4E_BLACK

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COLLABORATORS

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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) / 5E(U)
Type   = Enchant Dead Creature

```
Cost    = 1B
Artist  = Anson Maddocks
```

Text(5E): When you play Animate Dead, choose target creature card in
         any graveyard. When Animate Dead comes into play, put that
         creature into play and Animate Dead becomes a creature
         enchantment that targets the creature. Enchanted creature
         gets -1/-0. If Animate Dead leaves play, bury the creature.

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) / 5E(R)
Type    = Enchantment
Cost    = 1B
Artist  = Jesper Myrfors (A/B/UL/RV/4E) / Gary Leach (5E)
```

Text(5E): All black creatures get +1/+1.

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) / 5E(U)
Type   = Summon Knight (2/2)
Cost   = BB
Artist = Jeff A. Menges (A/B/UL/RV/4E) / Adrian Smith (5E)
```

Text(5E): First strike, protection from white

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

Text(RV): Protection from white, First strike

Text(UL): Protection from white, First strike

Flavor Text: Battle doesn't need a purpose; the battle is its own
             purpose. You don't ask why a plague spreads or a field
             burns. Don't ask why I fight.

  NO RULINGS

1.5 Bog Wraith

```
Bog Wraith

Color  = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U) / PT(U)
Type   = Summon Wraith (3/3) / Summon Creature (PT)
Cost   = 3B
Artist = Jeff A. Menges (A/B/UL/RV/4E/5E) / Ted Naifeh (PT)
```

Text(5E): Swampwalk

Text(4E): Swampwalk

Text(PT): Swampwalk

Text(RV): Swampwalk

Text(UL): Swampwalk

Flavor Text: 'Twas in the bogs of Cannelbrae My mate did meet an
             early grave 'Twas nothing left for us to save In the
             peat-filled bogs of Cannelbrae.

  NO RULINGS

1.6 Cursed Land

```
Cursed Land

Color  = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
Type   = Enchant Land
```

```
Cost    = 2BB
Artist  = Jesper Myrfors
```

Text(5E): During the upkeep of enchanted land's controller, Cursed Land
         deals 1 damage to him or her.

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) / MI(C) / 5E(C) / TP(C)
Type    = Interrupt (A/B/UL/RV/4E/IA) / Mana Source (MI/5E/TP))
Cost    = B
Artist  = Sandra Everingham (A/B/UL/RV/4E) / Justin Hampton (IA)
          John Coulthart (MI) / Clint Langley (5E) / Ken Meyer, Jr (TP)
```

Text(TP): Add <BBB> to your mana pool.

Text(5E): Add <BBB> to your mana pool.

Text(MI): Add <BBB> to your mana pool.

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.

Flavor Text(IA): "Leshrac, my liege, grant me the power I am due."
                 ---Lim-Dul, the Necromancer

Flavor Text(MI): "The ceremony ended with a voice from the shadows,
                  a voice with vast, omninous power."
                 ---Kifimbo, Shadow Guildmage

  Rulings

1.8 Deathgrip

```
Deathgrip

Color  = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
Type   = Enchantment
Cost   = BB
Artist = Anson Maddocks

Text(5E): <BB>: Counter target green spell. Play this ability as an
          interrupt.

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.

Flavor Text: "Every forest is carpeted with the corpses of a thousand trees."
             -Baron Sengir to Autumm Willow

   Rulings
```

1.9 Deathlace

```
Deathlace

Color  = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R)
Type   = Interrupt
Cost   = B
Artist = Sandra Everingham

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) / MI(C) / 5E(C)
Type    = Sorcery
Cost    = 1B
Artist  = Douglas Shuler (A/B/UL/RV/4E) / Richard Kane Ferguson (MI)
          Andrew Robinson (5E)

Text(5E): <X>: Drain Life deals X damage to target creature or player.
          Spend only black mana in this way. Gain 1 life for each 1
          damage dealt, but not more than the toughness of the creature
          or the life total of the player Drain Life damages.

