

LG_BLACK

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COLLABORATORS

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

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Transmutation
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Vampire Bats
Walking Dead
Wall of Putrid Flesh
Wall of Shadows
Wall of Tombstones

1.2 Abomination

Abomination

Color = Black
Rarity = LG(U1) / 4E(U1)
Type = Summon Abomination (2/6)
Cost = 3BB
Artist = Mark Tedin
Print run = LG(58,000) / 4E(1,060,000)

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

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

Rulings

1.3 All Hallow's Eve

All Hallow's Eve

Color = Black
Rarity = LG(R1)
Type = Sorcery (Enchantment)
Cost = 2BB
Artist = Christopher Rush
Print run = LG(19,500)

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(U1)
Type = Enchant Land
Cost = BB
Artist = Pete Venters
Print run = LG(58,000) / 4E(1,060,000)

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

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

Rulings

1.5 Carrion Ants

Carrion Ants

Color = Black
Rarity = LG(R1) / 4E(U1)
Type = Summon Ants (0/1)
Cost = 2BB
Artist = Richard Thomas
Print run = LG(19,500) / 4E(1,060,000)

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

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

NO RULINGS

1.6 Chains of Mephistopheles

Chains of Mephistopheles

Color = Black
Rarity = LG(R1)
Type = Enchantment
Cost = 1B
Artist = Heather Hudson
Print run = LG(19,500)

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(R1) / 4E(R)
Type = Summon Horror (7/7)
Cost = 3BBB
Artist = Jesper Myrfors
Print run = LG(19,500) / 4E(353,500)

Text (LG): First Strike
 Pay <3BBB> during your upkeep or Cosmic Horror does 7 damage to you and is destroyed.

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.

NO 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.
 Print run = LG (424,000) / 4E (3,600,000)

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

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

Rulings

1.9 Darkness

Darkness

Color = Black
 Rarity = LG (C1)
 Type = Instant
 Cost = B
 Artist = Harold McNeill
 Print run = LG (212,000)

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.

Rulings

1.10 Demonic Torment

Demonic Torment

Color = Black
Rarity = LG(U1)
Type = Enchant Creature
Cost = 2B
Artist = Anson Maddocks
Print run = LG(58,000)

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)
Type = Summon Evil Eye (3/6)
Cost = 4B
Artist = Jesper Myrfors
Print run = LG(58,000)

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

Rulings

1.12 Fallen Angel

Fallen Angel

Color = Black
Rarity = LG(U1) / CR(U3)
Type = Summon Angel (3/3)
Cost = 3BB
Artist = Anson Maddocks
Print run = LG(58,000) / CR(1,549,000)

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

Text(CR): Flying
<0>: 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.
Print run = LG(424,000)

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

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
Print run = LG(424,000) / CR(4,649,000)

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.

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

Rulings

1.15 Glyph of Doom

Glyph of Doom

Color = Black
Rarity = LG(C2)
Type = Instant
Cost = B
Artist = Susan van Camp
Print run = LG(424,000)

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

Rulings

1.16 Greed

Greed

Color = Black
Rarity = LG(R1) / 4E(R)
Type = Enchantment
Cost = 3B
Artist = Phil Foglio
Print run = LG(19,500) / 4E(353,500)

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.

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

Rulings

1.17 Headless Horseman

Headless Horseman

Color = Black
Rarity = LG(C1)
Type = Summon Horseman (2/2)
Cost = 2B
Artist = Quinton Hoover
Print run = LG(212,000)

NO RULINGS

1.18 Hell Swarm

Hell Swarm

Color = Black
Rarity = LG(C1)
Type = Instant
Cost = B
Artist = Christopher Rush
Print run = LG(212,000)

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

NO RULINGS

1.19 Hell's Caretaker

Hell's Caretaker

Color = Black
Rarity = LG(R1) / CR(U1)
Type = Summon Hell's Caretaker (1/1)
Cost = 3B
Artist = Sandra Everingham
Print run = LG(19,500) / CR(516,500)

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.

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.

Rulings

1.20 Hellfire

Hellfire

Color = Black
Rarity = LG(R1)
Type = Sorcery
Cost = 2BBB
Artist = Pete Venters
Print run = LG(19,500)

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.

