

LG_BLACK

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	<i>TITLE :</i> LG_BLACK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

LG_BLACK

1.1 Legends - Black Cards

Legends - Black Cards

Abomination

All Hallow's Eve

Blight

Carrion Ants

Chains of Mephistopheles

Cosmic Horror

Cyclopean Mummy

Darkness

Demonic Torment

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Vampire Bats
Walking Dead
Wall of Putrid Flesh
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Wall of Tombstones

1.2 Abomination

Abomination

Color = Black
Rarity = LG(U1) / 4E(U1)
Type = Summon Abomination (2/6)
Cost = 3BB
Artist = Mark Tedin

Text(4E): At the end of combat, destroy all green and white creatures blocking or blocked by Abomination.

Text(LG): All green or white creatures blocking or blocked by Abomination are destroyed at the end of combat.

Rulings

1.3 All Hallow's Eve

All Hallow's Eve

Color = Black
Rarity = LG(R)
Type = Sorcery (Enchantment)
Cost = 2BB
Artist = Christopher Rush

Text(LG): Put two counters on this card. Remove a counter during your upkeep. When you remove the last counter from All Hallow's Eve, all players take all creatures from their graveyards and put them directly into play. Treat these creatures as though they were just summoned. You choose what order they come into play.

Rulings

1.4 Blight

Blight

Color = Black
Rarity = LG(U1) / 4E(U) / 5E(U)
Type = Enchant Land
Cost = BB
Artist = Pete Venters (LG/4E) / Ian Miller (5E)

Text(5E): If enchanted land becomes tapped, destroy it at end of turn.

Text(4E): If target land becomes tapped, destroy it at end of turn.

Text(LG): If target land becomes tapped, it is destroyed at the end of the turn.

NO RULINGS

1.5 Carrion Ants

Carrion Ants

Color = Black
Rarity = LG(R) / 4E(U) / 5E(U)
Type = Summon Ants (0/1)
Cost = 2BB
Artist = Richard Thomas (LG/4E) / John Coulthart (5E)

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

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

Text(LG): <1>: +1/+1 until end of turn.

Flavor Text: "'War is no picnic,' my father liked to say.
But the Ants seemed to disagree."
---General Chanek Valteroth

NO RULINGS

1.6 Chains of Mephistopheles

Chains of Mephistopheles

Color = Black
Rarity = LG(R)
Type = Enchantment
Cost = 1B
Artist = Heather Hudson

Text(LG): Every time a player draws a card, that player must first discard a card from his or her hand. If there are no cards in player's hand, take top card from library and place it in the graveyard instead of drawing. This enchantment does not apply to the first card drawn by a player during the draw phase.

Rulings

1.7 Cosmic Horror

Cosmic Horror

Color = Black
Rarity = LG(R) / 4E(R)
Type = Summon Horror (7/7)
Cost = 3BBB
Artist = Jesper Myrfors

Text(4E): First Strike
During your upkeep, pay <3BBB> or destroy Cosmic Horror. If you

destroy Cosmic Horror in this way, it deals 7 damage to you.

Text (LG): First Strike

Pay <3BBB> during your upkeep or Cosmic Horror does 7 damage to you and is destroyed.

Flavor Text: "[S]creams of horror rend th' affrighted skies."
---Alexander Pope, The Rape of the Lock

Rulings

1.8 Cyclopean Mummy

Cyclopean Mummy

Color = Black
Rarity = LG(C2) / 4E(C)
Type = Summon Mummy (2/1)
Cost = 1B
Artist = Edward Beard Jr.

Text (4E): If Mummy is put into the graveyard from play, remove it from the game.

Text (LG): If Mummy is placed in the graveyard from play, remove it from the game.

Flavor Text: The ritual of plucking out an eye to gain future sight is but a curse that enables the living to see their own deaths.

Rulings

1.9 Darkness

Darkness

Color = Black
Rarity = LG(C1)
Type = Instant
Cost = B
Artist = Harold McNeill

Text (LG): Creatures attack and block as normal, but none deal any damage. All attacking creatures are still tapped. Play any time before attack damage is assigned.

