4E_BLACK

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4E_BLACK

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            Fourth Edition - Black Cards

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```

1.2 Animate Dead

```
Animate Dead

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

```
Cost      = 1B
Artist    = Anson Maddocks
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

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)
Type      = Enchantment
Cost      = 1B
Artist    = Jesper Myrfors
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

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)
Type      = Summon Knight (2/2)
Cost      = BB
Artist    = Jeff A. Menges
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

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

Text(RV): Protection from white, First strike

Text(UL): Protection from white, First strike
```

 NO RULINGS

1.5 Bog Wraith

```
Bog Wraith

Color     = Black
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Summon Wraith (3/3)
Cost      = 3B
Artist    = Jeff A. Menges
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): Swampwalk

Text(RV): Swampwalk

Text(UL): Swampwalk
```

 NO RULINGS

1.6 Cursed Land

```
Cursed Land

Color     = Black
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Enchant Land
Cost      = 2BB
Artist    = Jesper Myrfors
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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)
Type      = Interrupt
Cost      = B
Artist    = Sandra Everingham (A/B/UL/RV/4E) / Justin Hampton (IA)
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
            IA(2,047,000)

NOTE: The Ice Age card has different artwork.

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.

   Rulings
```

1.8 Deathgrip

```
Deathgrip

Color     = Black
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Enchantment
Cost      = BB
Artist    = Anson Maddocks
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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.

   Rulings
```

1.9 Deathlace

```
Deathlace

Color     = Black
```

```
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Interrupt
Cost      = B
Artist    = Sandra Everingham
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

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)
Type      = Sorcery
Cost      = 1B
Artist    = Douglas Shuler
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

Text(4E): Drain Life deals 1 damage to a target creature or player for each
         <B> 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 <B> 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 <B> 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)
Type      = Summon Skeletons (1/1)
Cost      = 1B
Artist    = Sandra Everingham
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): <B>: Regenerate

Text(RV): <B>: Regenerates

Text(UL): <B>: Regenerates
```

 NO RULINGS

1.12 Evil Presence

```
Evil Presence

Color     = Black
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Enchant Land
Cost      = B
Artist    = Sandra Everingham
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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)
Type      = Enchant Creature
Cost      = BB
Artist    = Mark Poole (A/B/UL/RV/4E) / Rick Emond (IA)
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
            IA(2,047,000)

NOTE: The Ice Age card has different artwork.

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.

  NO RULINGS

1.14 Frozen Shade

```
Frozen Shade

Color     = Black
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Shade (0/1)
Cost      = 2B
Artist    = Douglas Shuler
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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

Text(RV): <B>: +1/+1

Text(UL): <B>: +1/+1
```

  Rulings

1.15 Gloom

```
Gloom

Color     = Black
Rarity    = A/B/UL(U) / RV(U) / 4E(U)
Type      = Enchantment
Cost      = 2B
Artist    = Dan Frazier
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

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)
Type      = Instant
Cost      = XB
Artist    = Mark Poole (A/B/UL/RV/4E) / Mark Poole (IA)
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
            IA(2,047,000)

NOTE: The Ice Age card has different artwork.

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.

 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
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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.
```

    Rulings

1.18   Lord of the Pit

```
Lord of the Pit

Color     = Black
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Demon (7/7)
Cost      = 4BBB
Artist    = Mark Tedin
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Target  player  discards  X cards at random from his or har 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)
Type     = Summon Shadow (1/1)
Cost     = BB
Artist   = Christopher Rush
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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)
Type     = Summon Nightmare (*/*)
Cost     = 5B
Artist   = Melissa Benson
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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.
```

    Rulings

1.22 Paralyze

Paralyze

```
Color     = Black
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Enchant Creature
Cost      = B
Artist    = Anson Maddocks
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

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)
Type      = Enchantment
Cost      = 2BB
Artist    = Jesper Myrfors
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

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

Text(RV): <B>: 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): <B>: 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)
Type      = Summon Rats (*/*)
Cost      = 2B
Artist    = Anson Maddocks
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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.

   Rulings
```

1.25 Raise Dead

```
Raise Dead

Color     = Black
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Sorcery
Cost      = B
Artist    = Jeff A. Menges
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

Text(4E): Take  target  creature  from  your graveyard and put it into 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 Wanerstrand
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)
```

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

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

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

  Rulings

1.27   Scathe Zombies

```
Scathe Zombies

Color     = Black
Rarity    = A/B/UL(C) / RV(C) / 4E(C)
Type      = Summon Zombies (2/2)
Cost      = 2B
Artist    = Jesper Myrfors
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)
```

 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
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)
```

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
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

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)
Type      = Instant
Cost      = 1B
Artist    = Ron Spencer
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

NOTE: The artwork for Unholy Strength changed in 4th edition.
      The burning pentagram in the background was removed.

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)
Type      = Summon Wall (1/4)
Cost      = 2B
Artist    = Anson Maddocks
```

```
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000) / 4E(1,060,500)

Text(4E): <B>: Regenerate.

Text(RV): <B>: Regenerates.

Text(UL): <B>: Regenerates.
```

 NO RULINGS

1.34 Warp Artifact

```
Warp Artifact

Color     = Black
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Enchant Artifact
Cost      = BB
Artist    = Amy Weber
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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
Print run = A(16,000) / B(48,000) / UL(244,500) / RV(3,657,000) / 4E(3,600,000)

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
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

Text(4E): Flying
          <B>: Regenerate

Text(RV): Flying
          <B>: Regenerates

Text(UL): Flying
          <B>: Regenerates


 NO RULINGS
```

1.37   Zombie Master

```
Zombie Master

Color     = Black
Rarity    = A/B/UL(R) / RV(R) / 4E(R)
Type      = Summon Lord (2/3)
Cost      = 1BB
Artist    = Jeff A. Menges
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000) / 4E(353,500)

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

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

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


  Rulings
```