IA_BLACK

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              Ice Age - Black Cards


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1.2 Abyssal Specter

```
Abyssal Specter

Color  = Black
Rarity = IA(U)
Type   = Summon Specter (2/3)
Cost   = 2BB
Artist = Ruth Thompson

Text(IA): Flying
          Whenever  Abyssal Specter damages any player, that player chooses
          and discards a card from his or her hand.  Ignore this ability if
          the player has no cards in hand.

Flavor Text: "Open the gates, and bid them enter."
             ---Lim-Dul, the Necromancer

   Rulings
```

1.3 Ashen Ghoul

```
Ashen Ghoul

Color  = Black
Rarity = IA(U)
Type   = Summon Ghoul (3/1)
Cost   = 3B
Artist = Ron Spencer

Text(IA): Ashen Ghoul can attack the turn it comes into play.
          <B>:   Return  Ashen  Ghoul to play under your control.  Use this
          ability only at the end of your upkeep and only if Ashen Ghoul is
```

in your graveyard with at least three creature cards above it.

NO RULINGS

1.4 Brine Shaman

```
Brine Shaman

Color  = Black
Rarity = IA(C)
Type   = Summon Cleric (1/1)
Cost   = 1B
Artist = Cornelius Brudi

Text(IA): <T>:   Sacrifice  a  creature to give target creature +2/+2 until
          end of turn.
          <1UU>:  Sacrifice a creature to counter target summon spell.

Flavor Text: "The Shamans of Marit Lage do her bidding in secret,
              but they do it gladly."
              ---Halvor Arenson, Kjeldoran Priest
```

Rulings

1.5 Burnt Offering

```
Burnt Offering

Color  = Black
Rarity = IA(C)
Type   = Interrupt
Cost   = B
Artist = Daniel Gelon

Text(IA): Sacrifice  a  creature to add that creature's casting cost in any
          combination of red and/or black mana to your mana pool.

Flavor Text: "My foes serve my twice: in dying, and in death."
              ---Lim-Dul, the Necromancer
```

Rulings

1.6 Cloak of Confusion

```
Cloak of Confusion

Color  = Black
Rarity = IA(C)
Type   = Enchant Creature
Cost   = 1B
```

Artist = Margaret Organ-Kean

Text(IA): If target creature you control attacks and is not blocked, you
          may choose to have it deal no damage to defending player this
          turn.   If you do so, that player discards a card at random from
          his or her hand. Ignore this ability if that player has no cards
          in hand.

   Rulings

1.7   Dance of the Dead

Dance of the Dead

Color = Black
Rarity = IA(U)
Type   = Enchant Dead Creature
Cost   = 1B
Artist = Randy Gallegos

Text(IA): Take target creature from any graveyard and put it directly into
          play under your control, tapped, with +1/+1. Treat that creature
          as though it were just summoned. The creature does not untap
          during its controller's untap phase. At the end of his or her
          upkeep, its controller may pay an additional <1B> to untap it.
          If Dance of the Dead is removed, bury the creature in its owner's
          graveyard.

   Rulings

1.8   Dark Banishing

Dark Banishing

Color = Black
Rarity = IA(C) / MI(C)
Type   = Instant
Cost   = 2B
Artist = Drew Tucker (IA) / Dermont Power (MI)

NOTE: Both cards have different artwork and
      different Flavor Texts.

Text(MI): Bury target non-black creature.

Text(IA): Bury target non-black creature.

Flavor Text(IA): "Will not the mountains quake and hills melt at the coming of
                 the darkness? Share this vision with your enemies, Lim-Dul,
                 and they shall wither."
                 ---Leshrac, Walker of Night

```
NO RULINGS
```

1.9 Demonic Consultation

```
Demonic Consultation

Color  = Black
Rarity = IA(U)
Type   = Instant
Cost   = B
Artist = Rob Alexander
```

```
Text(IA): Name  a  card.  Remove the top six cards of your library from the
          game  and reveal the next card to all players.  If it is the card
          named,  put it into your hand.  If not, remove that card from the
          game  and  continue  revealing  the  top card of your library and
          removing it from the game until the named card appears.
```

```
   Rulings
```

