MI_RED

Roger Gooren, Christian Gartsen, and Robert Woeltjes

COLLABORATORS			

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WRITTEN BY	Roger Gooren, Christian Gartsen, and Robert Woeltjes	April 18, 2022	

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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.

Flavor Text: No Flavor Text

  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.

Flavor Text: No Flavor Text

  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.
```

Flavor Text: Zhalfir's destiny rings in tempered steel.
            --Armorer Guild maxim

 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.

Flavor Text: "The trollish game of push-fall inspired this impressive
             tactic." -Sidar Jabari

  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.

Flavor Text: "Tell me... have you ever sung the Song of Blood?"
             -Purraj of Urborg

 NO RULINGS

1.7 Blistering Barrier

```
Blistering Barrier

Color  = Red
Rarity = MI(C)
Type   = Summon Wall (5/2)
```

```
Cost    = 2R
Artist  = David Ho
```

Flavor Text: I live without food, stand without leg, wound without force,
             and am harder to fight than to kill. What am I?
             --Femeref riddle

 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.

Flavor Text: There is only so much a person may be buried with.

 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.

Flavor Text: Even the lion envies the lark.

 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.
```

```
Flavor Text: "Any day that I ride my horse up to my ankles in
              the remains of my enemies is a good day."
              -Akin, seasoned askari
```

  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.
```

```
Flavor Text: No Flavor Text
```

  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.
```

```
Flavor Text: "I dance the nothing dance,
              Feet in the air, knives in the ground."
              -Femeref chant
```

  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.

Flavor Text: No Flavor Text

  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.

Flavor Text: No Flavor Text

  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.
```

Flavor Text: "Dragonfire forged me a warrior."
                    -Rashida Scalebane

  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.

Flavor Text: No Flavor Text

  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.

Flavor Text: "Fetch the pestridder, Paka-we've got dwarves in
              the rutabagas!" -Jamul, Femeref farmer

  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.
```

```
Flavor Text: A dwarf's life belongs as much to the land as to the dwarf.
                --Creed of the Stonethrow Clan
```

   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.
```

```
Flavor Text: "Big one I,
             One big eye.
             One-eye see
             Two-eye die!"
             -Traditional cyclops chant
```

   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.
```

```
Flavor Text: A hefty price is no guarantee of quality merchandise.
```

   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.

Flavor Text: Want all, lose all. --Zhalfirin aphorism
```

  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.

Flavor Text: Storyteller: By my hand in the fire, this story is
                a tale of power.
                Listeners: May it give you strength.
```

 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.

Flavor Text: They talk a good fight.
```

 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.

Flavor Text: "Pathetic-like I wouldn't know a goblin painted up
             to look like a dwarf!" -Pashad ibn Asim, Suq'Ata trader

  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.

Flavor Text: "I see a great victory and rivers of blood.
             And ...hmm, looks like a spleen."
             -Grishnak, goblin soothsayer

 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.

Flavor Text: "Can they do that?"
             -Imwita, Zhalfirin artificer, last words
```

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.

Flavor Text: No Flavor Text

 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.

Flavor Text: No Flavor Text

 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.

Flavor Text: No Flavor Text

    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.

Flavor Text: The pulsing heat of the midday Sun burns in the Lion's eye.
                  ---Stone inscription, source unknown

    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.

Flavor Text: "Inhale. Kill. Exhale."

    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.

Flavor Text: When you've been chased by a dragon,
             you run from every lizard.
             ---Suq'Ata saying

 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.

Flavor Text: "Its burning power is more elusive than shade on
             the Unyaro Plains, more perilous than the horn of a rhino."
             ---Akin, seasoned askari

 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.

Flavor Text: Many mages have been consumed by their work.

 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.

Flavor Text: "The Burning Isles are the home to a dozen lords
              who claim dominion. Jamuraa will look to only
              one leader: me."
              ---Kaervek

   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.

Flavor Text: When the other soldiers of Zhalfir fall,
             the askaris will yet stand.

   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.
```

Flavor Text: "Blow, fiery wind,
               strip illusion from the eye.
               Blow, fiery wind of truth."
               ---Femeref chant

 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 equel
          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.

Flavor Text: "There are times solid ground gives
               precious little comfort."
               ---Talibah, embermage
```

 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.

Flavor Text: "Air hot with sulfur.
               Earth heaves beneath me.
               Could it be the mountain
               ate something bad?"
               ---Dwarven mining song
```

 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.

Flavor Text: Don't insult a Talruum unless your mount is swift.
            ---Suq'Ata saying

 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.

Flavor Text: "The curious merely amass knowledge.
             The ambitious use it."
             ---Telim'Tor

 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.

Flavor Text: "Execution awaits the dissenter."
             ---Kasib ibn Naji, Letters

```
   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.

Flavor Text: The mountain's voice shouts us all down.

   Rulings
```

1.44   Viashino Warrior

```
Viashino Warrior

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

Flavor Text: "When traveling the Great Desert avoid wearing the scales
             of lizards, for the Viashino rule the sands and look poorly
             on the skinning of their cousins."
             ---Zhalfirin Guide to the Desert

   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.

Flavor Text: Speed and fire are always a deadly combination.
```

 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.

Flavor Text: My thunder comes before the lightning; my lightning comes
             before the clouds; my rain dries all the land it touches.
             What am I? ---Femeref riddle
```

 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.

Flavor Text: No Flavor Text

   Rulings