

4E_BLACK

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	<i>TITLE :</i> 4E_BLACK		
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Chapter 1

4E_BLACK

1.1 Fourth Edition - Black Cards

Fourth Edition - Black Cards

Abomination
Animate Dead
Ashes to Ashes
Bad Moon
Black Knight
Blight
Bog Imp
Bog Wraith
Carrion Ants
Cosmic Horror
Cursed Land
Cyclopean Mummy
Dark Ritual
Deathgrip
Deathlace
Drain Life
Drudge Skeletons
El-Hajjaj
Erg Raiders
Evil Presence
Fear
Frozen Shade
Gloom
Greed
Howl from Beyond

Hypnotic Specter
Junun Efreet
Lord of the Pit
Lost Soul
Marsh Gas
Mind Twist
Murk Dwellers
Nether Shadow
Nightmare
Paralyze
Pestilence
Pit Scorpion
Plague Rats
Rag Man
Raise Dead
Royal Assassin
Scathe Zombies
Scavenging Ghoul
Sengir Vampire
Simulacrum
Sorceress Queen
Spirit Shackle
Terror
Uncle Istvan
Unholy Strength
Vampire Bats
Wall of Bone
Warp Artifact
Weakness
Will-O-The-Wisp
Word of Binding
Xenic Poltergeist
Zombie Master

1.2 Animate Dead

Animate Dead

Color = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
Type = Enchant Dead Creature

Cost = 1B
Artist = Anson Maddocks

Text (5E): When you play *Animate Dead*, choose target creature card in any graveyard. When *Animate Dead* comes into play, put that creature into play and *Animate Dead* becomes a creature enchantment that targets the creature. Enchanted creature gets -1/-0. If *Animate Dead* leaves play, bury the creature.

Text (4E): Take target creature from any graveyard and put it directly into play under your control with -1/-0. Treat this creature as though it were just summoned. If *Animate Dead* is removed, bury the creature in its owner's graveyard.

Text (RV): Any creature in any graveyard comes into play on your side with -1 to its original power. At end of game, or if this enchantment is discarded without removing target creature from play, target creature is returned to its owner's graveyard. Target creature may be killed as normal.

Text (UL): Any creature in either player's graveyard comes into play on your side with -1 to its original power. If this enchantment is removed, or at end of game, target creature is returned to its owner's graveyard. Target creature may be killed as normal.

Rulings

1.3 Bad Moon

Bad Moon

Color = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
Type = Enchantment
Cost = 1B
Artist = Jesper Myrfors (A/B/UL/RV/4E) / Gary Leach (5E)

Text (5E): All black creatures get +1/+1.

Text (4E): All black creatures get +1/+1.

Text (RV): All black creatures gain +1/+1.

Text (UL): All black creatures gain +1/+1

NO RULINGS

1.4 Black Knight

Black Knight

Color = Black

Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
 Type = Summon Knight (2/2)
 Cost = BB
 Artist = Jeff A. Menges (A/B/UL/RV/4E) / Adrian Smith (5E)

Text (5E): First strike, protection from white

Text (4E): Protection from white, First strike

Text (RV): Protection from white, First strike

Text (UL): Protection from white, First strike

Flavor Text: Battle doesn't need a purpose; the battle is its own purpose. You don't ask why a plague spreads or a field burns. Don't ask why I fight.

NO RULINGS

1.5 Bog Wraith

Bog Wraith

Color = Black
 Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U) / PT(U)
 Type = Summon Wraith (3/3) / Summon Creature (PT)
 Cost = 3B
 Artist = Jeff A. Menges (A/B/UL/RV/4E/5E) / Ted Naifeh (PT)

Text (5E): Swampwalk

Text (4E): Swampwalk

Text (PT): Swampwalk

Text (RV): Swampwalk

Text (UL): Swampwalk

Flavor Text: 'Twas in the bogs of Cannelbrae My mate did meet an early grave 'Twas nothing left for us to save In the peat-filled bogs of Cannelbrae.

NO RULINGS

1.6 Cursed Land

Cursed Land

Color = Black
 Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
 Type = Enchant Land

Cost = 2BB
 Artist = Jesper Myrfors

Text (5E): During the upkeep of enchanted land's controller, Cursed Land deals 1 damage to him or her.

