

# **MI\_GOLD**

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**COLLABORATORS**

	<i>TITLE :</i> MI_GOLD		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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# Chapter 1

## MI\_GOLD

### 1.1 Mirage - Multicolor Cards

#### Mirage - Multicolor Cards

Asmira, Holy Avenger

Benthic Djinn

Cadaverous Bloom

Circle of Despair

Delirium

Discordant Spirit

Emberwilde Caliph

Energy Bolt

Frenetic Efreet

Grim Feast

Harbor Guardian

Haunting Apparition

Hazerider Drake

Jungle Troll

Kaervek's Plague

Leering Gargoyle

Malignant Growth

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Phyrexian Purge  
Prismatic Boon  
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Reflect Damage  
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Rock Basilisk  
Savage Twister  
Sawback Manticore  
Sealed Fate  
Shauku's Minion  
Spatial Binding  
Unfulfilled Desires  
Vitalizing Cascade  
Warping Wurm  
Wellspring  
Windreaper Falcon  
Zebra Unicorn

## 1.2 Asmira, Holy Avenger

Asmira, Holy Avenger

Color = Green/White  
Rarity = MI (R)  
Type = Summon Legend (2/3)  
Cost = GW2  
Artist = Rebecca Guay

Text (MI): At the end of each turn, put a +1/+1 counter on Asmira, Holy Avenger for each creature put into your graveyard from play that turn.

NO RULINGS

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### 1.3 Benthic Djinn

Benthic Djinn

Color = Black/Blue  
Rarity = MI (R)  
Type = Summon Djinn (5/3)  
Cost = 2BU  
Artist = Adam Rex

Text (MI): Islandwalk.  
During your upkeep, lose 2 life.

NO RULINGS

### 1.4 Cadaverous Bloom

Cadaverous Bloom

Color = Black/Green  
Rarity = MI (R)  
Type = Enchantment  
Cost = 3BG  
Artist = Alan Rabinowitz

Text (MI): Choose a card in your hand and remove it from the game: Add <BB> or <GG> to your mana pool. Play this ability as a mana source.

NO RULINGS

### 1.5 Circle of Despair

Circle of Despair

Color = Black/White  
Rarity = MI (R)  
Type = Enchantment  
Cost = 1BW  
Artist = Scott Fischer

Text (MI): <1>: Sacrifice a creature: Prevent all damage to any creature or player from any one source.

NO RULINGS

### 1.6 Delirium

Delirium

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Color = Black/Red  
Rarity = MI (U)  
Type = Instant  
Cost = 1BR  
Artist = Terese Nielsen

Text (MI): Play only on target opponent's turn. Tap target creature that player controls. That creature deals to the player an amount of damage equal to its power. The creature neither deals nor receives combat damage this turn.

Rulings

## 1.7 Discordant Spirit

Discordant Spirit

Color = Black/Red  
Rarity = MI (R)  
Type = Summon Spirit (2/2)  
Cost = 2BR  
Artist = Alan Rabinowitz

Text (MI): At end of target opponent's turn, put a +1/+1 counter on Discordant Spirit for each 1 damage dealt to you this turn. At the end of you turn, remove all these counters from Discordant Spirit.

Rulings

## 1.8 Emberwilde Caliph

Emberwilde Caliph

Color = Blue/Red  
Rarity = MI (R)  
Type = Summon Djinn (4/4)  
Cost = 2UR  
Artist = Jennifer Law

Text (MI): Flying, Trample.  
Emberwilde Caliph attacks each turn if able. For each damage Emberwilde Caliph successfully deals, lose 1 life.

NO RULINGS

## 1.9 Energy Bolt

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Energy Bolt

Color = Red/White  
Rarity = MI (R)  
Type = Sorcery  
Cost = XRW  
Artist = Scott Kirschner

Text (MI): Energy Bolt deals X damage to target player, or target player gains X life.

NO RULINGS

## 1.10 Frenetic Efreet

Frenetic Efreet

Color = Blue/Red  
Rarity = MI (R)  
Type = Summon Efreet (2/1)  
Cost = 1UR  
Artist = Tom Gianni

Text (MI): Flying.  
<0>: Flip a coin; target opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, Frenetic Efreet phases out. Otherwise, bury Frenetic Efreet.

