

# **HL\_BLACK**

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**COLLABORATORS**

	<i>TITLE :</i> HL_BLACK		
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# Chapter 1

## HL\_BLACK

### 1.1 Homelands - Black Cards

Homelands - Black Cards

Baron Sengir

Black Carriage

Broken Visage

Cemetery Gate

Drudge Spell

Dry Spell

Feast of the Unicorn

Funeral March

Ghost Hounds

Grandmother Sengir

Greater Werewolf

Headstone

Ihsan's Shade

Irini Sengir

Koskun Falls

Sengir Autocrat

Sengir Bats

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Timmerian Fiends

Torture

Veldrane of Sengir

## 1.2 Baron Sengir

Baron Sengir

Color = Black  
Rarity = HL(U1)  
Type = Summon Legend (5/5)  
Cost = 5BBB  
Artist = Pete Venters

Text (HL): Flying  
Whenever a creature is put into the graveyard the same turn  
Baron Sengir damaged it, put a +2/+2 counter on Baron Sengir.  
<T>: Regenerate target Vampire.

Flavor Text: "Beast. Defiler. The source of all my pain."  
---Ihsan's Shade

Rulings

## 1.3 Black Carriage

Black Carriage

Color = Black  
Rarity = HL(U1)  
Type = Summon Carriage (4/4)  
Cost = 3BB  
Artist = David A. Cherry

Text (HL): Trample  
Does not untap during your untap phase.  
<O>: Sacrifice a creature to untap Black Carriage. Use this  
ability only during your upkeep.

Flavor Text: "The Baron's drivers are also driven."  
---Chandler

NO RULINGS

## 1.4 Broken Visage

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### Broken Visage

Color = Black  
Rarity = HL(U1) / 5E(R)  
Type = Instant  
Cost = 4B  
Artist = Michael Kimble (HL) / Margaret Organ-Kean (5E)

Text (5E): Bury target nonartifact attacking creature and put a Shadow token into play. Treat this token as a black creature with the same power and toughness as that attacking creature. At end of turn, bury the token.

Text (HL): Bury target non-artifact attacking creature and put a Shadow token into play. Treat this token as a black creature with power and toughness equal to the power and toughness of that attacking creature. Bury Shadow token at end of turn.

### Rulings

## 1.5 Cemetery Gate

### Cemetery Gate

Color = Black  
Rarity = HL(C2/C2)  
Type = Summon Wall (0/5)  
Cost = 2B  
Artist = Melissa Benson / Melissa Benson

NOTE: There are TWO different artworks for this card.

Text (HL): Protection from black

Flavor Text: "Just the place for a picnic"  
---Murat, Death Speaker

Flavor Text: "It keeps some out, yes. It also keeps others in!"  
---Grandmother Sengir

NO RULINGS

## 1.6 Drudge Spell

### Drudge Spell

Color = Black  
Rarity = HL(U3)  
Type = Enchantment  
Cost = BB  
Artist = NeNe Thomas

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Text (HL): <B>: Remove from the game two target creatures in your graveyard to put a Skeleton token into play. Treat this token as a 1/1 black creature with "<B>: Regenerate". If Drudge Spell leaves play, bury all Skeleton tokens.

Rulings

## 1.7 Dry Spell

Dry Spell

Color = Black  
Rarity = HL(C2/C2) / PT(U)  
Type = Sorcery  
Cost = 1B  
Artist = Brian Snoddy (HL) / Roger Raupp (PT)

NOTE: There are TWO different artworks for this card (HL).

Text (HL): Dry Spell deals 1 damage to each creature and player.

Text (PT): Dry Spell deals 1 damage to each creature and player.

Flavor Text (HL): "My soul thirsts for Serra's salvation,  
as does my body for life's breath."  
---Ihsan's Shade

Flavor Text (HL): "Wherever water is lacking, all things suffer."  
---Autumn Willow

NO RULINGS

## 1.8 Feast of the Unicorn

Feast of the Unicorn

Color = Black  
Rarity = HL(C2/C2)  
Type = Enchant Creature  
Cost = 3B  
Artist = Dennis Detwiler / Dennis Detwiler

NOTE: There are TWO different artworks for this card.

Text (HL): Target creature gets +4/+0.

Flavor Text: "Some delicacies are not to be savored,  
save by the callous."  
---Baron Sengir

Flavor Text: "Could there be a foulder act ?

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No doubt the Baron knows of one."  
---Autumn Willow

NO RULINGS

## 1.9 Funeral March

Funeral March

Color = Black  
Rarity = HL(C1) / 5E(C)  
Type = Enchant Creature  
Cost = 1BB  
Artist = Melissa Benson (HL) / John Coulthart (5E)

Text (5E): If enchanted creature leaves play, its controller sacrifices a creature.

Text (HL): When target creature leaves play, that creature's controller sacrifices a creature he or she controls. Ignore this effect if that player controls no creatures.

Flavor Text: "This party is such fun - but it's a shame  
to mourn just one."  
---Irini Sengir

Rulings

## 1.10 Ghost Hounds

Ghost Hounds

Color = Black  
Rarity = HL(U3)  
Type = Summon Hounds (1/1)  
Cost = 1B  
Artist = Jeff A. Menges

Text (HL): Attacking does not cause Ghost Hounds to tap. If assigned to block any white creatures or any white creatures are assigned to block it, Ghost Hounds gains first strike until end of turn.

NO RULINGS

## 1.11 Grandmother Sengir

Grandmother Sengir

Color = Black  
Rarity = HL(U1)

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Type = Summon Legend (3/3)  
Cost = 4B  
Artist = Pete Venters

Text (HL): <1BT>: Target creature gets -1/-1 until end of turn.

