LG_BLACK

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COLLABORATORS

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1.2 Abomination

```
Abomination

Color     = Black
Rarity    = LG(U1) / 4E(U1)
Type      = Summon Abomination (2/6)
Cost      = 3BB
Artist    = Mark Tedin
Print run = LG(58,000) / 4E(1,060,000)

Text(LG): All  green  or white creatures blocking or blocked by Abomination
          are destroyed at the end of combat.

Text(4E): At  the  end  of  combat,  destroy  all green and white creatures
          blocking or blocked by Abomination.

   Rulings
```

1.3 All Hallow's Eve

```
All Hallow's Eve

Color     = Black
Rarity    = LG(R1)
Type      = Sorcery (Enchantment)
Cost      = 2BB
Artist    = Christopher Rush
Print run = LG(19,500)

Text(LG): Put  two  counters  on  this  card.  Remove a counter during your
          upkeep.  When you remove the last counter from All Hallow's Eve,
          all players take all creatures from their graveyards and put them
          directly  into  play.   Treat these creatures as though they were
          just summoned.  You choose what order they come into play.

   Rulings
```

1.4 Blight

```
Blight

Color     = Black
Rarity    = LG(U1) / 4E(U1)
Type      = Enchant Land
Cost      = BB
Artist    = Pete Venters
Print run = LG(58,000) / 4E(1,060,000)

Text(LG): If  target land becomes tapped, it is destroyed at the end of the
          turn.

Text(4E): If target land becomes tapped, destroy it at end of turn.
```

```
  Rulings
```

1.5 Carrion Ants

```
Carrion Ants

Color     = Black
Rarity    = LG(R1) / 4E(U1)
Type      = Summon Ants (0/1)
Cost      = 2BB
Artist    = Richard Thomas
Print run = LG(19,500) / 4E(1,060,000)

Text(LG): <1>: +1/+1 until end of turn.

Text(4E): <1>: +1/+1 until end of turn.

Flavor Text: "'War is no picnic,' my father liked to say.
              But the Ants seemed to disagree."
              ---General Chanek Valteroth

 NO RULINGS
```

1.6 Chains of Mephistopheles

```
Chains of Mephistopheles

Color     = Black
Rarity    = LG(R1)
Type      = Enchantment
Cost      = 1B
Artist    = Heather Hudson
Print run = LG(19,500)

Text(LG): Every  time a player draws a card, that player must first discard
          a  card  from his or her hand.  If there are no cards in player's
          hand,  take  top  card from library and place it in the graveyard
          instead of drawing.  This enchantment does not apply to the first
          card drawn by a player during the draw phase.

  Rulings
```

1.7 Cosmic Horror

```
Cosmic Horror

Color     = Black
Rarity    = LG(R1) / 4E(R)
Type      = Summon Horror (7/7)
```

```
Cost     = 3BBB
Artist   = Jesper Myrfors
Print run = LG(19,500) / 4E(353,500)

Text(LG): First Strike
         Pay  <3BBB>  during your upkeep or Cosmic Horror does 7 damage to
         you and is destroyed.

Text(4E): First Strike
         During  your upkeep, pay <3BBB> or destroy Cosmic Horror.  If you
         destroy Cosmic Horror in this way, it deals 7 damage to you.

Flavor Text: "[S]creams of horror rend th' affrighted skies."
            ---Alexander Pope, The Rape of the Lock

 NO RULINGS
```

1.8 Cyclopean Mummy

```
Cyclopean Mummy

Color    = Black
Rarity   = LG(C2) / 4E(C)
Type     = Summon Mummy (2/1)
Cost     = 1B
Artist   = Edward Beard Jr.
Print run = LG(424,000) / 4E(3,600,000)

Text(LG): If Mummy is placed in the graveyard from play, remove it from the
         game.

Text(4E): If  Mummy is put into the graveyard from play, remove it from the
         game.

Flavor Text: The ritual of plucking out an eye to gain future
             sight is but a curse that enables the living to
             see their own deaths.

  Rulings
```

1.9 Darkness

```
Darkness

Color    = Black
Rarity   = LG(C1)
Type     = Instant
Cost     = B
Artist   = Harold McNeill
Print run = LG(212,000)

Text(LG): Creatures  attack  and block as normal, but none deal any damage.
```

          All attacking creatures are still tapped. Play any time before
          attack damage is assigned.

