

VI_BLACK

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COLLABORATORS

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<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

VI_BLACK

1.1 Visions - Black Cards

Visions - Black Cards

Aku Djinn
Blanket of Night
Brood of Cockroaches
Coercion
Crypt Rats
Dark Privilege
Death Watch
Desolation
Fallen Askari
Forbidden Ritual
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Kaervek's Spite
Necromancy
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Nekrataal
Pillar Tombs of Aku

Python
Suq'Ata Assassin
Tar Pit Warrior
Urborg Mindsucker
Vampiric Tutor
Vampirism
Wake of Vultures
Wicked Reward

1.2 Aku Djinn

Aku Djinn

Color = Black
Rarity = VI(R)
Type = Summon Djinn (5/6)
Cost = 3BB
Artist = Terese Nielsen

Text (VI): Trample
During your upkeep, each opponent puts a +1/+1 counter on each creature he or she controls.

NO RULINGS

1.3 Blanket of Night

Blanket of Night

Color = Black
Rarity = VI(U)
Type = Enchantment
Cost = 1BB
Artist = Cliff Nielsen

Text (VI): Each mana-producing land is a swamp in addition to its normal land type.

Rulings

1.4 Brood of Cockroaches

Brood of Cockroaches

Color = Black
Rarity = VI(U)
Type = Summon Insects (1/1)
Cost = 1B
Artist = G. Darrow & I. Rabarot

Text (VI): If Brood of Cockroaches is put into graveyard from play, pay 1 life and return Brood of Cockroaches to your hand at the end of turn.

Rulings

1.5 Coercion

Coercion

Color = Black
Rarity = VI(C)
Type = Sorcery
Cost = 2B
Artist = DiTerlizzi

Text (VI): Look at target opponent's hand. Choose a card from that player's hand. That player discards that card.

NO RULINGS

1.6 Crypt Rats

Crypt Rats

Color = Black
Rarity = VI(C)
Type = Summon Rats (1/1)
Cost = 2B
Artist = Paul Lee

Text (VI): <X>: Crypt Rats deals X damage to each creature and player. Spend only black mana this way.

NO RULINGS

1.7 Dark Privilege

Dark Privilege

Color = Black
Rarity = VI(C)

Type = Enchant Creature
Cost = 1B
Artist = Tom Kyffin

Text (VI): Enchanted Creature gets +1/+1.
Sacrifice a Creature: Regenerate Enchanted Creature.

NO RULINGS

1.8 Death Watch

Death Watch

Color = Black
Rarity = VI(C)
Type = Enchant Creature
Cost = B
Artist = Brian Horton

Text (VI): If enchanted creature is put into any graveyard, that creature's controller loses an amount of life equal to its power and you gain an amount of life equal to its toughness.

NO RULINGS

1.9 Desolation

Desolation

Color = Black
Rarity = VI(U)
Type = Enchantment
Cost = 1BB
Artist = George Pratt

Text (VI): At the end of each turn, each player who tapped a land for mana during that turn sacrifices a land. If a plains is sacrificed in this way, Desolation deals 2 damage to that plains' controller.

Rulings

1.10 Fallen Askari

Fallen Askari

Color = Black
Rarity = VI(C)
Type = Summon Knight (2/2)
Cost = 1B
Artist = Aidrian Smith

Text (VI): Flanking
Fallen Askari cannot block.

Rulings

1.11 Forbidden Ritual

Forbidden Ritual

Color = Black
Rarity = VI (R)
Type = Sorcery
Cost = 2BB
Artist = Christopher Rush

Text (VI): Sacrifice a card in play: Target opponent loses 2 life unless he or she sacrifices a permanent or chooses and discards a card.
You may repeat this process as many times as you choose.

Rulings

1.12 Funeral Charm

Funeral Charm

Color = Black
Rarity = VI (C)
Type = Instant
Cost = B
Artist = Greg Spalenka

Text (VI): Choose one - Target player chooses and discards a card; or target creature gets +2/-1 until end of turn; or target creature gains swampwalk until end of turn.

NO RULINGS

1.13 Infernal Harvest

Infernal Harvest

Color = Black
Rarity = VI (C)
Type = Sorcery
Cost = 1B
Artist = Nathalie Hertz

Text (VI): Return X swamps you control to owner's hand: Infernal Harvest deals X damage, divided in any way you choose, among any number

of target creatures.