1.10 Dread Wight

```
Dread Wight

Color  = Black
Rarity = IA(R)
Type   = Summon Wight (3/4)
Cost   = 3BB
Artist = Daniel Gelon
```

```
Text(IA): At  end  of  combat,  put  a paralyzation counter on any creature
          blocking  or  blocked  by Dread Wight and tap that creature. As
          long  as  the  creature has a paralyzation counter on it, it does
          not  untap  during  its  controller's  untap  phase.  As  a
          non-interrupt  fast effect, the creature's controller may pay <4>
          to remove a paralyzation counter.
```

```
 NO RULINGS
```

1.11 Drift of the Dead

```
Drift of the Dead

Color  = Black
Rarity = IA(U)
Type   = Summon Wall (*/*)
Cost   = 3B
Artist = Brian Snoddy
```

```
Text(IA): Drift  of  the  Dead  has  power  and toughness each equal to the
```

```
           number of snow-covered lands you control.

Flavor Text: "Take their dead, and entomb them in the snow.
               Risen, they shall serve a new purpose."
               ---Lim-Dul, the Necromancer


  NO RULINGS
```

1.12 Flow of Maggots

```
Flow of Maggots

Color   = Black
Rarity  = IA(R)
Type    = Summon Insects (2/2)
Cost    = 2B
Artist  = Ron Spencer

Text(IA): Cumulative Upkeep: <1>
          Cannot be blocked by non-wall creatures.

Flavor Text: "The very earth seemd alive and made a sound like
               the writhing of the damned."
               ---Lucilde Fiksdotter,
                  Leader of the Order of the White Shield


  NO RULINGS
```

1.13 Foul Familiar

```
Foul Familiar

Color   = Black
Rarity  = IA(C)
Type    = Summon Spirit (3/1)
Cost    = 2B
Artist  = Anson Maddocks

Text(IA): Cannot  be  declared as a blocking creature.
          <B>:  Pay 1 life  to  return  Foul  Familiar  to owner's hand.
          Effects that prevent or redirect damage cannot be used to counter
          this loss of life.

Flavor Text: "Serve me, and live forever."
               ---Lim-Dul, the Necromancer


   Rulings
```

1.14 Gangrenous Zombies

```
Gangrenous Zombies

Color  = Black
Rarity = IA(C)
Type   = Summon Zombies (2/2)
Cost   = 1BB
Artist = Brian Snoddy

Text(IA): <T>:  Sacrifice  Gangrenous  Zombies to have it deal 1 damage to
          each  creature  and  player.   If  you  control  any snow-covered
          swamps,  Gangrenous  Zombies  instead  deals  2  damage  to  each
          creature and player.

   Rulings
```

1.15 Gaze of Pain

```
Gaze of Pain

Color  = Black
Rarity = IA(C) (Promo)
Type   = Sorcery
Cost   = 1B
Artist = Anson Maddocks

Text(IA): For  each  creature  you control that attacks and is not blocked,
          you may choose to have it deal no damage to defending player this
          turn.   If  you do so, it instead deals damage equal to its power
          to any target creature.

Flavor Text: Remove the guardians to ensure your victory.

   Rulings
```

1.16 Gravebind

```
Gravebind

Color  = Black
Rarity = IA(R)
Type   = Instant
Cost   = B
Artist = Drew Tucker

Text(IA): Target  creature cannot regenerate this turn.  Draw a card at the
          beginning of the next turn's upkeep.

Flavor Text: One foot in the grave, firmly planted.

   Rulings
```

1.17   Hecatomb

```
Hecatomb

Color   = Black
Rarity  = IA(R)
Type    = Enchantment
Cost    = 1BB
Artist  = NeNe Thomas

Text(IA): When Hecatomb comes into play, sacrifice four creatures.
          <0>:  Tap target swamp you control to have Hecatomb deal 1 damage
          to target creature or player.

   Rulings
```

1.18   Hoar Shade

```
Hoar Shade

Color   = Black
Rarity  = IA(C)
Type    = Summon Shade (1/2)
Cost    = 3B
Artist  = Richard Thomas

Text(IA): <B>: +1/+1 until end of turn

Flavor Text: "The creature we fought in the western waste was double
             dangerous: mortally wounded, it rebounded and attacked
             again."
             ---Disa the Restless, journal entry

 NO RULINGS
```

