MI_RED

Tom de Ruyter

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ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Tom de Ruyter	April 17, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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                   Mirage - Red Cards


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```
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```

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.

  NO 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)
Type   = Sorcery
Cost   = 1R
Artist = Brian Snoddy
```

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)
Type    = Summon Dragon (4/4)
Cost    = 4RR
Artist  = Janine Johnston
```

```
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
```