

# **WL\_BLACK**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> WL_BLACK		
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# Chapter 1

## WL\_BLACK

### 1.1 Weatherlight - Black Cards

Weatherlight - Black Cards

Abyssal Gatekeeper

Agonizing Memories

Barrow Ghoul

Bone Dancer

Buried Alive

Circling Vultures

Coils of the Medusa

Doomsday

Fatal Blow

Festering Evil

Fledgling Djinn

Gallowbraid

Haunting Misery

Hidden Horror

Infernal Tribute

Mischievous Poltergeist

Morinfen

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Necratog  
Odylic Wraith  
Razortooth Rats  
Shadow Rider  
Shattered Crypt  
Spinning Darkness  
Strands of Night  
Tendrils of Despair  
Urborg Justice  
Urborg Stalker  
Wave of Terror  
Zombie Scavengers

## 1.2 Abyssal Gatekeeper

Abyssal Gatekeeper

Color = Black  
Rarity = WL(C)  
Type = Summon Gatekeeper (1/1)  
Cost = 1B  
Artist = Mark Tedin

Text(WL): If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls.

Rulings

## 1.3 Agonizing Memories

Agonizing Memories

Color = Black  
Rarity = WL(U)  
Type = Sorcery  
Cost = 2BB  
Artist = Mike Dringenberg

Text(WL): Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.

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NO RULINGS

## 1.4 Barrow Ghoul

Barrow Ghoul

Color = Black  
Rarity = WL(C)  
Type = Summon Zombie (4/4)  
Cost = 1B  
Artist = Bryan Talbot

Text (WL): During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul.

NO RULINGS

## 1.5 Bone Dancer

Bone Dancer

Color = Black  
Rarity = WL(R)  
Type = Summon Zombie (2/2)  
Cost = 1BB  
Artist = Scott Kirschner

Text (WL): <0>: Put the top creature card of defending player's graveyard into play under your control. Bone Dancer deals no combat damage this turn. Use this ability only if Bone Dancer is attacking and unblocked and only once each turn.

NO RULINGS

## 1.6 Buried Alive

Buried Alive

Color = Black  
Rarity = WL(U)  
Type = Sorcery  
Cost = 2B  
Artist = Brian Horton

Text (WL): Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.

Rulings

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## 1.7 Circling Vultures

Circling Vultures

Color = Black  
Rarity = WL(U)  
Type = Summon Birds (3/2)  
Cost = B  
Artist = Una Fricker

Text (WL): Flying  
During your upkeep, remove the top creature card in your graveyard from the game or bury Circling Vultures.  
If Circling Vultures is in your hand, you may discard it.  
Play this ability as an instant.

NO RULINGS

## 1.8 Coils of the Medusa

Coils of the Medusa

Color = Black  
Rarity = WL(C)  
Type = Enchant Creature  
Cost = 1B  
Artist = Darbury Stenderu

Text (WL): Enchanted creature gets +1/-1.  
Sacrifice Coils of the Medusa: Destroy all non-Wall creatures blocking enchanted creature.

NO RULINGS

## 1.9 Doomsday

Doomsday

Color = Black  
Rarity = WL(R)  
Type = Sorcery  
Cost = BBB  
Artist = Adrian Smith

Text (WL): Pay half your life, rounded up: Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.

Rulings

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## 1.10 Fatal Blow

Fatal Blow

Color = Black  
Rarity = WL(C)  
Type = Instant  
Cost = B  
Artist = George Pratt

Text(WL): Bury target creature that was damaged this turn.

Rulings

## 1.11 Festering Evil

Festering Evil

Color = Black  
Rarity = WL(U)  
Type = Enchantment  
Cost = 3BB  
Artist = John Matson

Text(WL): During your upkeep, Festering Evil deals 1 damage to each creature and player.  
<BB>, Sacrifice Festering Evil: Festering Evil deals 3 damage to each creature and player.

NO RULINGS

## 1.12 Fledgling Djinn

Fledgling Djinn

Color = Black  
Rarity = WL(C)  
Type = Summon Djinn (2/2)  
Cost = 1B  
Artist = Thomas Gianni

Text(WL): Flying  
During your upkeep, Fledgling Djinn deals 1 damage to you.

NO RULINGS

## 1.13 Gallowbraid

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Gallowbraid

Color = Black  
Rarity = WL(R)  
Type = Summon Legend (5/5)  
Cost = 3BB  
Artist = Carl Critchlow

Text (WL): Trample  
Cumulative upkeep: 1 life

NO RULINGS

## 1.14 Haunting Misery

Haunting Misery

Color = Black  
Rarity = WL(C)  
Type = Sorcery  
Cost = 1BB  
Artist = Gary Leach

Text (WL): Remove X creature cards in your graveyard from the game:  
Haunting Misery deals X damage to target player.