1.19   Hyalopterous Lemure

```
Hyalopterous Lemure

Color   = Black
Rarity  = IA(U)
Type    = Summon Lemure (4/3)
Cost    = 4B
Artist  = Richard Thomas

Text(IA): <0>: Flying and -1/-0 until end of turn

Flavor Text: "The Lemures looked harmless, until they descended on my
             troops. Within moments, only bones remained."
             ---Lucilda Fiksdotter,
                Leader of the Order of the White Shield
```

```
  NO RULINGS
```

1.20   Icequake

```
Icequake

Color   = Black
Rarity  = IA(U)
Type    = Sorcery
Cost    = 1BB
Artist  = Richard Kane-Ferguson

Text(IA): Destroy  target  land.   If   that  land  is  a  snow-covered land,
          Icequake deals 1 damage to the land's controller.

Flavor Text: "When the earth shakes, and their animals are swalled up by the
              ground, perhaps they will think twice before attacking again."
              ---Lim-Dul, the Necromancer

  Rulings
```

1.21   Infernal Darkness

```
Infernal Darkness

Color   = Black
Rarity  = IA(R)
Type    = Enchantment
Cost    = 2BB
Artist  = Phil Foglio

Text(IA): Cumulative Upkeep: <B> and 1 life
          All  mana-producing  lands  produce  <B>  instead of their normal
          mana.

Flavor Text: "I thought the day had brought enough horrors for our
              ragged band, but the night was far worse."
              ---Lucilde Fiksdotter,
                 Leader of the Order of the White Shield

  Rulings
```

1.22   Infernal Denizen

```
Infernal Denizen

Color   = Black
Rarity  = IA(R)
Type    = Summon Infernal Denizen (5/7)
Cost    = 7B
```

```
Artist  = Drew Tucker
```

```
Text(IA): During  your  upkeep,  sacrifice  two swamps.  If you cannot, tap
          Infernal  Denizen, and target opponent may gain control of target
          creature  of  his  or her choice you control.  The opponent loses
          control of that creature if Infernal Denizen leaves play.
          <T>:  Gain  control  of  target  creature.  Lose control of that
          creature if Infernal Denizen leaves play.
```

   Rulings

1.23   Kjeldoran Dead

```
Kjeldoran Dead
```

```
Color   = Black
Rarity  = IA(C)
Type    = Summon Dead (3/1)
Cost    = B
Artist  = Melissa Benson
```

```
Text(IA): <B>: Regenerate
          When Kjeldoran Dead comes into play, sacrifice a creature.
```

```
Flavor Text: "They shall kill those whome once they loved."
               ---Lim-Dul, the Necromancer
```

   Rulings

1.24   Knight of Stromgald

```
Knight of Stromgald
```

```
Color   = Black
Rarity  = IA(U)
Type    = Summon Knight (2/1)
Cost    = BB
Artist  = Mark Poole
```

```
Text(IA): Protection from white
          <BB>: +1/+0 until end of turn
          <B>: First strike until end of turn
```

```
Flavor Text: "Kjeldorans should rule supreme, and to the rest, death!"
               ---Avram Garrison, Leader of the Knights of Stromgald
```

 NO RULINGS

1.25   Krovikan Elementalist

```
Krovikan Elementalist

Color  = Black
Rarity = IA(U)
Type   = Summon Wizard (1/1)
Cost   = BB
Artist = Douglas Shuler

Text(IA): <2R>: Target creature gets +1/+0 until end of turn.
          <UU>:  Target  creature  you  control  gains flying until end of
          turn.  At end of turn, bury that creature.

Flavor Text: "The Elementalist's talents could be useful if
              turned to other purposes."
              ---Zur the Enchanter

 NO RULINGS
```

1.26   Krovikan Fetish

```
Krovikan Fetish

Color  = Black
Rarity = IA(C)
Type   = Enchant Creature
Cost   = 2B
Artist = Heather Hudson

Text(IA): Draw  a  card  at  the  beginning of the upkeep of the turn after
          Krovikan Fetish comes into play.  Target creature gets +1/+1.

Flavor Text: Some Krovikans find strength in the ears and eyes of their
     victims and wear such fetishes into battle.

  Rulings
```

1.27   Krovikan Vampire

```
Krovikan Vampire

Color  = Black
Rarity = IA(U)
Type   = Summon Vampire (3/3)
Cost   = 3BB
Artist = Quinton Hoover

Text(IA): At the end of a turn in which any creature is damaged by Krovikan
          Vampire  and  put  into any graveyard, put that creature directly
          into  play  under  your control.  Treat the creature as though it
          were  just  summoned.  If you lose control of Krovikan Vampire or
          Krovikan Vampire leaves play, bury the creature.
```

