

# **VI\_BLACK**

Christian Gartsen, Robert Woeltjes, and Roger Gooren

**COLLABORATORS**

	<i>TITLE :</i> VI_BLACK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Christian Gartsen, Robert Woeltjes, and Roger Gooren	April 17, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>VI_BLACK</b>	<b>1</b>
1.1	Visions - Black Cards . . . . .	1
1.2	Aku Djinn . . . . .	2
1.3	Blanket of Night . . . . .	2
1.4	Brood of Cockroaches . . . . .	2
1.5	Coercion . . . . .	3
1.6	Crypt Rats . . . . .	3
1.7	Dark Privilege . . . . .	3
1.8	Death Watch . . . . .	4
1.9	Desolation . . . . .	4
1.10	Fallen Askari . . . . .	4
1.11	Forbidden Ritual . . . . .	5
1.12	Funeral Charm . . . . .	5
1.13	Infernal Harvest . . . . .	5
1.14	Kaervek's Spite . . . . .	6
1.15	Necromancy . . . . .	6
1.16	Necrosavant . . . . .	6
1.17	Nekrataal . . . . .	7
1.18	Pillar Tombs of Aku . . . . .	7
1.19	Python . . . . .	7
1.20	Suq'Ata Assassin . . . . .	8
1.21	Tar Pit Warrior . . . . .	8
1.22	Urborg Mindsucker . . . . .	8
1.23	Vampiric Tutor . . . . .	8
1.24	Vampirism . . . . .	9
1.25	Wake of Vultures . . . . .	9
1.26	Wicked Reward . . . . .	9

---

# 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  
Funeral Charm  
Infernal Harvest  
Kaervek's Spite  
Necromancy  
Necrosavant  
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) / PT(C)  
Type = Summon Python (3/2) (VI) / Summon Creature (PT)  
Cost = 1BB  
Artist = Steve White (VI) / Alan Rabinowitz (PT)

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): <B>, 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

---