Text (4E): Cursed Land deals 1 damage to target land's controller during his or her upkeep.

Text (RV): Cursed Land does 1 damage to target land's controller during his or her upkeep.

Text (UL): Cursed Land does 1 damage to target land's controller during each upkeep.

NO RULINGS

1.7 Dark Ritual

Dark Ritual

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C) / MI(C) / 5E(C) / TP(C)
 Type = Interrupt (A/B/UL/RV/4E/IA) / Mana Source (MI/5E/TP)
 Cost = B
 Artist = Sandra Everingham (A/B/UL/RV/4E) / Justin Hampton (IA)
 John Coulthart (MI) / Clint Langley (5E) / Ken Meyer, Jr (TP)

Text (TP): Add <BBB> to your mana pool.

Text (5E): Add <BBB> to your mana pool.

Text (MI): Add <BBB> to your mana pool.

Text (IA): Add <BBB> to your mana pool.

Text (4E): Add <BBB> to your mana pool.

Text (RV): Add <BBB> to your mana pool.

Text (UL): Add three black mana to your mana pool.

Flavor Text (IA): "Leshrac, my liege, grant me the power I am due."
 ---Lim-Dul, the Necromancer

Flavor Text (MI): "The ceremony ended with a voice from the shadows,
 a voice with vast, ominous power."
 ---Kifimbo, Shadow Guildmage

Rulings

1.8 Deathgrip

Deathgrip

Color = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
Type = Enchantment
Cost = BB
Artist = Anson Maddocks

Text (5E): <BB>: Counter target green spell. Play this ability as an interrupt.

Text (4E): <BB>: Counter target green spell. Play this ability as an interrupt.

Text (RV): <BB>: Counter a green spell as it is being cast. This ability is played as an interrupt, and does not affect green cards already in play.

Text (UL): <BB>: Destroy a green spell as it is being cast. This action may be played as an interrupt, and does not affect green cards already in play.

Flavor Text: "Every forest is carpeted with the corpses of a thousand trees."
-Baron Sengir to Autumm Willow

Rulings

1.9 Deathlace

Deathlace

Color = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Interrupt
Cost = B
Artist = Sandra Everingham

Text (4E): Change the color of target spell or target permanent to black. Costs to cast, tap, maintain, or use a special ability of target remain unchanged.

Text (RV): Changes the color of one card either being played or already in play to black. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Text (UL): Changes the color of one card either being played or already in play to black. Cost to cast, tap, maintain, or use a special ability of target card remains entirely unchanged.

Rulings

1.10 Drain Life

Drain Life

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / MI(C) / 5E(C)
 Type = Sorcery
 Cost = 1B
 Artist = Douglas Shuler (A/B/UL/RV/4E) / Richard Kane Ferguson (MI)
 Andrew Robinson (5E)

Text (5E): <X>: Drain Life deals X damage to target creature or player. Spend only black mana in this way. Gain 1 life for each 1 damage dealt, but not more than the toughness of the creature or the life total of the player Drain Life damages.

Text (MI): Choose a target creature or player. For each you spend in addition to the casting cost, do 1 damage to that creature or player and gain 1 life. You cannot gain more life than the creature's toughness or the player's life total.

Text (4E): Drain Life deals 1 damage to a target creature or player for each that you pay in addition to the casting cost. You then gain 1 life for each 1 damage dealt. You cannot gain more life than the toughness of the creature or the total life of the player Drain Life damages.

Text (RV): Drain Life does 1 damage to a single target for each spent in addition to the casting cost. Caster gains 1 life for each damage inflicted. If you drain life from a creature, you cannot gain more life than the creature's current toughness.

Text (UL): Drain Life does 1 damage to a single target for each spent in addition to the casting cost. Caster gains 1 life for each damage inflicted. If you drain life from a creature, you cannot gain more life than the creature's toughness.

Rulings

1.11 Drudge Skeletons

Drudge Skeletons

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
 Type = Summon Skeletons (1/1)
 Cost = 1B
 Artist = Sandra Everingham (A/B/UL/RV/4E) / Ian Miller (5E)

Text (5E): : Regenerate

Text (4E): : Regenerate

Text (RV): : Regenerates

Text (UL): : Regenerates

Flavor Text: Bones scattered around us joined to form misshapen bodies. We struck at them repeatedly - they fell, but soon formed again, with the same mocking look on their faceless skulls.

