TP_BLACK

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1.2   Abandon Hope

Abandon Hope

```
Color   = Black
Rarity  = TP(U)
Type    = Sorcery
Cost    = X1B
Artist  = Alan Pollack
```

Text(TP): Choose and discard X cards: Look at target opponent's hand and
          choose X of those cards. That player discards the chosen cards.

 NO RULINGS

1.3   Bellowing Fiend

Bellowing Fiend

```
Color   = Black
Rarity  = TP(R)
Type    = Summon Spirit (3/3)
Cost    = 4B
Artist  = Jim Nelson
```

Text(TP): Flying
          Whenever Bellowing Fiend damages any creature, Bellowing Fiend
          deals 3 damage to that creature's controller and 3 damage to you.

 NO RULINGS

1.4   Blood Pet

Blood Pet

```
Color   = Black
Rarity  = TP(C)
Type    = Summon Thrull (1/1)
Cost    = B
Artist  = Brom
```

Text(TP): Sacrifice Blood Pet: Add B to your mana pool.
          Play this ability as a mana source.

 NO RULINGS

1.5   Bounty Hunter

```
Bounty Hunter

Color  = Black
Rarity = TP(R)
Type   = Summon Minion (2/2)
Cost   = 2BB
Artist = Brian Snoddy

Text(TP): TAP: Put a bounty counter on target nonblack creature.
          TAP: Destroy target creature with any bounty counters on it.

 NO RULINGS
```

1.6   Carrionette

```
Carrionette

Color  = Black
Rarity = TP(R)
Type   = Summon Skeleton (1/1)
Cost   = 1B
Artist = Pete Venters

Text(TP): 2BB: Remove Carrionette and target creature from the game.
          That creature's controller may pay 2 to counter this ability.
          Use this ability only if Carrionette is in your graveyard

 NO RULINGS
```

1.7   Clot Sliver

```
Clot Sliver

Color  = Black
Rarity = TP(C)
Type   = Summon Sliver (1/1)
Cost   = 1B
Artist = Jeff Laubenstein

Text(TP): Each Sliver gains "2: Regenerate this creature."

 NO RULINGS
```

1.8   Coffin Queen

```
Coffin Queen
```

```
Color  = Black
Rarity = TP(R)
Type   = Summon Wizard (1/1)
Cost   = 2B
Artist = Kaja Foglio
```

Text(TP): You may choose not to untap Coffin Queen during your untap phase.
         2B, TAP: Put target creature card from any graveyard into play
         under your control. Remove that creature from the game if Coffin
         Queen becomes untapped or if you lose control of Coffin Queen.

  NO RULINGS

1.9   Commander Greven il-Vec

```
Commander Greven il-Vec

Color  = Black
Rarity = TP(R)
Type   = Summon Legend (7/5)
Cost   = 3BBB
Artist = Kev Walker
```

Text(TP): When Commander Greven il-Vec comes into play, sacrifice a creature.
         Greven cannot be blocked except by artifact creatures and black ↩
             creatures

  NO RULINGS

1.10   Corpse Dance

```
Corpse Dance

Color  = Black
Rarity = TP(R)
Type   = Instant
Cost   = 2B
Artist = Brian Snoddy
```

Text(TP): Buyback 2 (You may pay an additional 2 when you play this spell.
         If you do, put it into your hand instead of your graveyard as part
         of the spell's effect.) Put the top creature card from you graveyard ↩
             into
         play. That creature is unaffected by summoning sickness this turn.
         Remove the creature from the game at end of turn.

  NO RULINGS

1.11   Darkling Stalker

```
Darkling Stalker

Color  = Black
Rarity = TP(C)
Type   = Summon Spirit (1/1)
Cost   = 3B
Artist = Susan Van Camp

Text(TP): B: Regenerate Darkling Stalker.
          B: Darkling Stalker gets +1/+1 until end of turn.
```

 NO RULINGS

1.12   Dauthi Embrace

```
Dauthi Embrace

Color  = Black
Rarity = TP(U)
Type   = Enchantment
Cost   = 2B
Artist = Andrew Robinson

Text(TP): BB: Target creature gains shadow until end of turn. (This creature
          can block or be blocked by only creatures with shadow.)
```

