artist = Susan Van Camp

Text (TP): During each player's upkeep, Ancient Runes deals 1 damage to that player for each artifact he or she controls.

No Rulings

1.4 Apocalypse

Apocalypse

Color = Red
Rarity = TP (R)
Type = Sorcery
Cost = 2RRR
Artist = L. A. Williams

Text(TP): Remove all permanents from the game. Discard your hand.

No Rulings

1.5 Barbed Sliver

Barbed Sliver

Color = Red
Rarity = TP(U)
Type = Summon Sliver(2/2)
Cost = 2R
Artist = Scott Kirschner

Text(TP): Each Sliver gains "<2>: This creature gets +1/+0 until end of turn."

No Rulings

1.6 Blood Frenzy

Blood Frenzy

Color = Red
Rarity = TP(C)
Type = Instant
Cost = 1R
Artist = Paolo Parente

Text(TP): Target attacking or blocking creature gets +4/+0 until end of turn. At end of turn, destroy that creature.

No Rulings

1.7 Boil

Boil

Color = Red
Rarity = TP(U)
Type = Instant
Cost = 3R
Artist = Jason Alexander Behnke

Text(TP): Destroy all islands.

No Rulings

1.8 Canyon Drake

Canyon Drake

Color = Red
Rarity = TP (R)
Type = Summon Drake (1/2)
Cost = 2RR
Artist = Quinton Hoover

Text (TP): Flying
<1>, Discard a card at random: Canyon Drake gets +2/+0 until end of turn.

No Rulings

1.9 Canyon Wildcat

Canyon Wildcat

Color = Red
Rarity = TP (C)
Type = Summon Cat (2/1)
Cost = 1R
Artist = Gary Leach

Text (TP): Mountainwalk (If defending player controls any mountains, this creature is unblockable.)

No Rulings

1.10 Chaotic Goo

Chaotic Goo

Color = Red
Rarity = TP (R)
Type = Summon Ooze (0/0)
Cost = 2RR
Artist = L. A. Williams

Text (TP): Chaotic Goo comes into play with three +1/+1 counters on it. During your upkeep, you may flip a coin. If you win the flip, add a +1/+1 counter to Chaotic Goo. Otherwise, remove a +1/+1 counter from it.

No Rulings

1.11 Crown of Flames

Crown of Flames

Color = Red
Rarity = TP(C)
Type = Enchant Creature
Cost = R
Artist = William O'Connor

Text(TP): <R>: Enchanted creature gets +1/+0 until end of turn.
<R>: Return Crown of Flames to owner's hand.

No Rulings

1.12 Deadshot

Deadshot

Color = Red
Rarity = TP(R)
Type = Sorcery
Cost = 3R
Artist = Heather Hudson

Text(TP): Tap target creature. That creature deals damage equal to its power to another target creature.

No Rulings

1.13 Enraging Ligid

Enraging Ligid

Color = Red
Rarity = TP(U)
Type = Summon Ligid(1/1)
Cost = 1R
Artist = Doug Chaffee

Text(TP): <RT>: Enraging Ligid loses this ability and becomes a creature enchantment that reads "Enchanted creature is unaffected by summoning sickness" instead of a creature. Move Enraging Ligid onto target creature. You may pay R to end this effect.

No Rulings

1.14 Firefly

Firefly

Color = Red
Rarity = TP (U)
Type = Summon Insect (1/1)
Cost = 3R
Artist = Stephen Daniele

Text (TP): Flying
<R>: Firefly gets +1/+0 until end of turn.

No Rulings

1.15 Fireslinger

Fireslinger

Color = Red
Rarity = TP (C)
Type = Summon Wizard (1/1)
Cost = 1R
Artist = Jeff Reitz

Text (TP): <T>: Fireslinger deals 1 damage to target creature or player and 1 damage to you.

No Rulings

1.16 Flowstone Giant

Flowstone Giant

Color = Red
Rarity = TP (C)
Type = Summon Giant (3/3)
Cost = 2RR
Artist = Joel Biske

Text (TP): <R>: Flowstone Giant gets +2/-2 until end of turn.

No Rulings

1.17 Flowstone Salamander

Flowstone Salamander

Color = Red
Rarity = TP (U)
Type = Summon Salamander (3/4)
Cost = 3RR
Artist = Daniel Gelon

Text(TP): <R>: Flowstone Salamander deals 1 damage to target creature blocking it.

No Rulings

1.18 Flowstone Wyvern

Flowstone Wyvern

Color = Red
Rarity = TP (R)
Type = Summon Drake (3/3)
Cost = 3RR
Artist = Stephen Daniele

Text(TP): Flying
<R>: Flowstone Wyvern gets +2/-2 until end of turn.