Flavor Text: "If I must die, I will encounter darkness as a bride,
And hug it in my arms."
---William Shakespeare, Measure for Measure

Rulings

1.10 Demonic Torment

Demonic Torment

Color = Black
Rarity = LG(U1)
Type = Enchant Creature
Cost = 2B
Artist = Anson Maddocks

Text(LG): Target creature deals no damage during combat. Creature cannot attack.

NO RULINGS

1.11 Evil Eye of Orms-by-Gore

Evil Eye of Orms-by-Gore

Color = Black
Rarity = LG(U1) / 5E(U)
Type = Summon Evil Eye (3/6)
Cost = 4B
Artist = Jesper Myrfors (LG) / George Pratt (5E)

Text(5E): Evil Eye of Orms-by-Gore cannot be blocked except by Walls. Except for Evil Eyes, creatures you control cannot attack.

Text(LG): None of your creatures can attack except for Evil Eyes. Evil Eyes can only be blocked by walls.

Flavor Text: "The highway of fear is the shortest route to defeat."

Rulings

1.12 Fallen Angel

Fallen Angel

Color = Black
Rarity = LG(U1) / CR(U3) / 5E(U)
Type = Summon Angel (3/3)
Cost = 3BB
Artist = Anson Maddocks

Text(5E): Flying
Sacrifice a creature: +2/+1 until end of turn

Text(CR): Flying
<0>: Sacrifice a creature to give Fallen Angel +2/+1 until end of turn.

Text (LG): Flying
Sacrifice a creature to give Fallen Angel +2/+1 until end of turn.

Rulings

1.13 Ghosts of the Damned

Ghosts of the Damned

Color = Black
Rarity = LG(C2)
Type = Summon Ghosts (0/2)
Cost = 1BB
Artist = Edward Beard Jr.

Text (LG): <T>: Target creature gets -1/-0 until end of turn.

Flavor Text: The voices of the dead ring in the heart long after they have faded from the ears.

NO RULINGS

1.14 Giant Slug

Giant Slug

Color = Black
Rarity = LG(C2) / CR(C3)
Type = Summon Slug (1/1)
Cost = 1B
Artist = Anson Maddocks

Text (CR): <5>: During your next upkeep, choose a basic landwalk ability. Giant Slug gains that landwalk ability until end of turn.

Text (LG): <5>: During controller's next upkeep Giant Slug gains landwalk ability of controller's choice until end of turn. The type of landwalk chosen much correspond with one of the five basic land types.

Rulings

1.15 Glyph of Doom

Glyph of Doom

Color = Black
Rarity = LG(C2)
Type = Instant

Cost = B
Artist = Susan van Camp

Text (LG): All creatures blocked by target wall are destroyed at the end of combat.

Flavor Text: "He knows he has a short span of life, that the day will come when he must pass through the wall of oblivion..."
---William Faulkner

Rulings

1.16 Greed

Greed

Color = Black
Rarity = LG(R) / 4E(R)
Type = Enchantment
Cost = 3B
Artist = Phil Foglio

Text (4E): : Pay 2 life to draw a card. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Text (LG): : Draw a card and lose 2 life. Effects that prevent or redirect damage may not be used to counter this loss of life.

Flavor Text: "There is no calamity greater than lavish desires.
There is no greater guilt than discontentment.
And there is no greater disaster than greed."
---Tao Te Ching 46

Rulings

1.17 Headless Horseman

Headless Horseman

Color = Black
Rarity = LG(C1)
Type = Summon Horseman (2/2)
Cost = 2B
Artist = Quinton Hoover

Flavor Text: "...[T]he ghost rides forth to the scene of battle in nightly quest of his head... he sometimes passes along the Hollow, like a midnight blast..."
---Washington Irving, The Legend of Sleepy Hollow

NO RULINGS

1.18 Hell Swarm

Hell Swarm

Color = Black
Rarity = LG(C1)
Type = Instant
Cost = B
Artist = Christopher Rush

Text(LG): All creatures get -1/-0 until end of turn.

Flavor Text: The brightness of day turned in an instant to dusk as the swarm descended upon the battlefield.