 NO RULINGS

1.13   Dauthi Ghoul

```
Dauthi Ghoul

Color  = Black
Rarity = TP(U)
Type   = Summon Zombie (1/1)
Cost   = 1B
Artist = Tom Kyffin

Text(TP): Shadow (This creature can block or be blocked by only creatures
          with shadow.) Whenever any creature with shadow is put into any
          graveyard from play, put a +1/+1 counter on Dauthi Ghoul
```

 NO RULINGS

1.14   Dauthi Horror

```
Dauthi Horror

Color  = Black
```

```
Rarity  = TP(C)
Type    = Summon Beast (2/1)
Cost    = 1B
Artist  = Jeff Laubenstein
```

Text(TP): Shadow (This creature can block or be blocked by only creatures
          with shadow.) Dauthi Horror cannot be blocked by white creatures

  NO RULINGS

1.15 Dauthi Marauder

```
Dauthi Marauder

Color   = Black
Rarity  = TP(C)
Type    = Summon Minion (3/1)
Cost    = 2B
Artist  = Andrew Robinson
```

Text(TP): Shadow (This creature can block or be blocked by only creatures
          with shadow.)

  NO RULINGS

1.16 Dauthi Mercenary

```
Dauthi Mercenary

Color   = Black
Rarity  = TP(U)
Type    = Summon Knight (2/1)
Cost    = 2B
Artist  = Matthew Wilson
```

Text(TP): Shadow (This creature can block or be blocked by only creatures
          with shadow.)
          1B: Dauthi Mercenary gets +1/+0 until end of turn.

  NO RULINGS

1.17 Dauthi Mindripper

```
Dauthi Mindripper

Color   = Black
Rarity  = TP(U)
Type    = Summon Minion (2/1)
Cost    = 3B
Artist  = L. A. Williams
```

Text(TP): Shadow (This creature can block or be blocked by only creatures
         with shadow.)
         Sacrifice Dauthi Mindripper: Defending player chooses and discards
         three cards.Use this ability only if Dauthi Mindripper is attacking
         and unbocked.

  NO RULINGS

1.18 Dauthi Slayer

Dauthi Slayer

Color   = Black
Rarity = TP(C)
Type   = Summon Soldier (2/2)
Cost   = BB
Artist = Dermot Power

Text(TP): Shadow (This creature can block or be blocked by only creatures
         with shadow.)
         Each turn, Dauthi Slayer attacks if able.

  NO RULINGS

1.19 Death Pits of Rath

Death Pits of Rath

Color   = Black
Rarity = TP(R)
Type   = Enchantment
Cost   = 3BB
Artist = Joel Biske

Text(TP): Whenever any creature is dealt damage, destroy it. That creature
         cannot be regenerated this turn.

  NO RULINGS

1.20 Diabolic Edict

Diabolic Edict

Color   = Black
Rarity = TP(C)
Type   = Instant
Cost   = 1B
Artist = Ron Spencer

Text(TP): Target player sacrifices a creature

 NO RULINGS

1.21 Disturbed Burial

Disturbed Burial

```
Color   = Black
Rarity  = TP(C)
Type    = Sorcery
Cost    = 1B
Artist  = Heather Hudson
```

Text(TP): Buyback 3 (You may pay an additional 3 when you play this spell.
          If you do, put it into your hand instead of your graveyard as part
          of the spell's effect.)
          Return target creature card from your graveyard to your hand

 NO RULINGS

1.22 Dread of Night

Dread of Night

```
Color   = Black
Rarity  = TP(U)
Type    = Enchantment
Cost    = B
Artist  = Richard Thomas
```

Text(TP): All white creatures get -1/-1.

