

# **AI\_BLACK**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> AI_BLACK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	April 18, 2022	

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# Chapter 1

## AI\_BLACK

### 1.1 Alliances - Black Cards

#### Alliances - Black Cards

Balduvian Dead

Casting of Bones

Contagion

Diseased Vermin

Dystopia

Fatal Lore

Feast or Famine

Fevered Strength

Insidious Bookworms

Keeper of Tresserhorn

Krovikan Horror

Krovikan Plague

Lim-Dul's High Guard

Misinformation

Phantasmal Fiend

Phyrexian Boon

Ritual of the Machine

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Soldevi Adnate  
Stench of Decay  
Stromgald Spy  
Swamp Mosquito

## 1.2 Balduvian Dead

Balduvian Dead

Color = Black  
Rarity = AI(U2)  
Type = Summon Zombies (2/3)  
Cost = 3B  
Artist = Mike Kimble

Text(AI): <2R>: Remove target summon card in your graveyard from the game to put a Graveborn token into play. Treat this token as a 3/1 black and red creature that can attack the turn it comes into play. Bury Graveborn token at end of turn.

NO RULINGS

## 1.3 Casting of Bones

Casting of Bones

Color = Black  
Rarity = AI(C1/C1)  
Type = Enchant Creature  
Cost = 2B  
Artist = Anson Maddocks / Anson Maddocks

NOTE: There are TWO different artworks for this card.

Text(AI): If enchanted creature is put into the graveyard, draw three cards. Choose and discard one of those cards.

Flavor Text: "Whether whole or not, still we serve Lim-Duls wishes."  
---Chaeska, Keeper of Tresserhorn

Flavor Text: "Only a necromancer would create such a foul form of divination."  
---Gerda Aagesdotter, Archmage of the Unseen

NO RULINGS

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## 1.4 Contagion

Contagion

Color = Black  
Rarity = AI(U2)  
Type = Instant  
Cost = 3BB  
Artist = Mike Raabe

Text(AI): You may pay 1 life and remove a black card in your hand from the game instead of paying Contagion's casting cost. Effects that prevent or redirect damage cannot be used to counter this loss of life. Put two -2/-1 counters, distributed any way you choose, on any number of target creatures.

Rulings

## 1.5 Diseased Vermin

Diseased Vermin

Color = Black  
Rarity = AI(U2)  
Type = Summon Rats (1/1)  
Cost = 2B  
Artist = Scott Kirschner

Text(AI): During your upkeep, Diseased Vermin deals 1 damage to a single target opponent it has previously damaged for each infection counter on Diseased Vermin. If Diseased Vermin damages a player in combat, put an infection counter on it.

NO RULINGS

## 1.6 Dystopia

Dystopia

Color = Black  
Rarity = AI(R2)  
Type = Enchantment  
Cost = 1BB  
Artist = Ruth Thompson

Text(AI): Cumulative Upkeep: 1 life.  
During each player's upkeep, if that player controls any green or white permanents, he or she sacrifices a green or white permanent.

NO RULINGS

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## 1.7 Fatal Lore

Fatal Lore

Color = Black  
Rarity = AI (R2)  
Type = Sorcery  
Cost = 2BB  
Artist = Lawrence Snelly

Text (AI): Target opponent chooses one: you draw three cards; or you choose and bury up to two target creatures that opponent controls and he or she draws up to three cards.

Flavor Text: "All knowledge has its price."  
---Gerda Aagesdotter, Archmage of the Unseen

Rulings

## 1.8 Feast or Famine

Feast or Famine

Color = Black  
Rarity = AI (U3/U3)  
Type = Instant  
Cost = 3B  
Artist = Pete Venters / Pete Venters

NOTE: There are TWO different artworks for this card.

Text (AI): Bury target non-black, non-artifact creature or put a Zombie token into play. Treat this token as a 2/2 black creature.

