MI_BLACK

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COLLABORATORS

	TITLE : MI_BLACK		
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Contents

Chapter 1

MI_BLACK

1.1 Mirage - Black Cards

```
                Mirage - Black Cards


        Abyssal Hunter

        Ashen Powder

        Barbed-Back Wurm

        Binding Agony

        Blighted Shaman

        Bone Harvest

        Breathstealer

        Cadaverous Knight

        Carrion

        Catacomb Dragon

        Choking Sands

        Crypt Cobra
                Dark Banishing          Dark Ritual

        Dirtwater Wraith
            Drain Life

        Dread Specter

        Ebony Charm

        Enfeeblement
```

Feral Shadow

Fetid Horror

Forbidden Crypt

Forsaken Wastes

Grave Servitude

Gravebane Zombie

Harbinger of Night

Infernal Contract

Kaervek's Hex

Mire Shade

Nocturnal Raid

Painful Memories

Phyrexian Tribute

Purraj of Urborg

Ravenous Vampire

Reign of Terror

Restless Dead

Sewer Rats

Shadow Guildmage

Shallow Grave

Shauku, Endbringer

Skulking Ghost

Soul Rend

Soulshriek

Spirit of the Night

Stupor

Tainted Specter

Tombstone Stairwell

Urborg Panther

Wall of Corpses

Withering Boon

Zombie Mob

1.2 Abyssal Hunter

Abyssal Hunter

```
Color  = Black
Rarity = MI(R)
Type   = Summon Hunter (1/1)
Cost   = 3B
Artist = Steve Luke
```

Text(MI): <BT>: Tap target creature. Abyssal Hunter deals to that
          creature an amount of damage equal to Abyssal Hunter's power.

 NO RULINGS

1.3 Ashen Powder

Ashen Powder

```
Color  = Black
Rarity = MI(R)
Type   = Sorcery
Cost   = 2BB
Artist = Geof Darrow
```

Text(MI): Put target creature card from an opponent's graveyard into play
          under your control.

 NO RULINGS

1.4 Barbed-Back Wurm

Barbed-Back Wurm

```
Color  = Black
Rarity = MI(U)
Type   = Summon Wurm (4/3)
Cost   = 4B
Artist = Gary Leach
```

Text(MI): <B>: Target green creature blocking Barbed-Back Wurm
          gets -1/-1 until end of turn.

```
  NO RULINGS
```

1.5   Binding Agony

```
Binding Agony

Color   = Black
Rarity  = MI(C)
Type    = Enchant Creature
Cost    = 1B
Artist  = Robert Bliss

Text(MI): For each 1 damage dealt to enchanted creature, Binding Agony
          deals 1 damage to that creature's controller.

  NO RULINGS
```

1.6   Blighted Shaman

```
Blighted Shaman

Color   = Black
Rarity  = MI(U)
Type    = Summon Cleric (1/1)
Cost    = 1B
Artist  = Ian Miller

Text(MI): <T>: Sacrifice a creature: Target creature gets +2/+2 until end
          of turn.
          <T>: Sacrifice a swamp: Target creature gets +1/+1 until end of
          turn.

  NO RULINGS
```

1.7   Bone Harvest

```
Bone Harvest

Color   = Black
Rarity  = MI(C)
Type    = Instant
Cost    = 2B
Artist  = Greg Simanson

Text(MI): Put any number of target creature cards from your graveyard on
          top of your library. Draw a card at the beginning of the next
          turn's upkeep.

   Rulings
```

1.8   Breathstealer

```
Breathstealer

Color   = Black
Rarity  = MI(C)
Type    = Summon Night Stalker (2/2)
Cost    = 2B
Artist  = Cliff Nielsen

Text(MI): <B>: +1/-1 until end of turn.
```

 NO RULINGS

1.9   Cadaverous Knight

```
Cadaverous Knight

Color   = Black
Rarity  = MI(C)
Type    = Summon Knight (2/2)
Cost    = 2B
Artist  = Dermont Power

Text(MI): Flanking.
          <BB1>: Regenerate.
```

 NO RULINGS

1.10   Carrion

```
Carrion

Color   = Black
Rarity  = MI(R)
Type    = Instant
Cost    = 1BB
Artist  = Geof Darrow

Text(MI): Sacrifice a creature: Put into play a number of Maggot tokens
          equal to the sacrificed creature's power. Treat these tokens as
          0/1 black creatures.
```

 NO RULINGS

1.11   Catacomb Dragon

```
Catacomb Dragon
```

```
Color   = Black
Rarity  = MI(R)
Type    = Summon Dragon (4/4)
Cost    = 4BB
Artist  = David O'Connor
```

```
Text(MI): Flying.
          Whenever Catacomb Dragon is blocked by any non-artifact,
          non-Dragon creature, that creature's power is halved,
          rounded up, until end of turn.
```

