

IA_BLACK

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COLLABORATORS

	<i>TITLE :</i> IA_BLACK		
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Chapter 1

IA_BLACK

1.1 Ice Age - Black Cards

Ice Age - Black Cards

Abyssal Specter

Ashen Ghoul

Brine Shaman

Burnt Offering

Cloak of Confusion

Dance of the Dead

Dark Banishing
Dark Ritual

Demonic Consultation

Dread Wight

Drift of the Dead
Fear

Flow of Maggots

Foul Familiar

Gangrenous Zombies

Gaze of Pain

Gravebind

Hecatomb

Hoar Shade
Howl from Beyond

Hyalopterous Lemure

Icequake

Infernal Darkness

Infernal Denizen

Kjeldoran Dead

Knight of Stromgald

Krovikan Elementalist

Krovikan Fetish

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Legions of Lim-Dul

Leshrac's Rite

Leshrac's Sigil

Lim-Dul's Cohort

Lim-Dul's Hex

Mind Ravel

Mind Warp

Mind Whip

Minion of Leshrac

Minion of Tevesh Szat

Mole Worms

Moor Fiend

Necropotence

Norritt

Oath of Lim-Dul

Pestilence Rats

Pox

Seizures

Songs of the Damned

Soul Burn

Soul Kiss

Spoils of Evil

Spoils of War

Stench of Evil

Stromgald Cabal

Touch of Death

Withering Wisps

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.
: 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.
: 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): : +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: and 1 life
All mana-producing lands produce 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): : 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
: 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 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 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 or <R> you pay in addition to the casting cost. Gain 1 life for each 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. : 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.

: Withering Wisps deals 1 damage to each creature and each player. You cannot spend more in this way each turn than the number of snow-covered swamps you control.

NO RULINGS