Flavor Text: "If I must die, I will encounter darkness as a bride,
              And hug it in my arms."
              ---William Shakespeare, Measure for Measure

   Rulings

1.10   Demonic Torment

```
Demonic Torment

Color     = Black
Rarity    = LG(U1)
Type      = Enchant Creature
Cost      = 2B
Artist    = Anson Maddocks
Print run = LG(58,000)

Text(LG): Target  creature  deals no damage during combat.  Creature cannot
          attack.
```

 NO RULINGS

1.11   Evil Eye of Orms-by-Gore

```
Evil Eye of Orms-by-Gore

Color     = Black
Rarity    = LG(U1)
Type      = Summon Evil Eye (3/6)
Cost      = 4B
Artist    = Jesper Myrfors
Print run = LG(58,000)

Text(LG): None  of  your  creatures  can attack except for Evil Eyes.  Evil
          Eyes can only be blocked by walls.
```

Flavor Text: "The highway of fear is the shortest route to defeat."

   Rulings

1.12   Fallen Angel

```
Fallen Angel

Color     = Black
Rarity    = LG(U1) / CR(U3)
Type      = Summon Angel (3/3)
```

```
Cost     = 3BB
Artist   = Anson Maddocks
Print run = LG(58,000) / CR(1,549,000)

Text(LG): Flying
          Sacrifice  a  creature  to  give  Fallen Angel +2/+1 until end of
          turn.

Text(CR): Flying
          <0>:    Sacrifice  a creature to give Fallen Angel +2/+1 until end
          of turn.
```

Rulings

1.13 Ghosts of the Damned

```
Ghosts of the Damned

Color    = Black
Rarity   = LG(C2)
Type     = Summon Ghosts (0/2)
Cost     = 1BB
Artist   = Edward Beard Jr.
Print run = LG(424,000)

Text(LG): <T>: Target creature gets -1/-0 until end of turn.

Flavor Text: The voices of the dead ring in the heart long after
             they have faded from the ears.
```

 NO RULINGS

1.14 Giant Slug

```
Giant Slug

Color    = Black
Rarity   = LG(C2) / CR(C3)
Type     = Summon Slug (1/1)
Cost     = 1B
Artist   = Anson Maddocks
Print run = LG(424,000) / CR(4,649,000)

Text(LG): <5>:   During  controller's next upkeep Giant Slug gains landwalk
          ability  of  controller's  choice until end of turn.  The type of
          landwalk  chosen  much correspond with one of the five basic land
          types.

Text(CR): <5>:   During  your next upkeep, choose a basic landwalk ability.
          Giant Slug gains that landwalk ability until end of turn.
```

Rulings

1.15   Glyph of Doom

```
Glyph of Doom

Color     = Black
Rarity    = LG(C2)
Type      = Instant
Cost      = B
Artist    = Susan van Camp
Print run = LG(424,000)

Text(LG): All  creatures blocked by target wall are destroyed at the end of
          combat.

Flavor Text: "He knows he has a short span of life, that the
              day will come when he must pass through the wall
              of oblivion..."
              ---William Faulkner

   Rulings
```

1.16   Greed

```
Greed

Color     = Black
Rarity    = LG(R1) / 4E(R)
Type      = Enchantment
Cost      = 3B
Artist    = Phil Foglio
Print run = LG(19,500) / 4E(353,500)

Text(LG): <B>:  Draw  a  card  and  lose  2 life.  Effects that prevent or
          redirect damage may not be used to counter this loss of life.

Text(4E): <B>:  Pay  2  life  to  draw  a  card.  Effects that prevent or
          redirect damage cannot be used to counter this loss of life.

Flavor Text: "There is no calamity greater than lavish desires.
              There is no greater guilt than discontentment.
              And there is no greater disaster than greed."
              ---Tao Te Ching 46

   Rulings
```