NO RULINGS

## 1.15 Hidden Horror

Hidden Horror

Color = Black  
Rarity = WL(U)  
Type = Summon Undead (4/4)  
Cost = 1BB  
Artist = Clint Langley

Text (WL): When Hidden Horror comes into play, choose and discard  
a creature card or bury Hidden Horror.

NO RULINGS

## 1.16 Infernal Tribute

Infernal Tribute

Color = Black  
Rarity = WL(R)

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Type = Enchantment  
Cost = BBB  
Artist = Terese Nielsen

Text (WL): <2>, Sacrifice a card in play: Draw a card.

NO RULINGS

## 1.17 Mischievous Poltergeist

Mischievous Poltergeist

Color = Black  
Rarity = WL(U)  
Type = Summon Ghost (1/1)  
Cost = 2B  
Artist = DiTerlizzi

Text (WL): Flying  
Pay 1 life: Regenerate

NO RULINGS

## 1.18 Morinfen

Morinfen

Color = Black  
Rarity = WL(R)  
Type = Summon Legend (5/4)  
Cost = 3BB  
Artist = Carl Critchlow

Text (WL): Flying  
Cumulative upkeep: 1 life

NO RULINGS

## 1.19 Necratog

Necratog

Color = Black  
Rarity = WL(U)  
Type = Summon Atog (1/2)  
Cost = 1BB  
Artist = Bryan Talbot

Text (WL): Remove the top creature card in your graveyard from the game: +2/+2 until end of turn

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NO RULINGS

## 1.20 Odylic Wraith

Odylic Wraith

Color = Black  
Rarity = WL(U)  
Type = Summon Undead (2/2)  
Cost = 3B  
Artist = Ian Miller

Text (WL): Swampwalk  
If Odylic Wraith damages any player, that player chooses  
and discards a card.

NO RULINGS

## 1.21 Razortooth Rats

Razortooth Rats

Color = Black  
Rarity = WL(C)  
Type = Summon Rats (2/1)  
Cost = 2B  
Artist = Brian Horton

Text (WL): Razortooth Rats cannot be blocked except by artifact  
creatures and black creatures.

NO RULINGS

## 1.22 Shadow Rider

Shadow Rider

Color = Black  
Rarity = WL(C)  
Type = Summon Knight (3/3)  
Cost = 2BB  
Artist = Pete Venters

Text (WL): Flanking

NO RULINGS

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## 1.23 Shattered Crypt

Shattered Crypt

Color = Black  
Rarity = WL(C)  
Type = Sorcery  
Cost = XBB  
Artist = Gary Leach

Text(WL): Return X target creature cards from your graveyard to your hand and lose X life.

NO RULINGS

## 1.24 Spinning Darkness

Spinning Darkness

Color = Black  
Rarity = WL(C)  
Type = Instant  
Cost = 4BB  
Artist = John Coulthart

Text(WL): You may remove the top three black cards in your graveyard from the game instead of paying Spinning Darkness's casting cost. Spinning Darkness deals 3 damage to target nonblack creature. Gain 3 life.

NO RULINGS

## 1.25 Strands of Night

Strands of Night

Color = Black  
Rarity = WL(U)  
Type = Enchantment  
Cost = 2BB  
Artist = Patrick Kochakji

Text(WL): <BB>, Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.

NO RULINGS

## 1.26 Tendrils of Despair

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Tendrils of Despair

Color = Black  
Rarity = WL(C)  
Type = Sorcery  
Cost = B  
Artist = John Coulthart

Text(WL): Sacrifice a creature: Target opponent chooses and discards two cards.

Rulings

## 1.27 Urborg Justice

Urborg Justice

Color = Black  
Rarity = WL(R)  
Type = Instant  
Cost = BB  
Artist = Gary Leach

Text(WL): Target opponent chooses and buries a number of creatures he or she controls equal to the number of creatures put into your graveyard from play so far this turn.

Rulings

## 1.28 Urborg Stalker

Urborg Stalker

Color = Black  
Rarity = WL(R)  
Type = Summon Undead (2/4)  
Cost = 3B  
Artist = Cliff Nielsen

Text(WL): During each player's upkeep, if that player controls any nonblack permanents other than lands, Urborg Stalker deals 1 damage to that player.

NO RULINGS

## 1.29 Wave of Terror

Wave of Terror

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Color = Black  
Rarity = WL(R)  
Type = Enchantment  
Cost = 2B  
Artist = Adrian Smith

Text (WL): Cumulative upkeep: <1>  
At the end of your upkeep, bury each creature with casting  
cost equal to Wave of Terror's last paid cumulative upkeep.

Rulings

### 1.30 Zombie Scavengers

Zombie Scavengers

Color = Black  
Rarity = WL(C)  
Type = Summon Zombies (3/1)  
Cost = 2B  
Artist = Patrick Kochakji

Text (WL): Remove the top creature card in your graveyard from  
the game: Regenerate

NO RULINGS

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