 NO RULINGS

1.23 Dregs of Sorrow

Dregs of Sorrow

```
Color   = Black
Rarity  = TP(R)
Type    = Sorcery
Cost    = X4B
Artist  = Thomas Gianni
```

Text(TP): Destroy X target nonblack creatures. Draw X cards

 NO RULINGS

1.24   Endless Scream

```
Endless Scream

Color  = Black
Rarity = TP(C)
Type   = Enchant Creature
Cost   = XB
Artist = Joel Biske

Text(TP): Enchanted creature gets +X/+0

 NO RULINGS
```

1.25   Evencar's Justice

```
Evencar's Justice

Color  = Black
Rarity = TP(C)
Type   = Sorcery
Cost   = 2BB
Artist = Hannibal King

Text(TP):Buyback 3 (You may pay an additional 3 when you play this spell.
         If you do, put it into your hand instead of your graveyard as part
         of the spell's effect.)
         Evincar's Justice deals 2 damage to each creature and player.

 NO RULINGS
```

1.26   Extinction

```
Extinction

Color  = Black
Rarity = TP(R)
Type   = Sorcery
Cost   = 4B
Artist = Una Fricker

Text(TP): Destroy all creatures of any creature type of your choice.

 NO RULINGS
```

1.27   Fevered Convulsions

```
Fevered Convulsions
```

```
Color   = Black
Rarity  = TP(R)
Type    = Enchantment
Cost    = BB
Artist  = Jeff Miracola
```

Text(TP): 2BB: Put a -1/-1 counter on target creature

   NO RULINGS

1.28 Imps' Taunt

```
Imps' Taunt

Color   = Black
Rarity  = TP(U)
Type    = Instant
Cost    = 1B
Artist  = Colin MacNeil
```

Text(TP): Buyback 3 (You may pay an additional 3 when you play this spell.
         If you do, put it into your hand instead of your graveyard as part
         of the spell's effect.)
         Target creature attacks this turn if able.

   NO RULINGS

1.29 Kezzerdrix

```
Kezzerdrix

Color   = Black
Rarity  = TP(R)
Type    = Summon Beast (4/4)
Cost    = 2BB
Artist  = Matthew Wilson
```

Text(TP): First strike
         During your upkeep, if your opponents control no creatures,
         Kezzerdrix deals 4 damage to you.

   NO RULINGS

1.30 Knight of Dusk

```
Knight of Dusk

Color   = Black
Rarity  = TP(U)
Type    = Summon Knight (2/2)
```

```
Cost    = 1BB
Artist  = Ron Spencer

Text(TP): BB: Destroy target creature blocking Knight of Dusk
```

  NO RULINGS

1.31   Leeching Licid

```
Leeching Licid

Color   = Black
Rarity  = TP(U)
Type    = Summon Licid (1/1)
Cost    = 1B
Artist  = Joel Biske

Text(TP): B, TAP: Leeching Licid loses this ability and becomes a creature
         enchantment that reads "During the upkeep of enchanted creature's
         controller, Leeching Licid deals 1 damage to that player" instead
         of a creature. Move Leeching Licid onto target creature. You may
         pay B to end this effect.
```

  NO RULINGS

1.32   Living Death

```
Living Death

Color   = Black
Rarity  = TP(R)
Type    = Sorcery
Cost    = 3BB
Artist  = Charles Gillespie

Text(TP):Set aside all creature cards in all graveyards. Then, put each
         creature that is in play into its owner's graveyard. Then, put
         each creature card set aside in this way into play under its owner's
         control.
```

  NO RULINGS

1.33   Maddening Imp

```
Maddening Imp

Color   = Black
Rarity  = TP(R)
Type    = Summon Imp (1/1)
Cost    = 2B
```

```
Artist  = Zina Saunders

Text(TP): Flying
          TAP: All non-Wall creatures target opponent controls attack this
          turn if able. At end of turn, destroy each of those creatures that
          did not attack. Use this ability only during target opponent's turn
          and only before combat.
```

  NO RULINGS

1.34   Marsh Lurker

```
Marsh Lurker

Color  = Black
Rarity  = TP(C)
Type    = Summon Beast (3/2)
Cost    = 3B
Artist  = Tom Kyffin

Text(TP): Sacrifice a swamp: Marsh Lurker cannot be blocked this turn except
          by artifact creatures and black creatures
```

  NO RULINGS

1.35   Mindwhip Sliver

```
Mindwhip Sliver

Color  = Black
Rarity  = TP(U)
Type   =Summon Beast (3/2)
Cost    = 3B
Artist  = Jeff Miracola

Text(TP): Each Sliver gains "2, Sacrifice this creature: Target player
          discards a card at random. Play this ability as a sorcery."
```