Rulings

1.28   Legions of Lim-Dul

```
Legions of Lim-Dul

Color  = Black
Rarity = IA(C)
Type   = Summon Zombies (2/3)
Cost   = 1BB
Artist = Anson Maddocks
```

Text(IA): Snow-covered swampwalk

Flavor Text: "I have seen the faces of my dead friends among that
             grim band, and I can bear no more."
             ---Lucilde Fiksdotter,
                Leader of the Order of the White Shield

 NO RULINGS

1.29   Leshrac's Rite

```
Leshrac's Rite

Color  = Black
Rarity = IA(U)
Type   = Enchant Creature
Cost   = B
Artist = Richard Thomas
```

Text(IA): Target creature gains swampwalk.

Flavor Text: "Bind me to thee, my soul to thine. I am your servant and
             your slave. I shall hunger for your word and thirst for
             your blessing. Blood for blood, flesh for flesh, Leshrac,
             my lord."
             ---Lim-Dul, the Necromancer

 NO RULINGS

1.30   Leshrac's Sigil

```
Leshrac's Sigil

Color  = Black
Rarity = IA(U)
Type   = Enchantment
Cost   = BB
```

```
Artist  = Drew Tucker
```

Text(IA): <BB>:   When any opponent successfully casts a green spell, look
          at that player's hand and choose a card; he or she then discards
          that card. Use this ability only once each time a green spell is
          cast. <BB>: Return Leshrac's Sigil to owner's hand.

    Rulings

1.31   Lim-Dul's Cohort

```
Lim-Dul's Cohort

Color  = Black
Rarity = IA(C)
Type   = Summon Zombies (2/3)
Cost   = 1BB
Artist = Douglas Shuler
```

Text(IA): Creatures blocking or blocked by Lim-Dul's Cohort cannot
          regenerate this turn.

Flavor Text: Join me in the place of power, you risen dead. Join me where
    the waters weep and the trees have no hearts.

 NO RULINGS

1.32   Lim-Dul's Hex

```
Lim-Dul's Hex

Color  = Black
Rarity = IA(U)
Type   = Enchantment
Cost   = 1B
Artist = Liz Danforth
```

Text(IA): During your upkeep, Lim-Dul's Hex deals 1 damage to each player.
          Each player may pay <B> or <3> to prevent the damage to himself
          or herself.

Flavor Text: "The weak shall fall. The strong shall remain."
             ---Lim-Dul, the Necromancer

 NO RULINGS

1.33   Mind Ravel

```
Mind Ravel

Color   = Black
Rarity  = IA(C)
Type    = Sorcery
Cost    = 2B
Artist  = Mark Tedin

Text(IA): Target  player  chooses and discards a card from his or her hand.
          Ignore  this ability if that player has no cards in hand.  Draw a
          card at the beginning of the next turn's upkeep.

Flavor Text: An end to reason, an end to order. Forget all that has been.

   Rulings
```

1.34   Mind Warp

```
Mind Warp

Color   = Black
Rarity  = IA(U)
Type    = Sorcery
Cost    = X3B
Artist  = Liz Danforth

Text(IA): Look at target player's hand and choose X cards; that player then
          discards  those  cards.  If the player does not have enough cards
          in hand, his or her entire hand is discarded.

   Rulings
```

1.35   Mind Whip

```
Mind Whip

Color   = Black
Rarity  = IA(R)
Type    = Enchant Creature
Cost    = 2BB
Artist  = Drew Tucker

Text(IA): During  target creature's controller's upkeep, he or she pays <3>
          or  Mind  Whip  deals 2 damage to him or her.  If Mind Whip deals
          damage in this way, tap that creature.

Flavor Text: "A mind in agony is a sparrow without wings."
             ---Lim-Dul, the Necromancer

   Rulings
```

1.36   Minion of Leshrac

```
Minion of Leshrac

Color   = Black
Rarity  = IA(R)
Type    = Summon Demon (5/5)
Cost    = 4BBB
Artist  = L.A. Williams


Text(IA): Protection from black
          During  your  upkeep,  sacrifice  a creature or Minion of Leshrac
          deals  5 damage to you.  If Minion of Leshrac deals damage to you
          in  this  way, tap it.  You cannot sacrifice Minion of Leshrac to
          itself.  <T>:  Destroy target creature or land.

  Rulings
```

