IA_BLACK

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COLLABORATORS

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                    Ice Age - Black Cards


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1.2 Abyssal Specter

```
Abyssal Specter

Color  = Black
Rarity = IA(U) / 5E(U)
Type   = Summon Specter (2/3)
Cost   = 2BB
Artist = Ruth Thompson (IA) / George Pratt (5E)

Text(5E): Flying
          If Abyssal Specter damages any player, he or she chooses
          and discards a card.

Flavor Text: "Mystic shadow, bending near me, / Who art thou? / Whence
              come ye?"
              -Stephen Crane, "Mystic shadow, bending near me"

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) / 5E(C)
Type    = Enchant Creature
Cost    = 1B
Artist  = Margaret Organ-Kean
```

Text(5E): <0>: Defending player discards a card at random. Enchanted
         creature deals no combat damage this turn. Use this ability
         only if enchanted creature is attacking and unblocked and
         only once each turn.

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) / TP(C)
Type    = Instant
Cost    = 2B
Artist  = Drew Tucker (IA) / Dermont Power (MI) / John Matson (TP)
```

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

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

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

Text(TP): Destroy target nonblack creature. That creature cannot be
          regenerated this turn.

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) / 5E(R)
Type   = Enchantment
Cost   = 1BB
Artist = NeNe Thomas (IA) / George Pratt (5E)

Text(5E): When Hecatomb comes into play, sacrifice four creatures
          or bury Hecatomb.
          Tap a swamp you control: Hecatomb deals 1 damage to target
          creature or player.

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) / 5E(C)
Type   = Summon Dead (3/1)
Cost   = B
Artist = Melissa Benson

Text(5E): When Kjeldoran Dead comes into play, sacrifice a creature.
          <B>: Regenerate

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) / 5E(U)
Type   = Summon Knight (2/1)
Cost   = BB
Artist = Mark Poole

Text(5E): Protection from white
          <B>: First strike until end of turn
          <BB>: +1/+0 until end of turn

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) / 5E(C)
Type   = Enchant Creature
Cost   = 2B
Artist = Heather Hudson
```

```
Text(5E): Draw a card at the beginning of the turn after Krovikan Fetish
          comes into play. Enchanted creature gets +1/+1.

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) / 5E(U)
Type   = Enchant Creature
Cost   = B
Artist = Richard Thomas (IA) / Mike Raabe (5E)

Text(5E): Enchanted creature gains swampwalk.

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) / 5E(C)
Type   = Sorcery
Cost   = 2B
Artist = Mark Tedin

Text(5E): Target player chooses and discards a card.
          Draw a card at the beginning of the next turn.

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) / 5E(U)
Type    = Sorcery
Cost    = X3B
Artist  = Liz Danforth
```

```
Text(5E): Look at target player's hand.
          He or she discards X cards of your choice.
```

```
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) / 5E(U)
Type    = Summon Worms (1/1)
Cost    = 2B
Artist  = Daniel Gelon (IA) / Adrian Smith (5E)

Text(5E): 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.

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) / 5E(R)
Type   = Enchantment
Cost   = BBB
Artist = Mark Tedin

Text(5E): Skip your draw phase. Whenever you discard a card, remove
          that card from the game.
          Pay 1 life: Set aside the top card of your library. Put that
          card into your hand at the beginning of your discard phase.

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) / 5E(R)
Type    = Sorcery
Cost    = BBB
Artist  = Cornelius Brudi (IA) / Scott M. Fischer (5E)
```

Text(5E): Each player loses 1/3 of his or her life; then chooses and
         discards 1/3 of his or her hand; then sacrifices 1/3 of the
         creatures he or she controls; and then sacrifices 1/3 of the
         lands he or she controls. Round each loss up.

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) / 5E(R)
Type    = Summon Knights (2/2)
Cost    = 1BB
Artist  = Anson Maddocks

Text(5E): <T>, Pay 1 life: Counter target white spell.
          Play this ability as an interrupt.

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) / 5E(C)
Type   = Sorcery
Cost   = 2B
Artist = Melissa Benson

Text(5E): Touch of Death deals 1 damage to target player and you gain 1
          life. Draw a card at the beginning of the next turn.

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