NO RULINGS

1.12 Evil Presence

Evil Presence

Color = Black

Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)

Type = Enchant Land

Cost = B

Artist = Sandra Everingham (A/B/UL/RV/4E) / Bob Eggleton (5E)

Text (5E): Enchanted land is a swamp.

Text (4E): Target land becomes a basic swamp.

Text (RV): Target land is now a basic swamp.

Text (UL): Target land is now a swamp.

Rulings

1.13 Fear

Fear

Color = Black

Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C) / 5E(C)

Type = Enchant Creature

Cost = BB

Artist = Mark Poole (A/B/UL/RV/4E) / Rick Emond (IA) / Doug Keith (5E)

Text (5E): Enchanted creature cannot be blocked except by artifact creatures and black creatures.

Text (IA): Target creature cannot be blocked except by artifact creatures or black creatures.

Text (4E): Target creature cannot be blocked except by black creatures and artifact creatures.

Text (RV): Target creature cannot be blocked by any creatures except black creatures and artifact creatures.

Text (UL): Target creature cannot be blocked by any creatures other than artifact creatures and black creatures.

Flavor Text: "Even the bravest of warriors yet knows the dark clutch of fright upon his stalwart heart."
---Lim-Dul, the Necromancer

NO RULINGS

1.14 Frozen Shade

Frozen Shade

Color = Black
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
Type = Summon Shade (0/1)
Cost = 2B
Artist = Douglas Shuler (A/B/UL/RV/4E) / DiTerlizzi (5E)

Text (5E): : +1/+1 until end of turn.

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

Text (RV): : +1/+1

Text (UL): : +1/+1

Flavor Text: "There are some qualities - some incorporate things, That have a double life, which thus is made A type of twin entity which springs From matter and light, evinced in solid and shade."
---Edgar Allan Poe, "Silence"

Rulings

1.15 Gloom

Gloom

Color = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
Type = Enchantment
Cost = 2B
Artist = Dan Frazier (A/B/UL/RV/4E) / Douglas Shuler (5E)

Text (4E): White spells cost an additional <3> to play. Activated abilities of white enchantments cost an additional <3> to play.

Text (4E): White spells cost an additional <3> to cast. White enchantments with activation costs require an additional <3> to use.

Text (RV): White spells cost 3 more mana to cast. White enchantments with activation costs require 3 more mana to use.

Text (UL): White spells cost 3 more mana to cast. Circles of Protection cost 3 more mana to use.

Rulings

1.16 Howl from Beyond

Howl from Beyond

Color = Black

Rarity = A/B/UL(C) / RV(C) / 4E(C) / IA(C) / 5E(C)

Type = Instant

Cost = XB

Artist = Mark Poole (A/B/UL/RV/4E) / Mark Poole (IA) / John Coulthart (5E)

Text (5E): Target creature gets +X/+0 until end of turn.

Text (IA): Target creature gets +X/+0 until end of turn.

Text (4E): Target creature gets +X/+0 until end of turn.

Text (RV): Target creature gains +X/+0 until end of turn.

Text (UL): Target creature gains +X/+0 until end of turn.

Flavor Text: "From the mouths of my servants, my voice shall emerge to shake the souls of my foes."
---Lim-Dul, the Necromancer

NO RULINGS

1.17 Hypnotic Specter

Hypnotic Specter

Color = Black

Rarity = A/B/UL(U) / RV(U) / 4E(U)

Type = Summon Specter (2/2)

Cost = 1BB

Artist = Douglas Shuler

Text (4E): Flying.

An opponent damaged by Specter discards a card at random from his or her hand. Ignore this effect if opponent has no cards in hand.

Text (RV): Flying.

An opponent damaged by Specter must discard a card at random from his or her hand. Ignore this effect if opponent has no

cards left in hand.

Text (UL): Flying.

An opponent damaged by Specter must discard a card at random from his or her hand. Ignore this effect if opponent has no cards left in hand.

Flavor Text: "...There was no trace
Of aught on that illumined face..."
---Samuel Coleridge, "Phantom"

Rulings

1.18 Lord of the Pit

Lord of the Pit

Color = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
Type = Summon Demon (7/7)
Cost = 4BBB
Artist = Mark Tedin

Text (5E): Flying, trample
During your upkeep, sacrifice a creature other than Lord of the Pit. If you cannot, Lord of the Pit deals 7 damage to you.