Rulings

1.12 Choking Sands

```
Choking Sands
```

```
Color   = Black
Rarity  = MI(C)
Type    = Sorcery
Cost    = 1BB
Artist  = Roger Raupp
```

```
Text(MI): Destroy target non-swamp land. If that land is a non-basic land,
          Choking Sands deals 2 damage to the land's controller.
```

NO RULINGS

1.13 Crypt Cobra

```
Crypt Cobra
```

```
Color   = Black
Rarity  = MI(U)
Type    = Summon Cobra (3/3)
Cost    = 3B
Artist  = Ron Spencer
```

```
Text(MI): If Crypt Cobra attacks and is not blocked, defending player gets
          a poison counter. If any player has ten or more poison counters,
          he or she loses the game.
```

Rulings

1.14 Dirtwater Wraith

```
Dirtwater Wraith
```

```
Color   = Black
Rarity  = MI(C)
```

```
Type   = Summon Wraith (1/3)
Cost   = 3B
Artist = Steve Luke
```

Text(MI): Swampwalk.
         <B>: +1/+0 until end of turn.

 NO RULINGS

1.15 Dread Specter

```
Dread Specter

Color  = Black
Rarity = MI(U)
Type   = Summon Specter (2/2)
Cost   = 3B
Artist = Kathryn Rathke
```

Text(MI): Whenever Dread Specter blocks or is blocked by a non-black
         creature, destroy that creature at end of combat.

 NO RULINGS

1.16 Ebony Charm

```
Ebony Charm

Color  = Black
Rarity = MI(C)
Type   = Instant
Cost   = B
Artist = Gerry Grace
```

Text(MI): Choose one; Target opponent loses 1 life and you gain 1 life; or
         remove from the game up to three cards in any player's graveyard;
         or target creature cannot be blocked this turn except by artifact
         or black creatures.

 NO RULINGS

1.17 Enfeeblement

```
Enfeeblement

Color  = Black
Rarity = MI(C)
Type   = Enchant Creature
Cost   = BB
Artist = John Bolton
```

Text(MI): Enchanted creature gets -2/-2.

 NO RULINGS

1.18   Feral Shadow

Feral Shadow

Color   = Black
Rarity = MI(C)
Type   = Summon Night Stalker (2/1)
Cost   = 2B
Artist = Cliff Nielsen

Text(MI): Flying.

 NO RULINGS

1.19   Fetid Horror

Fetid Horror

Color   = Black
Rarity = MI(C)
Type   = Summon Shade (1/2)
Cost   = 3B
Artist = Gary Leach

Text(MI): <B>: +1/+1 until end of turn.

 NO RULINGS

1.20   Forbidden Crypt

Forbidden Crypt

Color   = Black
Rarity = MI(R)
Type   = Enchantment
Cost   = 3BB
Artist = D. Alexander Gregory

Text(MI): For each card you would draw, instead choose target card in your
         graveyard and put it into your hand. If you cannot, you lose the
         game. Whenever a card is put into your graveyard, remove that
         card from the game.

 NO RULINGS

1.21   Forsaken Wastes

```
Forsaken Wastes

Color  = Black
Rarity = MI(R)
Type   = Enchant World
Cost   = 2B
Artist = Kevin Walker

Text(MI): Players cannot gain life. During each player's upkeep, that
          player loses 1 life. If Forsaken wastes is the target of a
          successfully cast spell, that spell's caster loses 5 life.

   Rulings
```

1.22   Grave Servitude

```
Grave Servitude

Color  = Black
Rarity = MI(C)
Type   = Enchant Creature
Cost   = 1B
Artist = Adrian Smith

Text(MI): You may choose to play Grave Servitude as an instant; if you do,
          bury it at end of turn. Enchanted creature gets +3/-1 and is
          black.

   Rulings
```

1.23   Gravebane Zombie

```
Gravebane Zombie

Color  = Black
Rarity = MI(C)
Type   = Summon Zombie (3/2)
Cost   = 3B
Artist = Gary Leach

Text(MI): If Gravebane Zombie is put into the graveyard from play, put
          Gravebane Zombie on top of owner's library.

  NO RULINGS
```

1.24   Harbinger of Night

```
Harbinger of Night

Color  = Black
Rarity = MI(R)
Type   = Summon Spirit (2/3)
Cost   = 2BB
Artist = Tom Kyffin

Text(MI): During your upkeep, put a -1/-1 counter on each creature.
```