1.17   Headless Horseman

```
Headless Horseman

Color     = Black
Rarity    = LG(C1)
Type      = Summon Horseman (2/2)
```

```
Cost      = 2B
Artist    = Quinton Hoover
Print run = LG(212,000)
```

```
Flavor Text: "...[T]he ghost rides forth to the scene of battle in
              nightly quest of his head... he sometimes passes along
              the Hollow, like a midnight blast..."
              ---Washington Irving, The Legend of Sleepy Hollow
```

  NO RULINGS

1.18   Hell Swarm

```
Hell Swarm
```

```
Color     = Black
Rarity    = LG(C1)
Type      = Instant
Cost      = B
Artist    = Christopher Rush
Print run = LG(212,000)
```

```
Text(LG): All creatures get -1/-0 until end of turn.
```

```
Flavor Text: The brightness of day turned in an instant to dusk as
             the swarm descended upon the battlefield.
```

  NO RULINGS

1.19   Hell's Caretaker

```
Hell's Caretaker
```

```
Color     = Black
Rarity    = LG(R1) / CR(U1)
Type      = Summon Hell's Caretaker (1/1)
Cost      = 3B
Artist    = Sandra Everingham
Print run = LG(19,500) / CR(516,500)
```

```
Text(LG): <T>:  During your upkeep sacrifice a creature and take a creature
          from  your  graveyard  and put it directly into play.  Treat this
          creature as though it were just summoned.
```

```
Text(CR): <T>:   Sacrifice  a  creature  to  take target creature from your
          graveyard  and  put  it directly into play as though it were just
          summoned.  Use this ability only during your upkeep.
```

```
Flavor Text: You might leave here, Chenndra, should
             another take your place...
```

  Rulings

1.20   Hellfire

```
Hellfire

Color     = Black
Rarity    = LG(R1)
Type      = Sorcery
Cost      = 2BBB
Artist    = Pete Venters
Print run = LG(19,500)

Text(LG): All  non-black  creatures  are  destroyed.  Hellfire  does X + 3
          damage  to  you;  X  is  the  number  of  creatures placed in the
          graveyard.

Flavor Text: "High on a throne of royal state... insatiate to
              pursue vain war with heav'n."
              ---John Milton, Paradise Lost

 NO RULINGS
```

1.21   Horror of Horrors

```
Horror of Horrors

Color     = Black
Rarity    = LG(U1)
Type      = Enchantment
Cost      = 3BB
Artist    = Mark Tedin
Print run = LG(58,000)

Text(LG): Allows  caster  to sacrifice a swamp to regenerate a target black
          creature.

Flavor Text: "And a horror of outer darkness after,
              And dust returneth to dust again."
              ---Adam Lindsay Gordon, The Swimmer

  Rulings
```

1.22   Imprison

```
Imprison

Color     = Black
Rarity    = LG(R1)
Type      = Enchant Creature
Cost      = B
Artist    = Christopher Rush
Print run = LG(19,500)
```

Text(LG): Pay <1> each time target creature attempts to attack, block, or
        tap.   That action is prevented and the creature becomes tapped.
        Destroy enchantment if mana is not paid.

   Rulings

1.23   Infernal Medusa

Infernal Medusa

Color   = Black
Rarity   = LG(U1)
Type   = Summon Medusa (2/4)
Cost   = 3BB
Artist   = Anson Maddocks
Print run = LG(58,000)

Text(LG): All non-wall creatures blocking Medusa are destroyed at the end
        of combat, as are all creatures blocked by Medusa.

   Rulings

1.24   Jovial Evil

Jovial Evil

Color   = Black
Rarity   = LG(R1)
Type   = Sorcery
Cost   = 2B
Artist   = Christopher Rush
Print run = LG(19,500)

Text(LG): Jovial Evil does 2 damage to opponent for each white creature he
        or she controls.