Text(MI): Choose a target creature or player. For each <B> you spend in
          addition to the casting cost, do 1 damage to that creature or
          player and gain 1 life. You cannot gain more life than the
          creature's toughness or the player's life total.

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
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1.11   Drudge Skeletons

```
Drudge Skeletons

Color   = Black
Rarity  = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
Type    = Summon Skeletons (1/1)
Cost    = 1B
Artist  = Sandra Everingham (A/B/UL/RV/4E) / Ian Miller (5E)

Text(5E): <B>: Regenerate

Text(4E): <B>: Regenerate

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

Text(UL): <B>: Regenerates

Flavor Text: Bones scattered around us joined to form misshapen
             bodies. We struck at them repeatedly – they fell,
             but soon formed again, with the same mocking look
             on their faceless skulls.

  NO RULINGS

1.12   Evil Presence

Evil Presence

Color = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
Type   = Enchant Land
Cost   = B
Artist = Sandra Everingham (A/B/UL/RV/4E) / Bob Eggleton (5E)

Text(5E): Enchanted land is a swamp.

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) / 5E(C)
Type   = Enchant Creature
Cost   = BB
Artist = Mark Poole (A/B/UL/RV/4E) / Rick Emond (IA) / Doug Keith (5E)

Text(5E): Enchanted creature cannot be blocked except by artifact
          creatures and black creatures.

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.
```

```
Flavor Text: "Even the bravest of warriors yet knows the dark
              clutch of fright upon his stalwart heart."
              ---Lim-Dul, the Necromancer
```

 NO RULINGS

1.14 Frozen Shade

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Frozen Shade
```

```
Color  = Black
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
Type   = Summon Shade (0/1)
Cost   = 2B
Artist = Douglas Shuler (A/B/UL/RV/4E) / DiTerlizzi (5E)
```

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

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

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

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

```
Flavor Text: "There are some qualities – some incorporate things,
              That have a double life, which thus is made
              A type of twin entity which springs
              From matter and light, evinced in solid and shade."
              ---Edgar Allan Poe, "Silence"
```

  Rulings

1.15 Gloom

```
Gloom
```

```
Color  = Black
Rarity = A/B/UL(U) / RV(U) / 4E(U) / 5E(U)
Type   = Enchantment
Cost   = 2B
Artist = Dan Frazier (A/B/UL/RV/4E) / Douglas Shuler (5E)
```

```
Text(4E): White spells cost an additional <3> to play. Activated
          abilities of white enchantments cost an additional <3>
          to play.
```

```
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) / 5E(C)
Type   = Instant
Cost   = XB
Artist = Mark Poole (A/B/UL/RV/4E) / Mark Poole (IA) / John Coulthart (5E)

Text(5E): Target creature gets +X/+0 until end of turn.

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.

Flavor Text: "From the mouths of my servants, my voice shall emers
              to shake the souls of my foes."
              ---Lim-Dul, the Necromancer

 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

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.

Flavor Text: "...There was no trace
              Of aught on that illumined face..."
              ---Samuel Coleridge, "Phantom"

   Rulings
```

1.18   Lord of the Pit

```
Lord of the Pit

Color  = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
Type   = Summon Demon (7/7)
Cost   = 4BBB
Artist = Mark Tedin

Text(5E): Flying, trample
          During your upkeep, sacrifice a creature other than
          Lord of the Pit. If you cannot, Lord of the Pit deals 7
          damage to you.

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
```

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) / 5E(R)
Type    = Summon Shadow (1/1)
Cost    = BB
Artist  = Christopher Rush (A/B/UL/RV/4E) / DiTerlizzi (5E)
```

Text(5E): Nether Shadow is unaffected by summoning sickness. At the end
         of your upkeep, if Nether Shadow is in your graveyard with at
         least three creature cards above it, you may put Nether Shadow
         into play.

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) / 5E(R)
Type    = Summon Nightmare (*/*)
Cost    = 5B
Artist  = Melissa Benson

Text(5E): Flying
          Nightmare has power and toughness each equal to the number
          of swamps you control.

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.