   NO RULINGS

1.25   Infernal Contract

```
Infernal Contract

Color  = Black
Rarity = MI(R)
Type   = Sorcery
Cost   = BBB
Artist = Roger Raupp

Text(MI): Pay half your life, rounded up: Draw four cards.
```

   Rulings

1.26   Kaervek's Hex

```
Kaervek's Hex

Color  = Black
Rarity = MI(U)
Type   = Sorcery
Cost   = 3B
Artist = Ian Miller

Text(MI): Kaervek's Hex deals 1 damage to each non-black creature and an
          additional 1 damage to each green creature.
```

   NO RULINGS

1.27   Mire Shade

```
Mire Shade

Color  = Black
Rarity = MI(U)
Type   = Summon Shade (1/1)
Cost   = 1B
```

Artist = Randy Gallegos

Text(MI): <B>: Sacrifice a swamp: Put a +1/+1 counter on Mire Shade.
          Play this ability as a sorcery.

 NO RULINGS

1.28 Nocturnal Raid

Nocturnal Raid

Color = Black
Rarity = MI(U)
Type   = Instant
Cost   = 2BB
Artist = John Matson

Text(MI): All black creatures get +2/+0 until end of turn.

 NO RULINGS

1.29 Painful Memories

Painful Memories

Color = Black
Rarity = MI(U)
Type   = Sorcery
Cost   = 1B
Artist = John Coulthart

Text(MI): Look at target opponent's hand. Choose one of those cards and
          put it on top of his or her library.

 NO RULINGS

1.30 Phyrexian Tribute

Phyrexian Tribute

Color = Black
Rarity = MI(R)
Type   = Sorcery
Cost   = 2B
Artist = John Matson

Text(MI): Sacrifice two creatures: Destroy target artifact.

 NO RULINGS

1.31   Purraj of Urborg

```
Purraj of Urborg

Color  = Black
Rarity = MI(R)
Type   = Summon Legend (2/3)
Cost   = 3BB
Artist = John Matson

Text(MI): First strike when attacking.
          <B>: Put a +1/+1 counter on Purraj of Urborg. Use this ability
          only when a black spell is successfully cast and only one for
          each spell.

 NO RULINGS
```

1.32   Ravenous Vampire

```
Ravenous Vampire

Color  = Black
Rarity = MI(U)
Type   = Summon Vampire (3/3)
Cost   = 3BB
Artist = John Bolton

Text(MI): Flying.
          During your upkeep, sacrifice a non-artifact creature and put a
          +1/+1 counter on Ravenous Vampire, or tap Ravenous Vampire.

 NO RULINGS
```

1.33   Reign of Terror

```
Reign of Terror

Color  = Black
Rarity = MI(U)
Type   = Sorcery
Cost   = 3BB
Artist = Gary Leach

Text(MI): Bury all white or bury all green creatures. Lose 2 life for each
          creature put in graveyard this way.

 NO RULINGS
```

1.34   Restless Dead

```
Restless Dead

Color   = Black
Rarity  = MI(C)
Type    = Summon Skeletons (1/1)
Cost    = 1B
Artist  = Ian Miller

Text(MI): <B>: Regenerate.
```

 NO RULINGS

1.35 Sewer Rats

```
Sewer Rats

Color   = Black
Rarity  = MI(C)
Type    = Summon Rats (1/1)
Cost    = B
Artist  = Martin McKenna

Text(MI): <B>: Pay 1 life: +1/+0 until end of turn. You cannot spend
          more than <BBB> in this way each turn.
```

 NO RULINGS

1.36 Shadow Guildmage

```
Shadow Guildmage

Color   = Black
Rarity  = MI(C)
Type    = Summon Wizard (1/1)
Cost    = B
Artist  = Mike Kimble

Text(MI): <UT>: Put target creature you control on top of owner's library.
          <RT>: Shadow Guildmage deals 1 damage to target creature or
          player and 1 damage to you.
```

 NO RULINGS

1.37 Shallow Grave

```
Shallow Grave

Color   = Black
Rarity  = MI(R)
```

```
Type    = Instant
Cost    = 1B
Artist  = John Coulthart
```

Text(MI): Put the top creature card from you graveyard into play as though
         it were just played. That creature is unaffected by summoning
         sickness. Remove the creature from the game at the end of any
         turn.

   NO RULINGS

1.38 Shauku, Endbringer

```
Shauku, Endbringer

Color   = Black
Rarity  = MI(R)
Type    = Summon Legend (5/5)
Cost    = 5BB
Artist  = Pete Venters
```

Text(MI): Flying.
         Shauku, Endbringer cannot attack if there is another creature in
         play. During your upkeep, lose 3 life.
         <T>: Remove target creature from the game and put a +1/+1
         counter on Shauku.