Flavor Text: "Today, for a lark, let's visit the plains.
             I'm sure we'll find something to entertain us."

   Rulings

1.25   Lesser Werewolf

Lesser Werewolf

Color   = Black
Rarity   = LG(U1)
Type   = Summon Lycanthrope (2/4)
Cost   = 3B
Artist   = Quinton Hoover

```
Print run = LG(58,000)
```

```
Text(LG): <B>:   Lesser Werewolf gets -1/-0 until end of turn.  Put a -0/-1
          counter  on  target  creature  that  blocks  or is blocked by the
          Werewolf.   Use  this  ability after defense is chosen but before
          damage  is  dealt.   You  may  not use this ability to reduce the
          Lesser Werewolf's power below 0.
```

   NO RULINGS

1.26   Lost Soul

```
Lost Soul
```

```
Color     = Black
Rarity    = LG(C2) / 4E(C)
Type      = Summon Lost Soul (2/1)
Cost      = 1BB
Artist    = Randy Asplund-Faith
Print run = LG(424,000) / 4E(3,600,000)
```

```
Text(LG): Swampwalk
```

```
Text(4E): Swampwalk
```

```
Flavor Text: She walks in the twilight, her steps make no sound,
             Her feet leave no tracks on the dew-covered ground.
             Her hand gently beckons, she whispers your name -
             But those who go with her are never the same.
```

   NO RULINGS

1.27   Mold Demon

```
Mold Demon
```

```
Color     = Black
Rarity    = LG(R1)
Type      = Summon Mold Demon (6/6)
Cost      = 5BB
Artist    = Jesper Myrfors
Print run = LG(19,500)
```

```
Text(LG): When  Mold  Demon is brought into play, controller must sacrifice
          two swamps or Mold Demon is buried.
```

   Rulings

1.28   Nether Void

```
Nether Void

Color     = Black
Rarity    = LG(R1)
Type      = Enchant World
Cost      = 3B
Artist    = Harold McNeill
Print run = LG(19,500)

Text(LG): All  spells  cast  are  countered  unless  their  casters  pay  an
          additional <3>.

Flavor Text: These days, some wizards are finding that they have a
             little too much spell left at the end of their mana.

   Rulings
```

1.29   Pit Scorpion

```
Pit Scorpion

Color     = Black
Rarity    = LG(C2) / 4E(C)
Type      = Summon Scorpion (1/1)
Cost      = 2B
Artist    = Scott Kirschner
Print run = LG(424,000) / 4E(3,600,000)

Text(LG): If scorpion damages opponent, opponent gets a poison counter.  If
          opponent  ever  has  ten  or more poison counters, opponent loses
          game.

Text(4E): If  Pit  Scorpion  damages  a  player,  he  or  she gets a poison
          counter.  If a player has ten or more poison counters, he or she
          loses the game.

Flavor Text: Sometimes the smallest nuisance can be the greatest pain.

   Rulings
```

1.30   Quagmire

```
Quagmire

Color     = Black
Rarity    = LG(U1)
Type      = Enchantment
Cost      = 2B
Artist    = Dan Frazier
Print run = LG(58,000)
```

```
Text(LG): Creatures  with  swampwalk may be blocked as if they did not have
          this ability.
```

   NO RULINGS

1.31   Shimian Night Stalker

```
Shimian Night Stalker

Color     = Black
Rarity    = LG(U1) / CR(U3)
Type      = Summon Night Stalker (4/4)
Cost      = 3BB
Artist    = Jesper Myrfors
Print run = LG(58,000) / CR(1,549,000)

Text(LG): <BT>:   Redirect  all  damage  done to you from any one attacking
          creature to the Shimian Night Stalker.

Text(CR): <BT>:   Redirect to Shimian Night Stalker all damage dealt to you
          by  any  attacking  creature.   The source of the damage does not
          change.

Flavor Text: "When churchyards yawn and hell itself breathes out
              Contagion to this world."
              ---William Shakespeare, Hamlet
```