NO RULINGS

1.21 Horror of Horrors

Horror of Horrors

Color = Black
Rarity = LG(U1)
Type = Enchantment
Cost = 3BB
Artist = Mark Tedin
Print run = LG(58,000)

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

Rulings

1.22 Imprison

Imprison

Color = Black
Rarity = LG(R1)
Type = Enchant Creature
Cost = B
Artist = Christopher Rush
Print run = LG(19,500)

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
Print run = LG(58,000)

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(R1)
Type = Sorcery
Cost = 2B
Artist = Christopher Rush
Print run = LG(19,500)

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

Rulings

1.25 Lesser Werewolf

Lesser Werewolf

Color = Black
Rarity = LG(U1)
Type = Summon Lycanthrope (2/4)
Cost = 3B
Artist = Quinton Hoover
Print run = LG(58,000)

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)
Type = Summon Lost Soul (2/1)
Cost = 1BB
Artist = Randy Asplund-Faith
Print run = LG(424,000) / 4E(3,600,000)

Text(LG): Swampwalk

Text(4E): Swampwalk

NO RULINGS

1.27 Mold Demon

Mold Demon

Color = Black
Rarity = LG(R1)
Type = Summon Mold Demon (6/6)
Cost = 5BB
Artist = Jesper Myrfors
Print run = LG(19,500)

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(R1)
Type = Enchant World
Cost = 3B
Artist = Harold McNeill
Print run = LG(19,500)

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

Rulings

1.29 Pit Scorpion

Pit Scorpion

Color = Black
Rarity = LG(C2) / 4E(C)
Type = Summon Scorpion (1/1)
Cost = 2B
Artist = Scott Kirschner
Print run = LG(424,000) / 4E(3,600,000)

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

Rulings

1.30 Quagmire

Quagmire

Color = Black
Rarity = LG(U1)
Type = Enchantment
Cost = 2B
Artist = Dan Frazier
Print run = LG(58,000)

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
Print run = LG(58,000) / CR(1,549,000)

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

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.

Rulings

1.32 Spirit Shackle

Spirit Shackle

Color = Black
Rarity = LG(C1) / 4E(U)
Type = Enchant Creature
Cost = BB
Artist = Edward Beard Jr.
Print run = LG(212,000) / 4E(1,012,000)

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

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

NO RULINGS

1.33 Syphon Soul

Syphon Soul

Color = Black
Rarity = LG(C2)
Type = Sorcery
Cost = 2B
Artist = Melissa Benson
Print run = LG(424,000)

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.

NO RULINGS

1.34 Takklemaggot

Takklemaggot

Color = Black
Rarity = LG(U1) / CR(U3)
Type = Enchant Creature
Cost = 2BB
Artist = Daniel Gelon
Print run = LG(58,000) / CR(1,549,000)

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.

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.

Rulings

1.35 The Abyss

The Abyss

Color = Black
Rarity = LG(R1)
Type = Enchant World
Cost = 3B
Artist = Pete Venters
Print run = LG(19,500)

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

Rulings

1.36 The Wretched

The Wretched

Color = Black
Rarity = LG(R1) / CR(U1)
Type = Summon Wretched (2/5)
Cost = 3BB
Artist = Christopher Rush
Print run = LG(19,500) / CR(516,500)

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.

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.

Rulings

1.37 Touch of Darkness

Touch of Darkness

Color = Black
Rarity = LG(U1)
Type = Instant
Cost = B
Artist = Pete Venters
Print run = LG(58,000)

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.

NO RULINGS

1.38 Transmutation

Transmutation

Color = Black
Rarity = LG(C1) / CR(C3)
Type = Instant
Cost = 1B
Artist = Susan van Camp
Print run = LG(212,000) / CR(4,649,000)

Text(LG): Until end of turn, target creature's power and toughness are

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

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

Rulings

1.39 Underworld Dreams

Underworld Dreams

Color = Black
 Rarity = LG(U1)
 Type = Enchantment
 Cost = BBB
 Artist = Julie Baroh
 Print run = LG(58,000)

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

Rulings

1.40 Vampire Bats

Vampire Bats

Color = Black
 Rarity = LG(C2) / 4E(C)
 Type = Summon Bats (0/1)
 Cost = B
 Artist = Anson Maddocks
 Print run = LG(424,000) / 4E(3,600,000)

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

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

NO RULINGS

1.41 Walking Dead

Walking Dead

Color = Black

Rarity = LG(C1)
Type = Summon Walking Dead (1/1)
Cost = 1B
Artist = Dan Frazier
Print run = LG(212,000)

Text (LG): : Regenerates.

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
Print run = LG(58,000)

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
Print run = LG(424,000) / CR(4,649,000)

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.

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.

Rulings

1.44 Wall of Tombstones

Wall of Tombstones

Color = Black
Rarity = LG(U1)
Type = Summon Wall (0/1+*)
Cost = 1B
Artist = Dan Frazier
Print run = LG(58,000)

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

Rulings