NO RULINGS

1.19 Hell's Caretaker

Hell's Caretaker

Color = Black
Rarity = LG(R) / CR(U1)
Type = Summon Hell's Caretaker (1/1)
Cost = 3B
Artist = Sandra Everingham

Text(CR): <T>: Sacrifice a creature to take target creature from your graveyard and put it directly into play as though it were just summoned. Use this ability only during your upkeep.

Text(LG): <T>: During your upkeep sacrifice a creature and take a creature from your graveyard and put it directly into play. Treat this creature as though it were just summoned.

Flavor Text: You might leave here, Chenndra, should another take your place...

Rulings

1.20 Hellfire

Hellfire

Color = Black
Rarity = LG(R)
Type = Sorcery
Cost = 2BBB
Artist = Pete Venters

Text(LG): All non-black creatures are destroyed. Hellfire does X + 3 damage to you; X is the number of creatures placed in the

graveyard.

Flavor Text: "High on a throne of royal state... insatiate to
pursue vain war with heav'n."
---John Milton, Paradise Lost

NO RULINGS

1.21 Horror of Horrors

Horror of Horrors

Color = Black
Rarity = LG(U1)
Type = Enchantment
Cost = 3BB
Artist = Mark Tedin

Text(LG): Allows caster to sacrifice a swamp to regenerate a target black creature.

Flavor Text: "And a horror of outer darkness after,
And dust returneth to dust again."
---Adam Lindsay Gordon, The Swimmer

Rulings

1.22 Imprison

Imprison

Color = Black
Rarity = LG(R)
Type = Enchant Creature
Cost = B
Artist = Christopher Rush

Text(LG): Pay <1> each time target creature attempts to attack, block, or tap. That action is prevented and the creature becomes tapped. Destroy enchantment if mana is not paid.

Rulings

1.23 Infernal Medusa

Infernal Medusa

Color = Black
Rarity = LG(U1)
Type = Summon Medusa (2/4)

Cost = 3BB
Artist = Anson Maddocks

Text (LG): All non-wall creatures blocking Medusa are destroyed at the end of combat, as are all creatures blocked by Medusa.

Rulings

1.24 Jovial Evil

Jovial Evil

Color = Black
Rarity = LG (R)
Type = Sorcery
Cost = 2B
Artist = Christopher Rush

Text (LG): Jovial Evil does 2 damage to opponent for each white creature he or she controls.

Flavor Text: "Today, for a lark, let's visit the plains.
I'm sure we'll find something to entertain us."

Rulings

1.25 Lesser Werewolf

Lesser Werewolf

Color = Black
Rarity = LG (U1)
Type = Summon Lycanthrope (2/4)
Cost = 3B
Artist = Quinton Hoover

Text (LG): : Lesser Werewolf gets -1/-0 until end of turn. Put a -0/-1 counter on target creature that blocks or is blocked by the Werewolf. Use this ability after defense is chosen but before damage is dealt. You may not use this ability to reduce the Lesser Werewolf's power below 0.

NO RULINGS

1.26 Lost Soul

Lost Soul

Color = Black
Rarity = LG (C2) / 4E (C) / 5E (C)

Type = Summon Lost Soul (2/1)
Cost = 1BB
Artist = Randy Asplund-Faith

Text (5E): Swampwalk

Text (4E): Swampwalk

Text (LG): Swampwalk

Flavor Text: She walks in the twilight, her steps make no sound,
Her feet leave no tracks on the dew-covered ground.
Her hand gently beckons, she whispers your name -
But those who go with her are never the same.

NO RULINGS

1.27 Mold Demon

Mold Demon

Color = Black
Rarity = LG(R)
Type = Summon Mold Demon (6/6)
Cost = 5BB
Artist = Jesper Myrfors

Text (LG): When Mold Demon is brought into play, controller must sacrifice two swamps or Mold Demon is buried.

Rulings

1.28 Nether Void

Nether Void

Color = Black
Rarity = LG(R)
Type = Enchant World
Cost = 3B
Artist = Harold McNeill

Text (LG): All spells cast are countered unless their casters pay an additional <3>.

Flavor Text: These days, some wizards are finding that they have a little too much spell left at the end of their mana.