NO RULINGS

## 1.11 Grim Feast

Grim Feast

Color = Black/Green  
Rarity = MI (R)  
Type = Enchantment  
Cost = 1BG  
Artist = Mike Kimble

Text (MI): At the beginning of your upkeep, Grim Feast deals 1 damage to you. Whenever a creature is put into target opponent's graveyard from play, gain an amount of life equal to that creature's toughness.

Rulings

## 1.12 Harbor Guardian

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Harbor Guardian

Color = Blue/White  
Rarity = MI(U)  
Type = Summon Guardian (3/4)  
Cost = 2UW  
Artist = Stuart Beel

Text (MI): Harbor Guardian can block creatures with flying, If Harbor Guardian attacks, defending player may draw a card.

NO RULINGS

### 1.13 Haunting Apparition

Haunting Apparition

Color = Black/Blue  
Rarity = MI(U)  
Type = Summon Ghost (1+\*/2)  
Cost = 1BU  
Artist = Chippy

Text (MI): Flying.  
Haunting Apparition has power equal to 1 plus the number of green creature cards in target opponent's graveyard.

Rulings

### 1.14 Hazerider Drake

Hazerider Drake

Color = Blue/White  
Rarity = MI(U)  
Type = Summon Drake (2/3)  
Cost = 2UW  
Artist = Zina Saunders

Text (MI): Flying, protection from red.

NO RULINGS

### 1.15 Jungle Troll

Jungle Troll

Color = Green/Red  
Rarity = MI(U)

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Type = Summon Troll (2/1)  
Cost = 1GR  
Artist = John Bolton

Text (MI): <R>: Regenerate.  
<G>: Regenerate.

NO RULINGS

## 1.16 Kaervek's Plague

Kaervek's Plague

Color = Black/Red  
Rarity = MI (U)  
Type = Sorcery  
Cost = XBR  
Artist = Richard Kane Ferguson

Text (MI): Destroy target creature with casting cost equal to X. If that creature is put into the graveyard in this way, Kaervek's Purge deals to the creature's controller an amount of damage equal to the creature's power.

NO RULINGS

## 1.17 Leering Gargoyle

Leering Gargoyle

Color = Blue/White  
Rarity = MI (R)  
Type = Summon Gargoyle (2/2)  
Cost = 1UW  
Artist = Dermont Power

Text (MI): Flying.  
<T>: Leering Gargoyle gets -2/+2 and loses flying until end of turn.

NO RULINGS

## 1.18 Malignant Growth

Malignant Growth

Color = Blue/Green  
Rarity = MI (R)  
Type = Enchantment  
Cost = 3UG

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Artist = Scott Fischer

Text (MI): Cumulative upkeep <1>.

During your upkeep, put a growth counter on Malignant Growth.  
During target opponent's draw phase, he or she draws an additional card for each growth counter on Malignant Growth.  
For each card that opponent draws in this way, Malignant Growth deals 1 damage to him or her.

Rulings

## 1.19 Phyrexian Purge

Phyrexian Purge

Color = Black/Red  
Rarity = MI (R)  
Type = Sorcery  
Cost = 2BR  
Artist = Robert Bliss

Text (MI): Pay 3 life per target: Destroy any number of target creatures.

NO RULINGS

## 1.20 Prismatic Boon

Prismatic Boon

Color = Blue/White  
Rarity = MI (U)  
Type = Instant  
Cost = XUW  
Artist = Tom Gianni

Text (MI): X target creatures gain protection from a single color of your choice until end of the turn.

NO RULINGS

## 1.21 Purgatory

Purgatory

Color = Black/White  
Rarity = MI (R)  
Type = Enchantment  
Cost = 2BW  
Artist = Mike Dringenberg

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Text(MI): Whenever a summon card is put into your graveyard from play, put that card face up under Purgatory. During your upkeep, you may pay <4> and 2 life to put any card under Purgatory into play as though it were just played. If Purgatory leaves play, remove all cards under it from the game.

Rulings

## 1.22 Radiant Essence

Radiant Essence

Color = Green/White  
Rarity = MI(U)  
Type = Summon Spirit (2/3)  
Cost = 1GW  
Artist = Jennifer Law

Text(MI): As long as target opponent controls any black permanents, Radiant Essence gets +1/+2.

Rulings

## 1.23 Reflect Damage

Reflect Damage

Color = Red/White  
Rarity = MI(R)  
Type = Instant  
Cost = 3RW  
Artist = Ron Spencer

Text(MI): Redirect all damage dealt by any one source to that source's controller.