No Rulings

1.19 Furnace of Rath

Furnace of Rath

Color = Red
Rarity = TP (R)
Type = Enchantment
Cost = 1RRR
Artist = John Matson

Text(TP): Double all damage assigned to any creature or player.

No Rulings

1.20 Goblin Bombardment

Goblin Bombardment

Color = Red
Rarity = TP (U)
Type = Enchantment
Cost = 1R
Artist = Brian Snoddy

Text(TP): Sacrifice a creature: Goblin Bombardment deals 1 damage to target creature or player.

No Rulings

1.21 Hand to Hand

Hand to Hand

Color = Red
Rarity = TP(R)
Type = Enchantment
Cost = 2R
Artist = Carl Frank

Text(TP): Instants and abilities requiring an activation cost cannot be played during combat.

No Rulings

1.22 Havoc

Havoc

Color = Red
Rarity = TP(U)
Type = Enchantment
Cost = 1R
Artist = Donato Giancola

Text(TP): Whenever target opponent successfully casts a white spell, he or she loses 2 life.

No Rulings

1.23 Heart Sliver

Heart Sliver

Color = Red
Rarity = TP(C)
Type = Summon Sliver(1/1)
Cost = 1R
Artist = Ron Spencer

Text(TP): All Slivers are unaffected by summoning sickness.

No Rulings

1.24 Jackal Pup

Jackal Pup

Color = Red

Rarity = TP(U)
Type = Summon Hound(2/1)
Cost = R
Artist = Susan Van Camp

Text(TP): For each 1 damage dealt to Jackal Pup, it deals 1 damage to you.

No Rulings

1.25 Kindle

Kindle

Color = Red
Rarity = TP(C)
Type = Instant
Cost = 1R
Artist = Donato Giancola

Text(TP): Kindle deals to target creature or player an amount of damage equal to 2 plus the number of Kindle cards in all graveyards.

No Rulings

1.26 Lightning Blast

Lightning Blast

Color = Red
Rarity = TP(C)
Type = Instant
Cost = 3R
Artist = Richard Thomas

Text(TP): Lightning Blast deals 4 damage to target creature or player.

No Rulings

1.27 Lightning Elemental

Lightning Elemental

Color = Red
Rarity = TP(C)
Type = Summon Elemental(4/1)
Cost = 3R
Artist = D. Alexander Gregory

Text(TP): Lightning Elemental is unaffected by summoning sickness.

No Rulings

1.28 Lowland Giant

Lowland Giant

Color = Red
Rarity = TP (C)
Type = Summon Giant (4/3)
Cost = 2RR
Artist = Paolo Parente

Text (TP) :

No Rulings

1.29 Magmasaur

Magmasaur

Color = Red
Rarity = TP (R)
Type = Summon Elemental (0/0)
Cost = 3RR
Artist = Daniel Gelon

Text (TP) : Magmasaur comes into play with five +1/+1 counters on it.
During your upkeep, remove a +1/+1 counter from Magmasaur, or sacrifice Magmasaur and it deals 1 damage for each +1/+1 counter on it to each creature without flying and each player.

No Rulings

1.30 Mogg Conscripts

Mogg Conscripts

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

Text (TP) : Mogg Conscripts cannot attack unless you have successfully cast a creature spell this turn.

No Rulings

1.31 Mogg Fanatic

Mogg Fanatic

Color = Red
Rarity = TP(C)
Type = Summon Goblin(1/1)
Cost = R
Artist = Brom

Text(TP): Sacrifice Mogg Fanatic: Mogg Fanatic deals 1 damage to target creature or player.

No Rulings

1.32 Mogg Raider

Mogg Raider

Color = Red
Rarity = TP(C)
Type = Summon Goblin(1/1)
Cost = R
Artist = Brian Snoddy

Text(TP): Sacrifice a Goblin: Target creature gets +1/+1 until end of turn.

No Rulings

1.33 Mogg Squad

Mogg Squad

Color = Red
Rarity = TP(U)
Type = Summon Goblins(3/3)
Cost = 1R
Artist = Joel Biske

Text(TP): Mogg Squad gets -1/-1 for each other creature in play.

No Rulings

1.34 No Quarter

No Quarter

Color = Red
Rarity = TP(R)

Type = Enchantment
Cost = 3R
Artist = Doug Chaffee

Text (TP): Whenever any creature blocks or is blocked by a creature with lesser power, destroy the creature with the lesser power.

No Rulings

1.35 Opportunist

Opportunist

Color = Red
Rarity = TP (U)
Type = Summon Soldier (2/2)
Cost = 2R
Artist = Dan Frazier

Text (TP): <T>: Opportunist deals 1 damage to target creature that was damaged this turn.