   Rulings

1.32   Spirit Shackle

```
Spirit Shackle

Color     = Black
Rarity    = LG(C1) / 4E(U)
Type      = Enchant Creature
Cost      = BB
Artist    = Edward Beard Jr.
Print run = LG(212,000) / 4E(1,012,000)

Text(LG): Put  a  -0/-2  counter  on  target creature every time it becomes
          tapped.  Counters remain even if enchantment is removed.

Text(4E): Put  a  -0/-2  counter  on  target creature every time it becomes
          tapped.  These counters remain even if Spirit Shackle is removed.
```

   NO RULINGS

1.33   Syphon Soul

```
Syphon Soul

Color     = Black
Rarity    = LG(C2)
Type      = Sorcery
Cost      = 2B
Artist    = Melissa Benson
Print run = LG(424,000)

Text(LG): Syphon  Soul  does 2 damage to all players except caster.  Caster
          gains  life  points  equal to the amount of damage done by Syphon
          Soul.

Flavor Text: "Her lips suck forth; see, where it flies!"
             ---Christopher Marlowe, The Tragical History of Doctor Faustus

  NO RULINGS
```

1.34 Takklemaggot

```
Takklemaggot

Color     = Black
Rarity    = LG(U1) / CR(U3)
Type      = Enchant Creature
Cost      = 2BB
Artist    = Daniel Gelon
Print run = LG(58,000) / CR(1,549,000)

Text(LG): Put  a  0/-1  counter  on target creature during its controller's
          upkeep.  If  the  creature  is  placed  in  the  graveyard,  its
          controller  chooses  a  new  target  for Takklemaggot.  If there are
          no  legal targets, Takklemaggot becomes an enchantment AND does 1
          damage  to  the  controller of the last creature Takklemaggot was
          on,  during his or her upkeep.  Takklemaggot does not revert to a
          creature  enchantment  even  if  other  creatures  are afterwards
          brought into play.

Text(CR): During target creature's controller's upkeep, put a -0/-1 counter
          on that creature.  If the creature is put into the graveyard, its
          controller  chooses  a  new target creature for Takklemaggot.  If
          there  are no legal targets, Takklemaggot becomes an enchantment;
          during  his  or  her  upkeep,  Takklemaggot deals 1 damage to the
          controller  of the last creature Takklemaggot enchanted.  Control
          of  Takklemaggot  does not change when its target changes or when
          it becomes an enchantment.

  Rulings
```

1.35 The Abyss

```
The Abyss

Color     = Black
Rarity    = LG(R1)
Type      = Enchant World
Cost      = 3B
Artist    = Pete Venters
Print run = LG(19,500)

Text(LG): All  players  bury  one  target non-artifact creature under their
          control, if they have any, during their upkeep.

Flavor Text: "An immense river of oblivion is sweeping us
              away into a nameless abyss."
              ---Ernest Renan, Souvenirs d'Enfance et de Jeunesse

   Rulings
```

1.36 The Wretched

```
The Wretched

Color     = Black
Rarity    = LG(R1) / CR(U1)
Type      = Summon Wretched (2/5)
Cost      = 3BB
Artist    = Christopher Rush
Print run = LG(19,500) / CR(516,500)

Text(LG): At  the  end of combat take control of all creatures that blocked
          The  Wretched.  The  Wretched  does  not  tap  or  untap  these
          creatures.  You  lose control of these creatures if The Wretched
          leaves play or if you lose control of The Wretched.

Text(CR): At  end  of  combat,  gain  control of all creatures blocking The
          Wretched.  Lose control of these creatures if The Wretched leaves
          play or if you lose control of The Wretched.

   Rulings
```

1.37 Touch of Darkness

```
Touch of Darkness

Color     = Black
Rarity    = LG(U1)
Type      = Instant
Cost      = B
Artist    = Pete Venters
Print run = LG(58,000)
```

```
Text(LG): Changes  the color of one or more target creatures to black until
         the end of turn.  You choose which and how many creatures are
         affected.  Cost to tap, maintain, or to use a special ability of
         target creatures remains entirely unchanged.
```

```
Flavor Text: "Black spirits and white, red spirits and gray,
             Mingle, mingle, mingle, you that mingle may."
             ---Thomas Middleton, The Witch
```

```
 NO RULINGS
```

