# AI_BLACK

Tom de Ruyter

| COLLABORATORS | | | |
|---|---|---|---|
| | *TITLE* :<br><br>AI_BLACK | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | Tom de Ruyter | April 17, 2022 | |

| REVISION HISTORY | | | |
|---|---|---|---|
| NUMBER | DATE | DESCRIPTION | NAME |
| | | | |

# Contents

# Chapter 1

# AI_BLACK

## 1.1   Alliances - Black Cards

```
            Alliances - Black Cards


    Balduvian Dead

    Casting of Bones

    Contagion

    Diseased Vermin

    Dystopia

    Fatal Lore

    Feast or Famine

    Fevered Strength

    Insidious Bookworms

    Keeper of Tresserhorn

    Krovikan Horror

    Krovikan Plague

    Lim-Dul's High Guard

    Misinformation

    Phantasmal Fiend

    Phyrexian Boon

    Ritual of the Machine
```

```
                     Soldevi Adnate

                     Stench of Decay

                     Stromgald Spy

                     Swamp Mosquito
```

## 1.2  Balduvian Dead

```
Balduvian Dead

Color  = Black
Rarity = AI(U2)
Type   = Summon Zombies (2/3)
Cost   = 3B
Artist = Mike Kimble

Text(AI): <2R>: Remove target summon card in your graveyard from the game
          to put a Graveborn token into play. Treat this token as a 3/1
          black and red creature that can attack the turn it comes into
          play. Bury Graveborn token at end of turn.

 NO RULINGS
```

## 1.3  Casting of Bones

```
Casting of Bones

Color  = Black
Rarity = AI(C1/C1)
Type   = Enchant Creature
Cost   = 2B
Artist = Anson Maddocks / Anson Maddocks

NOTE: There are TWO different artworks for this card.

Text(AI): If enchanted creature is put into the graveyard, draw three
          cards. Choose and discard one of those cards.

Flavor Text: "Whether whole or not, still we serve Lim-Duls wishes."
               ---Chaeska, Keeper of Tresserhorn

Flavor Text: "Only a necromancer would create such a foul
               form of divination."
               ---Gerda Aagesdotter, Archmage of the Unseen

 NO RULINGS
```

## 1.4  Contagion

```
Contagion

Color   = Black
Rarity  = AI(U2)
Type    = Instant
Cost    = 3BB
Artist  = Mike Raabe
```

Text(AI): You may pay 1 life and remove a black card in your hand from the
          game instead of paying Contagion's casting cost. Effects that
          prevent or redirect damage cannot be used to counter this loss of
          life. Put two -2/-1 counters, distributed any way you choose, on
          any number of target creatures.

  Rulings

## 1.5  Diseased Vermin

```
Diseased Vermin

Color   = Black
Rarity  = AI(U2)
Type    = Summon Rats (1/1)
Cost    = 2B
Artist  = Scott Kirschner
```

Text(AI): During your upkeep, Diseased Vermin deals 1 damage to a single
          target opponent it has previously damaged for each infection
          counter on Diseased Vermin. If Diseased Vermin damages a player
          in combat, put an infection counter on it.

 NO RULINGS

## 1.6  Dystopia

```
Dystopia

Color   = Black
Rarity  = AI(R2)
Type    = Enchantment
Cost    = 1BB
Artist  = Ruth Thompson
```

Text(AI): Cumulative Upkeep: 1 life.
          During each player's upkeep, if that player controls any
          green or white  permanents, he or she sacrifices a green
          or white permanent.

 NO RULINGS

## 1.7   Fatal Lore

```
Fatal Lore

Color   = Black
Rarity  = AI(R2)
Type    = Sorcery
Cost    = 2BB
Artist  = Lawrence Snelly

Text(AI): Target opponent chooses one: you draw three cards; or you choose
          and bury up to two target creatures that opponent controls and
          he or she draws up to three cards.

Flavor Text: "All knowledge has its price."
             ---Gerda Aagesdotter, Archmage of the Unseen

  Rulings
```