Rulings

1.29 Pit Scorpion

Pit Scorpion

Color = Black
Rarity = LG(C2) / 4E(C) / 5E(C)
Type = Summon Scorpion (1/1)
Cost = 2B
Artist = Scott Kirschner (LG/4E) / Ian Miller (5E)

Text(5E): If Pit Scorpion damages any player, he or she gets a poison counter. If any player has ten or more poison counters, he or she loses the game.

Text(4E): If Pit Scorpion damages a player, he or she gets a poison counter. If a player has ten or more poison counters, he or she loses the game.

Text(LG): If scorpion damages opponent, opponent gets a poison counter. If opponent ever has ten or more poison counters, opponent loses game.

Flavor Text: Sometimes the smallest nuisance can be the greatest pain.

Rulings

1.30 Quagmire

Quagmire

Color = Black
Rarity = LG(U1)
Type = Enchantment
Cost = 2B
Artist = Dan Frazier

Text(LG): Creatures with swampwalk may be blocked as if they did not have this ability.

NO RULINGS

1.31 Shimian Night Stalker

Shimian Night Stalker

Color = Black
Rarity = LG(U1) / CR(U3)
Type = Summon Night Stalker (4/4)
Cost = 3BB
Artist = Jesper Myrfors

Text(CR): <BT>: Redirect to Shimian Night Stalker all damage dealt to you

by any attacking creature. The source of the damage does not change.

Text(LG): <BT>: Redirect all damage done to you from any one attacking creature to the Shimian Night Stalker.

Flavor Text: "When churchyards yawn and hell itself breathes out
Contagion to this world."
---William Shakespeare, Hamlet

Rulings

1.32 Spirit Shackle

Spirit Shackle

Color = Black
Rarity = LG(C1) / 4E(U)
Type = Enchant Creature
Cost = BB
Artist = Edward Beard Jr.

Text(4E): Put a -0/-2 counter on target creature every time it becomes tapped. These counters remain even if Spirit Shackle is removed.

Text(LG): Put a -0/-2 counter on target creature every time it becomes tapped. Counters remain even if enchantment is removed.

NO RULINGS

1.33 Syphon Soul

Syphon Soul

Color = Black
Rarity = LG(C2)
Type = Sorcery
Cost = 2B
Artist = Melissa Benson

Text(LG): Syphon Soul does 2 damage to all players except caster. Caster gains life points equal to the amount of damage done by Syphon Soul.

Flavor Text: "Her lips suck forth; see, where it flies!"
---Christopher Marlowe, The Tragical History of Doctor Faustus

NO RULINGS

1.34 Takklemaggot

Takklemaggot

Color = Black
Rarity = LG(U1) / CR(U3)
Type = Enchant Creature
Cost = 2BB
Artist = Daniel Gelon

Text (CR): During target creature's controller's upkeep, put a -0/-1 counter on that creature. If the creature is put into the graveyard, its controller chooses a new target creature for Takklemaggot. If there are no legal targets, Takklemaggot becomes an enchantment; during his or her upkeep, Takklemaggot deals 1 damage to the controller of the last creature Takklemaggot enchanted. Control of Takklemaggot does not change when its target changes or when it becomes an enchantment.

Text (LG): Put a 0/-1 counter on target creature during its controller's upkeep. If the creature is placed in the graveyard, its controller chooses a new target for Takklemaggot. If there are no legal targets, Takklemaggot becomes an enchantment AND does 1 damage to the controller of the last creature Takklemaggot was on, during his or her upkeep. Takklemaggot does not revert to a creature enchantment even if other creatures are afterwards brought into play.

Rulings

1.35 The Abyss

The Abyss

Color = Black
Rarity = LG(R)
Type = Enchant World
Cost = 3B
Artist = Pete Venters

Text (LG): All players bury one target non-artifact creature under their control, if they have any, during their upkeep.

Flavor Text: "An immense river of oblivion is sweeping us
away into a nameless abyss."
---Ernest Renan, Souvenirs d'Enfance et de Jeunesse

Rulings

1.36 The Wretched

The Wretched

Color = Black
Rarity = LG(R) / CR(U1) / 5E(R)
Type = Summon Wretched (2/5)
Cost = 3BB
Artist = Christopher Rush

Text (5E): At end of combat, gain control of all creatures blocking The Wretched as long as you control The Wretched.