Text (4E): Flying, trample
During your upkeep, sacrifice a creature. If you cannot sacrifice a creature, Lord of the Pit deals 7 damage to you. You cannot sacrifice Lord of the Pit to itself.

Text (RV): Flying, trample
You must sacrifice one of your own creatures during your upkeep or Lord of the Pit does 7 damage to you. You may still attack with Lord of the Pit even if you failed to sacrifice a creature. Lord of the Pit may not be sacrificed to itself.

Text (UL): Flying, trample
You must sacrifice one of your own creatures during upkeep or Lord of the Pit does 7 damage to you. You may still attack with Lord of the Pit even if you failed to sacrifice a creature.

Rulings

1.19 Mind Twist

Mind Twist

Color = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R)

Type = Sorcery
Cost = XB
Artist = Julie Baroh

Text (4E): Target player discards X cards at random from his or her hand. If that player does not have enough cards, his or her entire hand is discarded.

Text (RV): Opponent must discard X cards at random from hand. If opponent doesn't have enough cards in hand, entire hand is discarded.

Text (UL): Opponent must discard X cards at random from hand. If opponent doesn't have enough cards in hand, entire hand is discarded.

Rulings

1.20 Nether Shadow

Nether Shadow

Color = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
Type = Summon Shadow (1/1)
Cost = BB
Artist = Christopher Rush (A/B/UL/RV/4E) / DiTerlizzi (5E)

Text (5E): Nether Shadow is unaffected by summoning sickness. At the end of your upkeep, if Nether Shadow is in your graveyard with at least three creature cards above it, you may put Nether Shadow into play.

Text (4E): At the end of your upkeep, if Shadow is in your graveyard with at least 3 creature cards above it, you may return it to play. Shadow can attack the turn it comes into play.

Text (RV): If Shadow is in graveyard with any combination of cards above it that includes at least three creatures, it can be returned to play during your upkeep. Shadow can attack on same turn summoned or returned to play.

Text (UL): If Shadow is in graveyard with any combination of cards above it that includes at least three creatures, it can be returned to play during your upkeep for its normal casting cost. Shadow can attack on same turn summoned or returned to play.

Rulings

1.21 Nightmare

Nightmare

Color = Black

Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
 Type = Summon Nightmare (*/*)
 Cost = 5B
 Artist = Melissa Benson

Text (5E): Flying
 Nightmare has power and toughness each equal to the number of swamps you control.

Text (4E): Flying
 Nightmare has power and toughness each equal the number of swamps its controller controls.

Text (RV): Flying
 Nightmare's power and toughness both equal the number of swamps its controller has in play.

Text (UL): Flying
 Nightmare's power and toughness both equal the number of swamps its controller has in play.

Flavor Text: The Nightmare arises from its lair in the swamps.
 As the poisoned land spreads, so does the Nightmare's rage and terrifying strength.

Rulings

1.22 Paralyze

Paralyze

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
 Type = Enchant Creature
 Cost = B
 Artist = Anson Maddocks (A/B/UL/RV/4E) / Ron Spencer (5E)

Text (5E): When Paralyze comes into play, tap enchanted creature. Enchanted creature does not untap during its controller's untap phase. That player may pay an additional <4> during his or her upkeep to untap it.

Text (4E): Target creature does not untap during its controller's untap phase. That player may pay an additional <4> during his or her upkeep to untap it. Tap target creature when Paralyze comes into play.

Text (RV): Target creature is not untapped as normal during untap phase. Creature's controller may spend <4> to untap during his or her upkeep to untap it. Tap target creature when Paralyze is cast.

Text (UL): Target creature is not untapped as normal during untap phase unless 4 mana are spent. Tap target creature when Paralyze is cast.

Rulings

1.23 Pestilence

Pestilence

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
 Type = Enchantment
 Cost = 2BB
 Artist = Jesper Myrfors (A/B/UL/RV/4E) / Kev. Walker (5E)

Text (5E): At the end of any turn, if there are no creatures in play, bury Pestilence.
 : Pestilence deals 1 damage to each creature and player.

Text (4E): At the end of any turn, if there are no creatures in play, bury Pestilence.
 : Pestilence deals 1 damage to all creatures and players.