## 1.8   Feast or Famine

```
Feast or Famine

Color   = Black
Rarity  = AI(U3/U3)
Type    = Instant
Cost    = 3B
Artist  = Pete Venters / Pete Venters

NOTE: There are TWO different artworks for this card.

Text(AI): Bury target non-black, non-artifact creature or put a Zombie
          token into play. Treat this token as a 2/2 black creature.

Flavor Text: "The living cannot understand the benefits of death."
             ---Chaeska, Keeper of Tresserhorn

Flavor Text: "We are not yet free of Lim-Dul's terrors."
             ---Halvor Arensson, Kjeldoran Priest

 NO RULINGS
```

## 1.9   Fevered Strength

```
Fevered Strength

Color   = Black
Rarity  = AI(C1/C2)
Type    = Instant
Cost    = 2B
Artist  = Brian Snoddy / Brian Snoddy
```

NOTE: There are TWO different artworks for this card.

Text(AI): Target creature gets +2/+0 until end of turn. Draw a card at the
          beginning of the next turn's upkeep.

Flavor Text: "The fever clouds the mind as it energizes the body.
              Both will pass in time."
              ---Halvor Arensson, Kjeldoran Priest

Flavor Text: "The burst of strenght brought on by this plague should
              not be mistaken for a sign of renewed health."
              ---Kolbjorn, High Honered Druid

  NO RULINGS


## 1.10  Insidious Bookworms

Insidious Bookworms

Color  = Black
Rarity = AI(C1/C1)
Type   = Summon Worms (1/1)
Cost   = B
Artist = Greg Simanson / Greg Simanson

NOTE: There are TWO different artworks for this card.

Text(AI): <1B>: Target player discards a card at random from his or her
          hand. Use this ability only when Insidious Bookworms is put into
          the graveyard from play. You cannot spend more than <1B> in this
          way each turn.

   Rulings


## 1.11  Keeper of Tresserhorn

Keeper of Tresserhorn

Color  = Black
Rarity = AI(R2)
Type   = Summon Keeper (6/6)
Cost   = 5B
Artist = Zak Plucinski & D. Alexander Gregory

Text(AI): If Keeper of Tresserhorn attacks and is not blocked, it deals no
          damage to defending player this turn and that player loses 2
          life. Effects that prevent or redirect damage cannot be used to
          counter this loss of life.

   Rulings

## 1.12   Krovikan Horror

```
Krovikan Horror

Color  = Black
Rarity = AI(R2)
Type   = Summon Horror (2/2)
Cost   = 3B
Artist = Christopher Rush
```

```
Text(AI): At the end of any turn, if Krovikan Horror is in your graveyard
          with a summon card directly above it, you may put Krovikan Horror
          into your hand.
          <1>: Sacrifice a creature to have Krovikan Horror deal 1 damage
          to target creature or player.
```

```
 NO RULINGS
```

## 1.13   Krovikan Plague

```
Krovikan Plague

Color  = Black
Rarity = AI(U2)
Type   = Enchant Creature
Cost   = 2B
Artist = Liz Danforth
```

```
Text(AI): Play on a non-wall creature you control. Draw a card at the
          beginning of the upkeep of the turn after Krovikan Plague comes
          into play.
          <0>: Tap enchanted creature to have Krovikan Plague deal 1
          damage to target creature or player. Put a -0/-1 counter on
          enchanted creature.
```

```
  Rulings
```

## 1.14   Lim-Dul's High Guard

```
Lim-Dul's High Guard

Color  = Black
Rarity = AI(C1/C1)
Type   = Summon Skeleton (2/1)
Cost   = 1BB
Artist = Anson Maddocks / Anson Maddocks
```

```
NOTE: There are TWO different artworks for this card.
```

```
Text(AI): First strike
          <1B>: Regenerate
```

```
Flavor Text: "Death does not prevent us from service to our absent master.
              As long as Tresserhorn stands, so shall we."
              ---Chaeska, Keeper of Tresserhorn


Flavor Text: "The Guard will forever stand ready. For them, death
              is merely an inconvenience, not an ending."
              ---Chaeska, Keeper of Tresserhorn
```

 NO RULINGS


## 1.15   Misinformation

```
Misinformation

Color  = Black
Rarity = AI(U2)
Type   = Instant
Cost   = B
Artist = Richard Kane Ferguson

Text(AI): Put up to three target cards from an opponent's graveyard on top
          of his or her library in any order.

Flavor Text: "When you cannot rely on your sources, trust your own senses.
              When you cannot trust those, you must follow your instincts."
              ---Lovisa Coldeyes, Balduvian Chieftain
```