1.38 Transmutation

```
Transmutation
```

```
Color     = Black
Rarity    = LG(C1) / CR(C3)
Type      = Instant
Cost      = 1B
Artist    = Susan van Camp
Print run = LG(212,000) / CR(4,649,000)
```

```
Text(LG): Until  end  of  turn,  target  creature's power and toughness are
         switched.  Effects that alter power alter toughness instead, and
         vice versa.
```

```
Text(CR): Until  end of turn, switch target creature's power and toughness.
         Effects that alter power alter toughness instead, and vice versa.
```

```
Flavor Text: "You know what I was,
             You see what I am: change me, change me!"
             ---Randall
```

```
  Rulings
```

1.39 Underworld Dreams

```
Underworld Dreams
```

```
Color     = Black
Rarity    = LG(U1)
Type      = Enchantment
Cost      = BBB
Artist    = Julie Baroh
Print run = LG(58,000)
```

```
Text(LG): Underworld Dreams does one damage to opponent for each card he or
         she draws.
```

```
Flavor Text: "In the drowsy dark cave of the mind dreams build their
             nest with fragments dropped from day's caravan."
             ---Rabindranath Tagore
```

```
   Rulings
```

1.40   Vampire Bats

```
Vampire Bats

Color     = Black
Rarity    = LG(C2) / 4E(C)
Type      = Summon Bats (0/1)
Cost      = B
Artist    = Anson Maddocks
Print run = LG(424,000) / 4E(3,600,000)

Text(LG): Flying
          <B>:  +1/+0 until end of turn.  No more than <BB> may be spent in
          this way per turn.

Text(4E): Flying
          <B>:   +1/+0  until end of turn.  You cannot spend more than <BB>
          in this way each turn.

Flavor Text: "For something is amiss or out of place
              When mice with wings can wear a human face."
              ---Theodore Roethke, "The Bat"

 NO RULINGS
```

1.41   Walking Dead

```
Walking Dead

Color     = Black
Rarity    = LG(C1)
Type      = Summon Walking Dead (1/1)
Cost      = 1B
Artist    = Dan Frazier
Print run = LG(212,000)

Text(LG): <B>: Regenerates.

Flavor Text: The Walking Dead are the remains of freakish
             experiments by the Necromantic Lords.

 NO RULINGS
```

1.42   Wall of Putrid Flesh

```
Wall of Putrid Flesh

Color    = Black
Rarity   = LG(U1)
Type     = Summon Wall (2/4)
Cost     = 2B
Artist   = Richard Thomas
Print run = LG(58,000)

Text(LG): Protection  from  white,  Damage  done  to wall by creatures with
          enchantment cards played on them is reduced to 0.
```

  NO RULINGS

1.43   Wall of Shadows

```
Wall of Shadows

Color    = Black
Rarity   = LG(C2) / CR(C3)
Type     = Summon Wall (0/1)
Cost     = 1BB
Artist   = Pete Venters
Print run = LG(424,000) / CR(4,649,000)

Text(LG): Damage  Wall  of  Shadows  receives  from  creatures it blocks is
          reduced to 0.  Effects that target only walls may not target Wall
          of Shadows.

Text(CR): Damage dealt to Wall of Shadows by creatures it blocks is reduced
          to  0.  Wall of Shadows cannot be the target of spells or effects
          that can only target walls.
```

  Rulings

1.44   Wall of Tombstones

```
Wall of Tombstones

Color    = Black
Rarity   = LG(U1)
Type     = Summon Wall (0/1+*)
Cost     = 1B
Artist   = Dan Frazier
Print run = LG(58,000)

Text(LG): At  the  end  of  your upkeep, the * is set to the number of
          creatures in your graveyard.
```

  Rulings