Text (RV): : Do 1 damage to each creature and to both players. If there are no creatures in play at the end of any turn, Pestilence must be discarded.

Text (UL): : Do 1 damage to each creature and to both players. Pestilence must be discarded at end of any turn in which there are no creatures in play at end of turn.

Rulings

1.24 Plague Rats

Plague Rats

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
 Type = Summon Rats (*/*)
 Cost = 2B
 Artist = Anson Maddocks

Text (5E): Plague Rats has power and toughness each equal to the number of Plague Rats in play.

Text (4E): Plague Rats has power and toughness each equal to the number of Plague Rats in play, no matter who controls them. For example, if there are two Plague Rats in play, each has power and toughness 2/2.

Text (RV): The *s below are the number of Plague Rats in play, counting both sides. Thus if there are two Plague Rats in play, each has power and toughness 2/2.

Text (UL): The Xs below are the number of Plague Rats in play, counting both sides. Thus if there are 2 Plague Rats in play, each has power and toughness 2/2.

Flavor Text: During the dark times, the rats seemed to grow ever stronger.

Rulings

1.25 Raise Dead

Raise Dead

Color = Black
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C) / PT(C)
Type = Sorcery
Cost = B
Artist = Jeff A. Menges (A/B/UL/RV/4E) / David Seeley (5E) / Charles Gillespie (PT)

Text (5E): Return target creature card in your graveyard to your hand.

Text (4E): Take target creature from your graveyard and put it into your hand.

Text (PT): Return any one summon creature from your discard pile to your hand

Text (RV): Bring one creature from your graveyard to your hand.

Text (UL): Return creature from your graveyard to your hand.

Rulings

1.26 Royal Assassin

Royal Assassin

Color = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type = Summon Assassin (1/1)
Cost = 1BB
Artist = Tom Wannerstrand

Text (4E): <T>: Destroy target tapped creature.

Text (RV): <T>: Destroy a tapped creature.

Text (UL): <T>: Destroy a tapped creature.

Flavor Text: Trained in the arts of stealth, the royal assassins choose their victims carefully, relying on timing and

precision rather than brute force.

Rulings

1.27 Scathe Zombies

Scathe Zombies

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
 Type = Summon Zombies (2/2)
 Cost = 2B
 Artist = Jesper Myrfors (A/B/UL/RV/4E) / Tom Kyffin (5E)

Flavor Text: "They groaned, they stirred, they all uprose,
 Nor spake, nor moved their eyes;
 It had been strange, even in a dream,
 To have seen those dead men rise."
 ---Samuel Coleridge, "The Rime of the Ancient Mariner"

NO RULINGS

1.28 Scavenging Ghoul

Scavenging Ghoul

Color = Black
 Rarity = A/B/UL(U) / RV(U) / 4E(U)
 Type = Summon Ghoul (2/2)
 Cost = 3B
 Artist = Jeff A. Menges

Text(4E): At the end of each turn, put a corpse counter on Scavenging Ghoul for each creature put into the graveyard during that turn. <0>: Remove a corpse counter from Scavenging Ghoul to regenerate it.

Text(RV): At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage you may use a counter to regenerate it; counters remain until used.

Text(UL): At the end of each turn, put one counter on Ghoul for each other creature that was destroyed without regenerating during the turn. If Ghoul dies you may use a counter to regenerate it; counters remain until used.

Rulings

1.29 Sengir Vampire

Sengir Vampire

Color = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Summon Vampire (4/4)
Cost = 3BB
Artist = Anson Maddocks

Text (4E): Flying
Put a +1/+1 counter on Sengir Vampire each time a creature is put into the graveyard the same turn Sengir Vampire damaged it.

Text (RV): Flying
Vampire gets a +1/+1 counter each time a creature dies during a turn in which Vampire damaged it.

Text (UL): Flying
Vampire gets a +1/+1 counter each time a creature dies during a turn in which Vampire damaged it unless the dead creature is regenerated.

Rulings

1.30 Simulacrum

Simulacrum

Color = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U)
Type = Instant
Cost = 1B
Artist = Mark Poole

Text (4E): All damage done to you so far this turn is instead retroactively applied to a target creature you control. Further damage this turn is treated normally.