 NO RULINGS


## 1.16   Phantasmal Fiend

```
Phantasmal Fiend

Color  = Black
Rarity = AI(C1/C1)
Type   = Summon Phantasm (1/5)
Cost   = 3B
Artist = Scott Kirschner / Scott Kirschner

NOTE: There are TWO different artworks for this card.

Text(AI): <B>: +1/-1 until end of turn.
          <1U>: Switch Phantasmal Fiend's power and toughness until end of
          turn. Effects that alter Phantasmal Fiend's power alter its
          toughness instead, and vice versa.
```

 NO RULINGS


## 1.17   Phyrexian Boon

```
Phyrexian Boon

Color  = Black
Rarity = AI(C1/C1)
Type   = Enchant Creature
Cost   = 2B
Artist = Mark Tedin / Mark Tedin

NOTE: There are TWO different artworks for this card.

Text(AI): As long as enchanted creature is black, it get +2/+1; otherwise
          it gets -1/-2.

Flavor Text: "Phyrexia's touch is painful to all but the blackest of hearts."
             ---Gerda Aagesdotter, Archmage of the Unseen

Flavor Text: "Dagsson should have paid attention to the lessons of Phyrexia
              before attempting to create a mechanical utopia."
             ---Sorine Relicbane, Soldevi Heretic

  NO RULINGS
```

## 1.18  Ritual of the Machine

```
Ritual of the Machine

Color  = Black
Rarity = AI(R2)
Type   = Sorcery
Cost   = 2BB
Artist = Anson Maddocks

Text(AI): Sacrifice a creature to gain control of target non-black,
          non-artifact creature.

Flavor Text: "Rumors of persist of dark deeds performed in the depths
              of Soldev. When will Dagsson heed the danger therein ?"
             ---Sorine Relicbane, Soldevi Heretic

  NO RULINGS
```

## 1.19  Soldevi Adnate

```
Soldevi Adnate

Color  = Black
Rarity = AI(C1/C1)
Type   = Summon Cleric (1/2)
Cost   = 1B
Artist = Christopher Rush / Christopher Rush
```

NOTE: There are TWO different artworks for this card.

Text(AI): <T>: Sacrifice a black or artifact creature to add an amount
        of <B> equal to that creature's casting cost to your mana pool.
        Play this ability as an interrupt.

Flavor Text: "People love to follow fools; theydon't feel so alone then."
             ---Sorine Relicbane, Soldevi Heretic

Flavor Text: "An idiot cannot hear sense, even when a thousand people speak it."
             ---Sorine Relicbane, Soldevi Heretic

   Rulings


## 1.20   Stench of Decay

Stench of Decay

Color  = Black
Rarity = AI(C1/C1)
Type   = Instant
Cost   = 1BB
Artist = Heather Hudson / Heather Hudson

NOTE: There are TWO different artworks for this card.

Text(AI): All non-artifact creatures get -1/-1 until end of turn.

Flavor Text: "My lord, there is only so much I can do. This plague infests
              Krov worse than any other city."
              ---Halvor Arensson, Kjeldoran Priest

Flavor Text: "Disa is dead, and I am left. I shall allow no others
              to succomb to this pestilence."
              ---Kolbjorn, High Honered Druid

 NO RULINGS


## 1.21   Stromgald Spy

Stromgald Spy

Color  = Black
Rarity = AI(U2)
Type   = Summon Spy (2/4)
Cost   = 3B
Artist = Zak Plucinski

Text(AI): If Stromgald Spy attacks and is not blocked, you may choose to
        have it deal no damage to defending player this turn. If you do
        so, defending player must play with his or her hand face up on
        the table until Stromgald Spy leaves play.

Rulings

## 1.22  Swamp Mosquito

Swamp Mosquito

Color   = Black
Rarity  = AI(C1/C2)
Type    = Summon Mosquito (0/1)
Cost    = 1B
Artist  = Nicola Leonard / Nicola Leonard

NOTE: There are TWO different artworks for this card.

Text(AI): Flying
        If Swamp Mosquito attacks and is not blocked, defending player
        gets a poison counter. If a player has ten or more poison
        counters, he or she loses the game.

  Rulings