MI_GOLD

Roger Gooren, Robert Woeltjes, and Christian Gartsen

COLLABORATORS

	TITLE : MI_GOLD		
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WRITTEN BY	Roger Gooren, Robert Woeltjes, and Christian Gartsen	April 18, 2022	

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          Mirage - Multicolor Cards


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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
```

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
```

```
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

```
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

```
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)
```

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

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

 NO RULINGS

1.16 Kaervek's Purge

```
Kaervek's Purge

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
```

```
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
```

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.

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

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
```

```
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
```

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