NO RULINGS

## 1.24 Reparations

Reparations

Color = Blue/White  
Rarity = MI(R)  
Type = Enchantment  
Cost = 1UW  
Artist = Douglas Shuler

Text(MI): Whenever target opponent successfully casts a spell that targets you or a creature you control, you may draw a card.

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NO RULINGS

## 1.25 Rock Basilisk

Rock Basilisk

Color = Green/Red  
Rarity = MI (R)  
Type = Summon Basilisk (4/5)  
Cost = 4GR  
Artist = Ian Miller

Text (MI): Whenever Rock Basilisk blocks or is blocked by a non-wall creature, destroy that creature at end of combat.

NO RULINGS

## 1.26 Savage Twister

Savage Twister

Color = Green/Red  
Rarity = MI (U)  
Type = Sorcery  
Cost = XGR  
Artist = Bob Eggleton

Text (MI): Savage Twister deals X damage to each creature.

NO RULINGS

## 1.27 Sawback Manticore

Sawback Manticore

Color = Green/Red  
Rarity = MI (R)  
Type = Summon Manticore (2/4)  
Cost = 3GR  
Artist = Martin McKenna

Text (MI): <4>: Flying until end of turn.  
<1>: Sawback Manticore deals 2 damage to target attacking or blocking creature. use this ability only once each turn and only if Sawback Manticore is attacking or blocking.

NO RULINGS

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## 1.28 Sealed Fate

Sealed Fate

Color = Black/Blue  
Rarity = MI(U)  
Type = Sorcery  
Cost = XBU  
Artist = Terese Nielsen

Text(MI): Look at the top X cards of target opponent's library. Remove one of those cards from the game and put the rest back on top of that player's library in any order.

NO RULINGS

## 1.29 Shauku's Minion

Shauku's Minion

Color = Black/Red  
Rarity = MI(U)  
Type = Summon Minion (2/2)  
Cost = 1BR  
Artist = Greg Simanson

Text(MI): <BRT>: Shauku's Minion deals 2 damage to target white creature.

NO RULINGS

## 1.30 Spatial Binding

Spatial Binding

Color = Black/Blue  
Rarity = MI(U)  
Type = Enchantment  
Cost = BU  
Artist = Dom!

Text(MI): Pay 1 life: Target permanent cannot phase out until the beginning of your next upkeep.

Rulings

## 1.31 Unfulfilled Desires

Unfulfilled Desires

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Color = Black/Blue  
Rarity = MI (R)  
Type = Enchantment  
Cost = 1BU  
Artist = D. Alexander Gregory

Text (MI): <1>: Pay 1 life: Draw a card, then choose and discard a card.

NO RULINGS

### 1.32 Vitalizing Cascade

Vitalizing Cascade

Color = Green/White  
Rarity = MI (U)  
Type = Instant  
Cost = XGW  
Artist = Rebecca Guay

Text (MI): Gain X+3 life.

NO RULINGS

### 1.33 Warping Wurm

Warping Wurm

Color = Blue/Green  
Rarity = MI (R)  
Type = Summon Wurm (1/1)  
Cost = 2UG  
Artist = Scott Fischer

Text (MI): Phasing.

During your upkeep, pay <UG2> or Warping Wurm phases out.  
When Warping Wurm phases in, put a +1/+1 counter on it.

NO RULINGS

### 1.34 Wellspring

Wellspring

Color = Green/White  
Rarity = MI (R)  
Type = Enchant Land  
Cost = 1GW  
Artist = Susan Van Camp

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Text (MI): When Wellspring comes into play, gain control of enchanted land.  
At the end of each of your turns, lose control of enchanted land.  
At the beginning of each of your turns, gain control of enchanted land.

Rulings

### 1.35 Windreaper Falcon

Windreaper Falcon

Color = Red/Green  
Rarity = MI (U)  
Type = Summon Falcon (1/1)  
Cost = 1RG  
Artist = Tony Roberts

Text (MI): Flying, protection from blue.

NO RULINGS

### 1.36 Zebra Unicorn

Zebra Unicorn

Color = Green/White  
Rarity = MI (U)  
Type = Summon Unicorn (2/2)  
Cost = 2GW  
Artist = Margaret Organ-Kean

Text (MI): For each 1 damage Zebra Unicorn deals, gain 1 life.

NO RULINGS

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