

MI_BLACK

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COLLABORATORS

	<i>TITLE :</i> MI_BLACK		
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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
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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): : 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): : +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.
: +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) / PT (C)

Type = Summon Night Stalker (2/1) (MI) / Summon Creature (2/1) (PT)

Cost = 2B

Artist = Cliff Nielsen (MI) / Colin MacNeil (PT)

Text (MI): Flying.

Text (PT): 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): : +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.

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): : 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.
: 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.

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): : 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): : 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 your 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): : 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): : 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