Text (RV): All damage done to you so far this turn is instead retroactively applied to one of your creatures in play. Even if there's more than enough damage to kill the creature, you don't suffer any of it. Further damage this turn is treated normally.

Text (UL): All damage done to you so far this turn is instead retroactively applied to one of your creatures in play. If this damage kills the creature, it can be regenerated; even if there's more than enough damage to kill the creature, you don't suffer any of it. Further damage this turn is treated normally.

Rulings

1.31 Terror

Terror

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
 Type = Instant
 Cost = 1B
 Artist = Ron Spencer

Text (5E): Bury target nonartifact, nonblack creature.

Text (4E): Bury target non-black, non-artifact creature.

Text (RV): Buries target creature. Cannot target black creatures or artifact creatures.

Text (UL): Destroys target creature without possibility of regeneration. Does not affect black creatures and artifact creatures.

Rulings

1.32 Unholy Strength

Unholy Strength

Color = Black
 Rarity = A/B/UL(C) / RV(C) / 4E(C)
 Type = Enchant Creature
 Cost = B
 Artist = Douglas Shuler (A/B/UL/RV/4E) / Tom Kyffin (5E)

Text (5E): Enchanted creature gets +2/+1.

Text (4E): Target creature gets +2/+1.

Text (RV): Target creature gains +2/+1.

Text (UL): Target creature gains +2/+1.

Rulings

1.33 Wall of Bone

Wall of Bone

Color = Black
 Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
 Type = Summon Wall (1/4)
 Cost = 2B
 Artist = Anson Maddocks

Text (5E): : Regenerate

Text (4E): : Regenerate

Text (RV): : Regenerates

Text (UL): : Regenerates

Flavor Text: The Wall of Bone is said to be an aspect of the Great Wall in Hel, where the bones of all sinners wait for Ragnarok, when Hela will call them forth for the final battle.

NO RULINGS

1.34 Warp Artifact

Warp Artifact

Color = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
Type = Enchant Artifact
Cost = BB
Artist = Amy Weber

Text (5E): During the upkeep of enchanted artifact's controller, Warp Artifact deals 1 damage to him or her.

Text (4E): Warp Artifact deals 1 damage to target artifact's controller during his or her upkeep.

Text (RV): Warp Artifact does 1 damage to target artifact's controller during his or her upkeep.

Text (UL): Warp Artifact does 1 damage to target artifact's controller at start of each turn.

Rulings

1.35 Weakness

Weakness

Color = Black
Rarity = A/B/UL(C) / RV(C) / 4E(C)
Type = Enchant Creature
Cost = B
Artist = Douglas Shuler (A/B/UL/RV/4E) / Kev. Walker (5E)

Text (5E): Enchanted creature gets -2/-1.

Text (4E): Target creature gets -2/-1.

Text (RV): Target creature loses -2/-1.

Text (UL): Target creature loses -2/-1. If this drops creature's toughness below 1, it is dead.

NO RULINGS

1.36 Will-O-The-Wisp

Will-O-The-Wisp

Color = Black
 Rarity = A/B/UL(R) / RV(R) / 4E(R)
 Type = Summon Will-O-The-Wisp (0/1)
 Cost = B
 Artist = Jesper Myrfors

Text (4E): Flying
 : Regenerate

Text (RV): Flying
 : Regenerates

Text (UL): Flying
 : Regenerates

Flavor Text: "About, about in reel and rout
 The death-fires danced at
 night; The water, like a witch's oils,
 Burnt green, and blue and white."
 ---Samuel Coleridge, "The Rime of the Ancient Mariner"

NO RULINGS

1.37 Zombie Master

Zombie Master

Color = Black
 Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
 Type = Summon Lord (2/3)
 Cost = 1BB
 Artist = Jeff A. Menges (A/B/UL/RV/4E) / Stuart Griffin (5E)

Text (5E): All Zombies gain ": Regenerate" and swampwalk.

Text (4E): All zombies gain swampwalk and ': Regenerate'.

Text (RV): All zombies in play gain swampwalk and ': Regenerates' for as long as this card remains in play.

Text (UL): All zombies in play gain swampwalk and ': Regenerates' for as long as this card remains in play.

Flavor Text: They say the Zombie Master controlled these foul creatures even before his own death, but now that he is one of them, nothing can make them betray him.

Rulings