1.37   Minion of Tevesh Szat

```
Minion of Tevesh Szat

Color   = Black
Rarity  = IA(R)
Type    = Summon Demon (4/4)
Cost    = 4BBB
Artist  = Julie Baroh


Text(IA): During  your  upkeep,  pay  <BB> or Minion of Tevesh Szat deals 2
          damage to you.
          <T>:  Target creature gets +3/-2 until end of turn.


Flavor Text: "A minion given over to Tevesh Szat is a
              stronger minion gained."
              ---Lim-Dul, the Necromancer

 NO RULINGS
```

1.38   Mole Worms

```
Mole Worms

Color   = Black
Rarity  = IA(U)
Type    = Summon Worms (1/1)
Cost    = 2B
Artist  = Daniel Gelon


Text(IA): You  may  choose not to untap Mole Worms during your untap phase.
          <T>:  Tap  target  land.  As long as Mole Worms remains tapped,
          that land does not untap during its controller's untap phase.
```

Rulings

1.39   Moor Fiend

```
Moor Fiend

Color   = Black
Rarity  = IA(C)
Type    = Summon Fiend (3/3)
Cost    = 3B
Artist  = Anson Maddocks


Text(IA): Swampwalk


Flavor Text: "Let them close the gates of Krov from dusk until dawn if they
             so choose. It matters not. My fiends shall yet rend their flesh
             from their bones."
             ---Lim-Dul, the Necromancer
```

 NO RULINGS

1.40   Necropotence

```
Necropotence

Color   = Black
Rarity  = IA(R)
Type    = Enchantment
Cost    = BBB
Artist  = Mark Tedin


Text(IA): Skip your draw phase.
         If  you  discard a card from your hand, remove that card from the
         game.
         <0>:   Pay  1 life to set aside the top card of your library.  At
         the beginning of your next discard phase, put that card into your
         hand.   Effects that prevent or redirect damage cannot be used to
         counter this loss of life.
```

  Rulings

1.41   Norritt

```
Norritt

Color   = Black
Rarity  = IA(C) (Promo)
Type    = Summon Imp (1/1)
Cost    = 3B
Artist  = Mike Raabe
```

```
Text(IA): <T>:  Untap target blue creature.
          <T>:  Force  target  non-wall  creature  to attack.  If creature
          cannot  attack, destroy it at end of turn.  Use this ability only
          during  target  creature's  controller's turn, before the attack.
          Cannot  target creatures brought under their controller's control
          this turn.
```

   Rulings

1.42   Oath of Lim-Dul

```
Oath of Lim-Dul

Color   = Black
Rarity  = IA(R)
Type    = Enchantment
Cost    = 3B
Artist  = Douglas Shuler

Text(IA): For  each  1  damage dealt to you or 1 life you lose, sacrifice a
          permanent  you  control  or  choose  and discard a card from your
          hand.  You cannot sacrifice Oath of Lim-Dul in this way.  Ignore
          this  effect  if  you  control  no  permanents other than Oath of
          Lim-Dul and have no cards in hand.
          <BB>: Draw a card.
```

   Rulings

1.43   Pestilence Rats

```
Pestilence Rats

Color   = Black
Rarity  = IA(C)
Type    = Summon Rats (*/3)
Cost    = 2B
Artist  = Jeff A. Menges

Text(IA): Pestilence Rats has power equal to the total number of other Rats
          in  play,  no  matter who controls them.  For example, as long as
          there  are  two other Rats in play, Pestilence Rats has power and
          toughness 2/3.
```

   Rulings

1.44   Pox

```
Pox

Color  = Black
Rarity = IA(R)
Type   = Sorcery
Cost   = BBB
Artist = Cornelius Brudi
```

Text(IA): Each player loses 1/3 of his or her life; then chooses and
         discards 1/3 of the cards in his or her hand; then sacrifices 1/3
         of the creatures he or she controls; and finally sacrifices 1/3
         of the lands he or she controls. Round each loss up. Effects
         that prevent or redirect damage cannot be used to counter this
         loss of life.

 NO RULINGS

1.45   Seizures

```
Seizures

Color  = Black
Rarity = IA(C)
Type   = Enchant Creature
Cost   = 1B
Artist = Julie Baroh
```

Text(IA): Whenever target creature becomes tapped, that creature's
         controller pays <3> or Seizures deals 3 damage to him or her.