   Rulings

1.39 Skulking Ghost

```
Skulking Ghost

Color   = Black
Rarity  = MI(C)
Type    = Summon Ghost (2/1)
Cost    = 1B
Artist  = Robert Bliss
```

Text(MI): Flying.
         If Skulking Ghost is the target of a spell or effect, bury
         Skulking Ghost.

   Rulings

1.40 Soul Rend

```
Soul Rend

Color   = Black
```

```
Rarity  = MI(U)
Type    = Instant
Cost    = 1B
Artist  = Jeff Miracola
```

```
Text(MI): Bury target creature if it is white. Draw a card at the
          beginning of the next turn's upkeep.
```

  NO RULINGS

1.41   Soulshriek

```
Soulshriek
```

```
Color   = Black
Rarity  = MI(C)
Type    = Instant
Cost    = B
Artist  = John Bolton
```

```
Text(MI): Target creature you control gets +*/+0 until end of turn, where *
          is equal to the number of creature cards in your graveyard. Bury
          that creature at end of turn.
```

  NO RULINGS

1.42   Spirit of the Night

```
Spirit of the Night
```

```
Color   = Black
Rarity  = MI(R)
Type    = Summon Legend (6/5)
Cost    = 6BBB
Artist  = Cliff Nielsen
```

```
Text(MI): Flying, trample, protection from black.
          First strike when attacking.
          Spirit of the Night is unaffected by summoning sickness.
```

  NO RULINGS

1.43   Stupor

```
Stupor
```

```
Color   = Black
Rarity  = MI(U)
Type    = Sorcery
Cost    = 2B
```

```
Artist  = Mike Kimble
```

Text(MI): Target opponent discards a card at random, then chooses and
        discards a card.

 NO RULINGS

1.44   Tainted Specter

```
Tainted Specter

Color  = Black
Rarity = MI(R)
Type   = Summon Specter (2/2)
Cost   = 3B
Artist = Chippy
```

Text(MI): Flying.
        <BB1T>: Target player chooses a card from his or her hand and
        then chooses either to discard that card or put it on top of his
        or her library. If the card is discarded, Tainted Specter deals
        1 damage to each creature and player. Play this ability as a
        sorcery.

 NO RULINGS

1.45   Tombstone Stairwell

```
Tombstone Stairwell

Color  = Black
Rarity = MI(R)
Type   = Enchant World
Cost   = 2BB
Artist = Dom!
```

Text(MI): Cumulative Upkeep <1B>.
        During each upkeep, each player puts into play a Tombspawn token
        for each summon card in his or her graveyard. Treat these tokens
        as 2/2 black creatures that are unaffected by summoning sickness
        and count as Zombies. At end of any turn or if Tombstone
        Stairwell leaves play, bury all of these tokens.

  Rulings

1.46   Urborg Panther

```
Urborg Panther

Color  = Black
```

```
Rarity  = MI(C)
Type    = Summon Night Stalker (2/2)
Cost    = 2B
Artist  = Cliff Nielsen
```

```
Text(MI): <B>: Sacrifice Urborg Panther: Destroy target creature blocking
          Urborg Panther.
          Sacrifice Feral Shadow, Breathstealer, and Urborg Panther:
          Search your library for Spirit of the Night and put it into play
          as though it were just played. Shuffle your library afterwards.
```

```
  NO RULINGS
```

1.47 Wall of Corpses

```
Wall of Corpses
```

```
Color   = Black
Rarity  = MI(C)
Type    = Summon Wall (0/2)
Cost    = 1B
Artist  = Gary Leach
```

```
Text(MI): <B>: Sacrifice Wall of Corpses: Destroy target creature blocked
          by Wall of Corpses.
```

```
  NO RULINGS
```

1.48 Withering Boon

```
Withering Boon
```

```
Color   = Black
Rarity  = MI(U)
Type    = Interrupt
Cost    = 1B
Artist  = Robert Bliss
```

```
Text(MI): Pay 3 life: Counter target summon spell.
```

```
  NO RULINGS
```

1.49 Zombie Mob

```
Zombie Mob
```

```
Color   = Black
Rarity  = MI(U)
Type    = Summon Zombies (2/0)
Cost    = 2BB
```

Artist = Terese Nielsen

Text(MI): Zombie Mob comes into play with one +1/+1 counter for each summon
         card in your graveyard. Remove all of those summon cards from
         the game.

 NO RULINGS

Artist = Terese Nielsen

Text(MI): Zombie Mob comes into play with one +1/+1 counter for each summon
         card in your graveyard. Remove all of those summon cards from
         the game.

 NO RULINGS