Flavor Text: "The living cannot understand the benefits of death."  
---Chaeska, Keeper of Tresserhorn

Flavor Text: "We are not yet free of Lim-Dul's terrors."  
---Halvor Arensson, Kjeldoran Priest

NO RULINGS

## 1.9 Fevered Strength

Fevered Strength

Color = Black  
Rarity = AI (C1/C2)  
Type = Instant  
Cost = 2B  
Artist = Brian Snoddy / Brian Snoddy

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NOTE: There are TWO different artworks for this card.

Text(AI): Target creature gets +2/+0 until end of turn. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "The fever clouds the mind as it energizes the body.  
Both will pass in time."  
---Halvor Arensson, Kjeldoran Priest

Flavor Text: "The burst of strenght brought on by this plague should  
not be mistaken for a sign of renewed health."  
---Kolbjorn, High Honered Druid

NO RULINGS

## 1.10 Insidious Bookworms

Insidious Bookworms

Color = Black  
Rarity = AI(C1/C1)  
Type = Summon Worms (1/1)  
Cost = B  
Artist = Greg Simanson / Greg Simanson

NOTE: There are TWO different artworks for this card.

Text(AI): <1B>: Target player discards a card at random from his or her hand. Use this ability only when Insidious Bookworms is put into the graveyard from play. You cannot spend more than <1B> in this way each turn.

Rulings

## 1.11 Keeper of Tresserhorn

Keeper of Tresserhorn

Color = Black  
Rarity = AI(R2)  
Type = Summon Keeper (6/6)  
Cost = 5B  
Artist = Zak Plucinski & D. Alexander Gregory

Text(AI): If Keeper of Tresserhorn attacks and is not blocked, it deals no damage to defending player this turn and that player loses 2 life. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Rulings

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## 1.12 Krovikan Horror

Krovikan Horror

Color = Black  
Rarity = AI (R2)  
Type = Summon Horror (2/2)  
Cost = 3B  
Artist = Christopher Rush

Text (AI): At the end of any turn, if Krovikan Horror is in your graveyard with a summon card directly above it, you may put Krovikan Horror into your hand.

<1>: Sacrifice a creature to have Krovikan Horror deal 1 damage to target creature or player.

NO RULINGS

## 1.13 Krovikan Plague

Krovikan Plague

Color = Black  
Rarity = AI (U2)  
Type = Enchant Creature  
Cost = 2B  
Artist = Liz Danforth

Text (AI): Play on a non-wall creature you control. Draw a card at the beginning of the upkeep of the turn after Krovikan Plague comes into play.

<0>: Tap enchanted creature to have Krovikan Plague deal 1 damage to target creature or player. Put a -0/-1 counter on enchanted creature.

Rulings

## 1.14 Lim-Dul's High Guard

Lim-Dul's High Guard

Color = Black  
Rarity = AI (C1/C1)  
Type = Summon Skeleton (2/1)  
Cost = 1BB  
Artist = Anson Maddocks / Anson Maddocks

NOTE: There are TWO different artworks for this card.

Text (AI): First strike  
<1B>: Regenerate

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Flavor Text: "Death does not prevent us from service to our absent master.  
As long as Tresserhorn stands, so shall we."  
---Chaeska, Keeper of Tresserhorn

Flavor Text: "The Guard will forever stand ready. For them, death  
is merely an inconvenience, not an ending."  
---Chaeska, Keeper of Tresserhorn

NO RULINGS

## 1.15 Misinformation

Misinformation

Color = Black  
Rarity = AI(U2)  
Type = Instant  
Cost = B  
Artist = Richard Kane Ferguson

Text(AI): Put up to three target cards from an opponent's graveyard on top  
of his or her library in any order.

Flavor Text: "When you cannot rely on your sources, trust your own senses.  
When you cannot trust those, you must follow your instincts."  
---Lovisa Coldeyes, Balduvian Chieftain

NO RULINGS

## 1.16 Phantasmal Fiend

Phantasmal Fiend

Color = Black  
Rarity = AI(C1/C1)  
Type = Summon Phantasm (1/5)  
Cost = 3B  
Artist = Scott Kirschner / Scott Kirschner

NOTE: There are TWO different artworks for this card.