  NO RULINGS

1.36   Minion of the Wastes

```
Minion of the Wastes

Color  = Black
Rarity  = TP(R)
Type    = Summon Minion(*/*)
Cost    = 3BBB
Artist  = Scott Kirschner
```

```
Text(TP): Trample
         When you play Minion of the Wastes, pay any amount of life.
         Minion of the Wastes has power and toughness each equal to that
         amount
```

  NO RULINGS

1.37   Perish

```
Perish

Color   = Black
Rarity  = TP(U)
Type    = Sorcery
Cost    = 2B
Artist  = Rebecca Guay

Text(TP): Destroy all green creatures. Those creatures cannot be
          regenerated this turn.
```

  NO RULINGS

1.38   Pit Imp

```
Pit Imp

Color   = Black
Rarity  = TP(C)
Type    = Summon Imp (0/1)
Cost    = B
Artist  = Phil Foglio

Text(TP): Flying
          B: Pit Imp gets +1/+0 until end of turn. You cannot spend more
          than BB in this way each turn
```

  NO RULINGS

1.39   Rats of Rath

```
Rats of Rath

Color   = Black
Rarity  = TP(C)
Type    = Summon Rats (C)
Cost    = 1B
Artist  = John Matson

Text(TP): B: Destroy target artifact, creature, or land you control
```

NO RULINGS

1.40   Reanimate

Reanimate

Color   = Black
Rarity = TP(U)
Type   = Sorcery
Cost   = B
Artist = Robert Bliss

Text(TP): Put target creature card from any graveyard into play under your
          control. Lose life equal to that creature's total casting cost.

 NO RULINGS

1.41   Reckless Spite

Reckless Spite

Color   = Black
Rarity = TP(U)
Type   = Instant
Cost   = 1BB
Artist = Pete Venters

Text(TP): Destroy two target nonblack creatures. Lose 5 life.

 NO RULINGS

1.42   Sadistic Glee

Sadistic Glee

Color   = Black
Rarity = TP(C)
Type   = Enchant Creature
Cost   = B
Artist = Pete Venters

Text(TP): Whenever any creature is put into any graveyard from play, put a
          +1/+1 counter on enchanted creature

 NO RULINGS

1.43   Sarcomancy

```
Sarcomancy

Color   = Black
Rarity  = TP(R)
Type    = Enchantment
Cost    = B
Artist  = Daren Bader

Text(TP): When Sarcomancy comes into play, put a Zombie token into play.
          Treat this token as a 2/2 black creature.
          During your upkeep, if there are no Zombies in play, Sarcomancy
          deals 1 damage to you

  NO RULINGS
```

1.44   Screeching Harpy

```
Screeching Harpy

Color   = Black
Rarity  = TP(U)
Type    = Summon Beast (2/2)
Cost    = 2BB
Artist  = Una Fricker

Text(TP): Flying
          1B: Regenerate Screeching Harpy.

  NO RULINGS
```

1.45   Servant of Volrath

```
Servant of Volrath

Color   = Black
Rarity  = TP(C)
Type    = Summon Minion (3/3)
Cost    = 2B
Artist  = Brian Snoddy

Text(TP): If Servant of Volrath leaves play, sacrifice a creature

  NO RULINGS
```

1.46   Skyshroud Vampire

```
Skyshroud Vampire

Color  = Black
Rarity = TP(U)
Type   = Summon Vampire (3/3)
Cost   = 3BB
Artist = Gary Leach

Text(TP): Flying
          Choose and discard a creature card: Skyshroud Vampire gets +2/+2
          until end of turn
```

  NO RULINGS

1.47 Souldrinker

```
Souldrinker

Color  = Black
Rarity = TP(U)
Type   = Summon Spirit (2/2)
Cost   = 3B
Artist = Dermot Power

Text(TP): Pay 3 life: Put a +1/+1 counter on Souldrinker
```

  NO RULINGS

1.48 Spinal Graft

```
Spinal Graft

Color  = Black
Rarity = TP(C)
Type   = Enchant Creature
Cost   = 1B
Artist = Ron Spencer

Text(TP):Enchanted creature gets +3/+3.
         If enchanted creature is the target of a spell or ability, destroy
         that reature. The creature cannot be regenerated this turn
```

  NO RULINGS