HL_BLACK

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COLLABORATORS

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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.
          <0>: 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

```
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
```

```
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 Detwiller / Dennis Detwiller

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 ?
```

```
                    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)
```

```
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 Detwiller

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
```

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
```

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)
```

```
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