Flavor Text: "Rarely have power and madness been so delightfully  
wed as they have in our dear Grandmother."  
---Baron Sengir

NO RULINGS

## 1.12 Greater Werewolf

Greater Werewolf

Color = Black  
Rarity = HL(C1) / 5E(U)  
Type = Summon Lycanthrope (2/4)  
Cost = 4B  
Artist = Dennis Detwiler

Text (HL): At end of combat, put a -0/-2 counter on each creature  
blocking or blocked by Greater Werewolf.

Text (HL): At the end of combat, put a -0/-2 counter on all creatures  
blocking or blocked by Greater Werewolf.

Flavor Text: "The wolf-things are no mere beasts,  
but the lieutenants of the Baron."  
---Taysir

Rulings

## 1.13 Headstone

Headstone

Color = Black  
Rarity = HL(C1)  
Type = Instant  
Cost = 1B  
Artist = David A. Cherry

Text (HL): Remove from the game target card in any graveyard. Draw a card  
at the beginning of the next turn's upkeep.

Flavor Text: "Your headstone is the last page in the book of your life."  
---Murat, Death Speaker

NO RULINGS

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## 1.14 Ihsan's Shade

Ihsan's Shade

Color = Black  
Rarity = HL(U3)  
Type = Summon Legend (5/5)  
Cost = 3BBB  
Artist = Christopher Rush

Text(HL): Protection from white

Flavor Text: "Ihsan, the weak. Ihsan, the fallen. Ihsan, the betrayer.  
He has brought shame to the Serra Paladins where none  
existed before. May his suffering equal his betrayal."  
---Baris, Serra Inquisitor

NO RULINGS

## 1.15 Irini Sengir

Irini Sengir

Color = Black  
Rarity = HL(U3)  
Type = Summon Legend (2/2)  
Cost = 2BB  
Artist = Pete Venters

Text(HL): White enchantments and green enchantments each cost an additional  
<2> to cast.

Flavor Text: "That cruel being brings shame to all her fellow Dwarves and  
misery to all the land. She is Sengir's daughter in spirit  
if not in blood."  
---Reveka, Wizard Savant

Rulings

## 1.16 Koskun Falls

Koskun Falls

Color = Black  
Rarity = HL(U1)  
Type = Enchant World  
Cost = 2BB  
Artist = Rob Alexander

Text(HL): During your upkeep, tap target untapped creature you control  
or bury Koskun Falls. No creature can attack you unless its  
controller pays an additional <2> whenever that creature

attacks.

NO RULINGS

## 1.17 Sengir Autocrat

Sengir Autocrat

Color = Black  
Rarity = HL(U1) / 5E(R)  
Type = Summon Autocrat (2/2)  
Cost = 3B  
Artist = David A. Cherry

Text (5E): When Sengir Autocrat comes into play, put three Serf tokens into play. Treat these tokens as 0/1 black creatures.  
If Sengir Autocrat leaves play, bury all Serf tokens.

Text (HL): When Sengir Autocrat comes into play, put three Serf tokens into play. Treat these tokens as 0/1 black creatures.  
If Sengir Autocrat leaves play, bury all Serf tokens.

Flavor Text: "A thankless job, and a death sentence besides."  
---Eron the Relentless

Rulings

## 1.18 Sengir Bats

Sengir Bats

Color = Black  
Rarity = HL(C2/C2)  
Type = Summon Bats (1/2)  
Cost = 1BB  
Artist = Dan Frazier / Dan Frazier

NOTE: There are TWO different artworks for this card.

Text (HL): Flying  
Whenever a creature is put into the graveyard the same turn Sengir Bats damaged it, put a +1/+1 counter on Sengir Bats.

Flavor Text: "They are the eyes of the Baron, and they know your fears."  
---Ihsan's Shade

Flavor Text: "In the face of every one I see the Baron."  
---Daria

NO RULINGS

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## 1.19 Timmerian Fiends

Timmerian Fiends

Color = Black  
Rarity = HL(U1)  
Type = Summon Fiends (1/1)  
Cost = 1BB  
Artist = Michael Kimble

Text (HL): Remove Timmerian Fiends from your deck before playing if not playing for ante.  
<BBB>: Sacrifice Timmerian Fiends to bury target artifact that any opponent owns in your graveyard. Put Timmerian Fiends into that opponent's graveyard. This change in ownership is permanent. The opponent may ante an additional card to counter this effect.

Rulings

## 1.20 Torture

Torture

Color = Black  
Rarity = HL(C2/C2) / 5E(C)  
Type = Enchant Creature  
Cost = B  
Artist = Mark Tedin / Mark Tedin

NOTE: There are TWO different artworks for this card.

Text (5E): <1B>: Put a -1/-1 counter on enchanted creature.

Text (HL): Choose target creature.  
<1B>: Put -1/-1 counter on creature Torture enchants.

Flavor Text: "Oh, they scream, right enough, and plead, too - but the Baron keeps no mercy in his vault of horrors."  
---Zeki, Reef Pirate

Flavor Text: "It helps you pass the time until you die."  
---Grandmother Sengir

NO RULINGS

## 1.21 Veldrane of Sengir

Veldrane of Sengir

Color = Black  
Rarity = HL(U1)  
Type = Summon Legend (5/5)

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Cost = 5BB

Artist = Susan Van Camp

Text (HL): <1BB>: Forestwalk and -3/-0 until end of turn.

Flavor Text: "Poor, foolish Veldrane. He goes wherever the Baron  
wills him. One day, he'll go to die."  
---Halina, Dwarven Trader

NO RULINGS

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