Flavor Text: "Sheathe your sword, warrior, lest ye fall on it
             when stricken."
             ---Lim-Dul, the Necromancer

 NO RULINGS

1.46   Songs of the Damned

```
Songs of the Damned

Color  = Black
Rarity = IA(C)
Type   = Interrupt
Cost   = B
Artist = Pete Venters
```

Text(IA): Add <B> to your mana pool for each creature in your graveyard.

Flavor Text: Not wind, but the breath of the dead.

  Rulings

1.47   Soul Burn

```
Soul Burn

Color   = Black
Rarity  = IA(C)
Type    = Sorcery
Cost    = 2B
Artist  = Rob Alexander
```

Text(IA): Soul Burn deals 1 damage to a single target creature or player
          for each <B> or <R> you pay in addition to the casting cost.
          Gain 1 life for each <B> you spend in this way. You cannot gain
          more life than the toughness of the creature or the total life of
          the targeted player.

     Rulings

1.48   Soul Kiss

```
Soul Kiss

Color   = Black
Rarity  = IA(C)
Type    = Enchant Creature
Cost    = 2B
Artist  = Nicola Leonard
```

Text(IA): When Soul Kiss comes into play, choose target creature.
          <B>:   Pay 1 life to give creature Soul Kiss enchants +2/+2 until
          end of turn. You cannot spend more than <BBB> in this way each
          turn.   Effects that prevent or redirect damage cannot be used to
          counter this loss of life.

     Rulings

1.49   Spoils of Evil

```
Spoils of Evil

Color   = Black
Rarity  = IA(R)
Type    = Interrupt
Cost    = 2B
Artist  = Quinton Hoover
```

Text(IA): For each artifact or creature in target opponent's graveyard, add
          one colorless mana to your mana pool and gain 1 life.

Flavor Text: "Virtue has its rewards, as does its opposite."
             ---Lim-Dul, the Necromancer

```
    Rulings
```


1.50   Spoils of War

```
Spoils of War

Color   = Black
Rarity  = IA(R)
Type    = Sorcery
Cost    = XB
Artist  = Pete Venters

Text(IA): Put   X  +1/+1  counters  on  any  number  of  target  creatures,
          distributed any way you choose, where X is equal to the number of
          creatures and artifacts in target opponent's graveyard.

Flavor Text: "This is the fun part!"
             ---Ib Halfheart, Goblin Tactician

    Rulings
```


1.51   Stench of Evil

```
Stench of Evil

Color   = Black
Rarity  = IA(U)
Type    = Sorcery
Cost    = 2BB
Artist  = Mark Tedin

Text(IA): Destroy all plains.  Stench of Evil deals 1 damage to each player
          for each plains he or she controls that is destroyed in this way.
          Each  player  may  pay  <2> for each 1 damage he or she wishes to
          prevent from Stench of Evil.

    Rulings
```


1.52   Stromgald Cabal

```
Stromgald Cabal

Color   = Black
Rarity  = IA(R)
Type    = Summon Knights (2/2)
Cost    = 1BB
Artist  = Anson Maddocks

Text(IA): <T>:  Pay  1  life  to counter target white spell.  Effects that
          prevent or redirect damage cannot be used to counter this loss of
```

```
        life.  Play this ability as an interrupt.
```

Flavor Text: "Kjeldor must be supreme at any cost."
            ---Avram Garrison, Leader of the Knights of Stromgald

  NO RULINGS

1.53 Touch of Death

```
Touch of Death

Color  = Black
Rarity = IA(C)
Type   = Sorcery
Cost   = 2B
Artist = Melissa Benson
```

Text(IA): Touch of Death deals 1 damage to target player, and you gain 1
          life. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "What was yours is mine. Your land, your people,
              and now your life."
              ---Lim-Dul, the Necromancer

  Rulings

1.54 Withering Wisps

```
Withering Wisps

Color  = Black
Rarity = IA(U)
Type   = Enchantment
Cost   = 1BB
Artist = NeNe Thomas
```

Text(IA): At the end of any turn, if there are no creatures in play, bury
          Withering Wisps. <B>: Withering Wisps deals 1 damage to each
          creature and each player. You cannot spend more <B> in this way
          each turn than the number of snow-covered swamps you control.

  NO RULINGS