Text(AI): <B>: +1/-1 until end of turn.  
<1U>: Switch Phantasmal Fiend's power and toughness until end of  
turn. Effects that alter Phantasmal Fiend's power alter its  
toughness instead, and vice versa.

NO RULINGS

## 1.17 Phyrexian Boon

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Phyrexian Boon

Color = Black  
Rarity = AI(C1/C1)  
Type = Enchant Creature  
Cost = 2B  
Artist = Mark Tedin / Mark Tedin

NOTE: There are TWO different artworks for this card.

Text(AI): As long as enchanted creature is black, it get +2/+1; otherwise it gets -1/-2.

Flavor Text: "Phyrexia's touch is painful to all but the blackest of hearts."  
---Gerda Aagesdotter, Archmage of the Unseen

Flavor Text: "Dagsson should have paid attention to the lessons of Phyrexia before attempting to create a mechanical utopia."  
---Sorine Relicbane, Soldevi Heretic

NO RULINGS

## 1.18 Ritual of the Machine

Ritual of the Machine

Color = Black  
Rarity = AI(R2)  
Type = Sorcery  
Cost = 2BB  
Artist = Anson Maddocks

Text(AI): Sacrifice a creature to gain control of target non-black, non-artifact creature.

Flavor Text: "Rumors of persist of dark deeds performed in the depths of Soldev. When will Dagsson heed the danger therein ?"  
---Sorine Relicbane, Soldevi Heretic

NO RULINGS

## 1.19 Soldevi Adnate

Soldevi Adnate

Color = Black  
Rarity = AI(C1/C1)  
Type = Summon Cleric (1/2)  
Cost = 1B  
Artist = Christopher Rush / Christopher Rush

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NOTE: There are TWO different artworks for this card.

Text (AI): <T>: Sacrifice a black or artifact creature to add an amount of <B> equal to that creature's casting cost to your mana pool. Play this ability as an interrupt.

Flavor Text: "People love to follow fools; they don't feel so alone then."  
---Sorine Relicbane, Soldevi Heretic

Flavor Text: "An idiot cannot hear sense, even when a thousand people speak it."  
---Sorine Relicbane, Soldevi Heretic

Rulings

## 1.20 Stench of Decay

Stench of Decay

Color = Black  
Rarity = AI (C1/C1)  
Type = Instant  
Cost = 1BB  
Artist = Heather Hudson / Heather Hudson

NOTE: There are TWO different artworks for this card.

Text (AI): All non-artifact creatures get -1/-1 until end of turn.

Flavor Text: "My lord, there is only so much I can do. This plague infests Krov worse than any other city."  
---Halvor Arensson, Kjeldoran Priest

Flavor Text: "Disa is dead, and I am left. I shall allow no others to succumb to this pestilence."  
---Kolbjorn, High Honored Druid

NO RULINGS

## 1.21 Stromgald Spy

Stromgald Spy

Color = Black  
Rarity = AI (U2)  
Type = Summon Spy (2/4)  
Cost = 3B  
Artist = Zak Plucinski

Text (AI): If Stromgald Spy attacks and is not blocked, you may choose to have it deal no damage to defending player this turn. If you do so, defending player must play with his or her hand face up on the table until Stromgald Spy leaves play.

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Rulings

## 1.22 Swamp Mosquito

Swamp Mosquito

Color = Black  
Rarity = AI (C1/C2)  
Type = Summon Mosquito (0/1)  
Cost = 1B  
Artist = Nicola Leonard / Nicola Leonard

NOTE: There are TWO different artworks for this card.

Text (AI): Flying  
If Swamp Mosquito attacks and is not blocked, defending player gets a poison counter. If a player has ten or more poison counters, he or she loses the game.

Rulings

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