Rulings

1.14 Kaervek's Spite

Kaervek's Spite

Color = Black
Rarity = VI(R)
Type = Instant
Cost = BBB
Artist = Bryan Talbot

Text (VI): Sacrifice all permanents, Discard your hand: Target player loses 5 life.

Rulings

1.15 Necromancy

Necromancy

Color = Black
Rarity = VI(U)
Type = Enchantment
Cost = 2B
Artist = Pete Venters

Text (VI): You may choose to play Necromancy as an instant, if you do, bury it at end of turn.

When you play Necromancy, choose target creature card in any graveyard. When Necromancy comes in to play, put that creature into play as though it were just played and Necromancy becomes a creature enchantment that targets the creature. If Necromancy leaves play, bury the creature.

Rulings

1.16 Necrosavant

Necrosavant

Color = Black
Rarity = VI(R)
Type = Summon Necrosavant (5/5)
Cost = 3BBB
Artist = John Coulthart

Text (VI): <3BBB>, Sacrifice a creature: Put Necrosavant into play. Use

this ability only during your upkeep and only if Necrosavant is in your graveyard.

NO RULINGS

1.17 Nekrataal

Nekrataal

Color = Black
Rarity = VI(U)
Type = Summon Nekrataal (2/1)
Cost = 2BB
Artist = Aidrian Smith

Text (VI): First Strike
When Nekrataal comes into play, bury target non artifact, non black creature.

Rulings

1.18 Pillar Tombs of Aku

Pillar Tombs of Aku PILLA

Color = Black
Rarity = VI(R)
Type = Enchant World
Cost = 2BB
Artist = Terese Nielsen

Text (VI): During each player's upkeep, that player sacrifices a creature, or that player loses 5 life and you bury Pillar Tombs of Aku.

Rulings

1.19 Python

Python

Color = Black
Rarity = VI(C)
Type = Summon Python (3/2)
Cost = 1BB
Artist = Steve White

NO RULINGS

1.20 Suq'Ata Assassin

Suq'Ata Assassin

Color = Black
Rarity = VI(U)
Type = Summon Assassin (1/1)
Cost = 1BB
Artist = Gary Gianni

Text (VI): Suq'Ata Assassin cannot be blocked except by artifact or black creatures. If Suq'Ata Assassin 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.

NO RULINGS

1.21 Tar Pit Warrior

Tar Pit Warrior

Color = Black
Rarity = VI(C)
Type = Summon Cyclops (3/4)
Cost = 2B
Artist = George Pratt

Text (VI): If Tar Pit Warrior is the target of a spell or effect, bury Tar Pit Warrior.

NO RULINGS

1.22 Urborg Mindsucker

Urborg Mindsucker

Color = Black
Rarity = VI(C)
Type = Summon Mindsucker (2/2)
Cost = 2B
Artist = Tony Diterlizzi

Text (VI): , Sacrifice Urborg Mindsucker: Target opponent discards a card at random. Play this ability as a sorcery.

NO RULINGS

1.23 Vampiric Tutor

Vampiric Tutor

Color = Black
Rarity = VI(R)
Type = Instant
Cost = B
Artist = Gary Leach

Text (VI): Pay 2 life: Search your library for any one card. Shuffle your library, then put that card on top of your library.

Rulings

1.24 Vampirism

Vampirism

Color = Black
Rarity = VI(U)
Type = Enchant Creature
Cost = 1B
Artist = Gary Leach

Text (VI): Draw a card at the beginning of the upkeep of the turn after Vampirism comes into play. Enchanted creature gets +1/+1 for each other creature you control. All other creatures you control get -1/-1.

NO RULINGS

1.25 Wake of Vultures

Wake of Vultures

Color = Black
Rarity = VI(C)
Type = Summon Vultures (3/1)
Cost = 3B
Artist = Jeff Miracola

Text (VI): Flying
<1B>, Sacrifice a creature: Regenerate.

NO RULINGS

1.26 Wicked Reward

Wicked Reward

Color = Black
Rarity = VI(C)
Type = Instant
Cost = 1B
Artist = D. Alexander Gregory

Text (VI): Sacrifice a creature: Target creature gets +4/+2 until end of turn.

Rulings