Text (CR): At end of combat, gain control of all creatures blocking The Wretched. Lose control of these creatures if The Wretched leaves play or if you lose control of The Wretched.

Text (LG): At the end of combat take control of all creatures that blocked The Wretched. The Wretched does not tap or untap these creatures. You lose control of these creatures if The Wretched leaves play or if you lose control of The Wretched.

Rulings

1.37 Touch of Darkness

Touch of Darkness

Color = Black
Rarity = LG(U1)
Type = Instant
Cost = B
Artist = Pete Venters

Text (LG): Changes the color of one or more target creatures to black until the end of turn. You choose which and how many creatures are affected. Cost to tap, maintain, or to use a special ability of target creatures remains entirely unchanged.

Flavor Text: "Black spirits and white, red spirits and gray,
Mingle, mingle, mingle, you that mingle may."
---Thomas Middleton, The Witch

NO RULINGS

1.38 Transmutation

Transmutation

Color = Black
Rarity = LG(C1) / CR(C3)
Type = Instant
Cost = 1B
Artist = Susan van Camp

Text (CR): Until end of turn, switch target creature's power and toughness.

Effects that alter power alter toughness instead, and vice versa.

Text (LG): Until end of turn, target creature's power and toughness are switched. Effects that alter power alter toughness instead, and vice versa.

Flavor Text: "You know what I was,
You see what I am: change me, change me!"
---Randall

Rulings

1.39 Underworld Dreams

Underworld Dreams

Color = Black
Rarity = LG(U1)
Type = Enchantment
Cost = BBB
Artist = Julie Baroh

Text (LG): Underworld Dreams does one damage to opponent for each card he or she draws.

Flavor Text: "In the drowsy dark cave of the mind dreams build their nest with fragments dropped from day's caravan."
---Rabindranath Tagore

Rulings

1.40 Vampire Bats

Vampire Bats

Color = Black
Rarity = LG(C2) / 4E(C) / 5E(C)
Type = Summon Bats (0/1)
Cost = B
Artist = Anson Maddocks

Text (5E): Flying
: +1/+0 until end of turn. You cannot spend more than <BB> in this way each turn.

Text (4E): Flying
: +1/+0 until end of turn. You cannot spend more than <BB> in this way each turn.

Text (LG): Flying
: +1/+0 until end of turn. No more than <BB> may be spent in this way per turn.

Flavor Text: "For something is amiss or out of place
When mice with wings can wear a human face."
---Theodore Roethke, "The Bat"

NO RULINGS

1.41 Walking Dead

Walking Dead

Color = Black
Rarity = LG(C1)
Type = Summon Walking Dead (1/1)
Cost = 1B
Artist = Dan Frazier

Text (LG): : Regenerates.

Flavor Text: The Walking Dead are the remains of freakish
experiments by the Necromantic Lords.

NO RULINGS

1.42 Wall of Putrid Flesh

Wall of Putrid Flesh

Color = Black
Rarity = LG(U1)
Type = Summon Wall (2/4)
Cost = 2B
Artist = Richard Thomas

Text (LG): Protection from white, Damage done to wall by creatures with
enchantment cards played on them is reduced to 0.

NO RULINGS

1.43 Wall of Shadows

Wall of Shadows

Color = Black
Rarity = LG(C2) / CR(C3)
Type = Summon Wall (0/1)
Cost = 1BB
Artist = Pete Venters

Text (CR): Damage dealt to Wall of Shadows by creatures it blocks is reduced

to 0. Wall of Shadows cannot be the target of spells or effects that can only target walls.

Text(LG): Damage Wall of Shadows receives from creatures it blocks is reduced to 0. Effects that target only walls may not target Wall of Shadows.

Rulings

1.44 Wall of Tombstones

Wall of Tombstones

Color = Black
Rarity = LG(U1)
Type = Summon Wall (0/1+*)
Cost = 1B
Artist = Dan Frazier

Text(LG): At the end of your upkeep, the * is set to the number of creatures in your graveyard.

Rulings