No Rulings

1.36 Pallimud

Pallimud

Color = Red
Rarity = TP (R)
Type = Summon Beast (*/3)
Cost = 2R
Artist = Quinton Hoover

Text (TP): Pallimud has power equal to the number of tapped lands target opponent controls.

No Rulings

1.37 Rathi Dragon

Rathi Dragon

Color = Red
Rarity = TP (R)
Type = Summon Dragon (5/5)
Cost = 2RR
Artist = Christopher Rush

Text (TP): Flying

When Rathi Dragon comes into play, sacrifice two mountains or sacrifice Rathi Dragon.

No Rulings

1.38 Renegade Warlord

Renegade Warlord

Color = Red
Rarity = TP(U)
Type = Summon Soldier(3/3)
Cost = 4R
Artist = Ron Spencer

Text(TP): First strike
If Renegade Warlord attacks, each other attacking creature gets +1/+0 until end of turn.

No Rulings

1.39 Rolling Thunder

Rolling Thunder

Color = Red
Rarity = TP(C)
Type = Sorcery
Cost = XRR
Artist = Richard Thomas

Text(TP): Rolling Thunder deals X damage divided any way you choose among any number of target creatures and/or players.

No Rulings

1.40 Sandstone Warrior

Sandstone Warrior

Color = Red
Rarity = TP(C)
Type = Summon Soldier(1/3)
Cost = 2RR
Artist = Stephen Daniele

Text(TP): First strike
<R>: Sandstone Warrior gets +1/+0 until end of turn.

No Rulings

1.41 Scorched Earth

Scorched Earth

Color = Red
Rarity = TP(R)
Type = Sorcery
Cost = XR
Artist = Nicola Leonard

Text(TP): Choose and discard X land cards: Destroy X target lands.

No Rulings

1.42 Searing Touch

Searing Touch

Color = Red
Rarity = TP(U)
Type = Instant
Cost = R
Artist = D. Alexander Gregory

Text(TP): Buyback 4 (You may pay an additional 4 when you play this spell. If you do, put it into your hand instead of your graveyard as part of the spell's effect.)
Searing Touch deals 1 damage to target creature or player.

No Rulings

1.43 Shadowstorm

Shadowstorm

Color = Red
Rarity = TP(U)
Type = Sorcery
Cost = R
Artist = Adam Rex

Text(TP): Shadowstorm deals 2 damage to each creature with shadow.

No Rulings

1.44 Shocker

Shocker

Color = Red
Rarity = TP(R)
Type = Summon Insect(1/1)
Cost = 1R
Artist = Thomas M. Baxa

Text(TP): If Shocker damages any player, that player discards his or her hand, then draws a new hand of as many cards as he or she had before.

No Rulings

1.45 Starke of Rath

Starke of Rath

Color = Red
Rarity = TP(R)
Type = Summon Legend(2/2)
Cost = 1RR
Artist = Dan Frazier

Text(TP): <T>: Destroy target artifact or creature. That permanent's controller gains control of Starke of Rath permanently.

No Rulings

1.46 Stun

Stun

Color = Red
Rarity = TP(C)
Type = Instant
Cost = 1R
Artist = Terese Nielsen

Text(TP): Target creature cannot block this turn.
Draw a card.

No Rulings

1.47 Sudden Impact

Sudden Impact

Color = Red
Rarity = TP(U)
Type = Instant
Cost = 3R

Artist = Alan Pollack

Text(TP): Sudden Impact deals 1 damage to target player for each card in his or her hand.

No Rulings

1.48 Tahngarth's Rage

Tahngarth's Rage

Color = Red

Rarity = TP(U)

Type = Enchant Creature

Cost = R

Artist = Hannibal King

Text(TP): If enchanted creature is attacking, it gets +3/+0. Otherwise, it gets -2/-1.

No Rulings

1.49 Tooth and Claw

Tooth and Claw

Color = Red

Rarity = TP(R)

Type = Enchantment

Cost = 3R

Artist = Val Mayerik

Text(TP): Sacrifice two creatures: Put a Carnivore token into play. Treat this token as a 3/1 red creature.

No Rulings

1.50 Wall of Diffusion

Wall of Diffusion

Color = Red

Rarity = TP(C)

Type = Summon Wall(0/5)

Cost = 1R

Artist = DiTerlizzi

Text(TP): (Walls cannot attack.)
Wall of Diffusion can block creatures with shadow.

No Rulings

1.51 Wild Wurm

Wild Wurm

Color = Red
Rarity = TP(U)
Type = Summon Wurm(5/4)
Cost = 3R
Artist = Randy Elliott

Text(TP): When Wild Wurm comes into play, flip a coin.
If you lose the flip, return Wild Wurm to owner's hand.

No Rulings