Flavor Text: The Nightmare arises from its lair in the swamps.
             As the poisoned land spreads, so does the Nightmare's
             rage and terrifying strength.

   Rulings
```

1.22 Paralyze

```
Paralyze

Color   = Black
Rarity  = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
Type    = Enchant Creature
Cost    = B
Artist  = Anson Maddocks (A/B/UL/RV/4E) / Ron Spencer (5E)

Text(5E): When Paralyze comes into play, tap enchanted creature.
          Enchanted 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.

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) / 5E(C)
Type    = Enchantment
Cost    = 2BB
Artist  = Jesper Myrfors (A/B/UL/RV/4E) / Kev. Walker (5E)

Text(5E): At the end of any turn, if there are no creatures in play, bury
          Pestilence.
          <B>: Pestilence deals 1 damage to each creature and player.

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) / 5E(C)
Type    = Summon Rats (*/*)
Cost    = 2B
Artist  = Anson Maddocks

Text(5E): Plague Rats has power and toughness each equal to the number
          of Plague Rats in play.

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.

Flavor Text: During the dark times, the rats seemed
             to grow ever stronger.

   Rulings
```

1.25 Raise Dead

```
Raise Dead

Color  = Black
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C) / PT(C)
Type   = Sorcery
Cost   = B
Artist = Jeff A. Menges (A/B/UL/RV/4E) / David Seeley (5E) /
         Charles Gillespie (PT)

Text(5E): Return target creature card in your graveyard to your hand.

Text(4E): Take target creature from your graveyard and put it
          into your hand.

Text(PT): Return any one summen creature from your discard
          pile to 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

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

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

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

Flavor Text: Trained in the arts of stealth, the royal assassins
             choose their victims carefully, relying on timing and
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                 precision rather than brute force.
```

  Rulings

1.27   Scathe Zombies

```
Scathe Zombies

Color  = Black
Rarity = A/B/UL(C) / RV(C) / 4E(C) / 5E(C)
Type   = Summon Zombies (2/2)
Cost   = 2B
Artist = Jesper Myrfors (A/B/UL/RV/4E) / Tom Kyffin (5E)

Flavor Text: "They groaned, they stirred, they all uprose,
              Nor spake, nor moved their eyes;
              It had been strange, even in a dream,
              To have seen those dead men rise."
              ---Samuel Coleridge, "The Rime of the Ancient Mariner"

 NO RULINGS
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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

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

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

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) / 5E(C)
Type   = Instant
Cost   = 1B
Artist = Ron Spencer

Text(5E): Bury target nonartifact, nonblack creature.

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 (A/B/UL/RV/4E) / Tom Kyffin (5E)

Text(5E): Enchanted creature gets +2/+1.

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) / 5E(U)
Type   = Summon Wall (1/4)
Cost   = 2B
Artist = Anson Maddocks

Text(5E): <B>: Regenerate
```

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

Text(RV): <B>: Regenerates

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

Flavor Text: The Wall of Bone is said to be an aspect of the Great
            Wall in Hel, where the bones of all sinners wait for
            Ragnarok, when Hela will call them forth for the final
            battle.

```
 NO RULINGS
```

1.34 Warp Artifact

```
Warp Artifact

Color  = Black
Rarity = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
Type   = Enchant Artifact
Cost   = BB
Artist = Amy Weber

Text(5E): During the upkeep of enchanted artifact's controller,
          Warp Artifact deals 1 damage to him or her.

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 (A/B/UL/RV/4E) / Kev. Walker (5E)

Text(5E): Enchanted creature gets -2/-1.

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

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

Text(RV): Flying
          <B>: Regenerates

Text(UL): Flying
          <B>: Regenerates

Flavor Text: "About, about in reel and rout The death-fires danced at
              night; The water, like a witch's oils, Burnt green, and
              blue and white."
              ---Samuel Coleridge, "The Rime of the Ancient Mariner"
```

 NO RULINGS

1.37   Zombie Master

```
Zombie Master

Color   = Black
Rarity  = A/B/UL(R) / RV(R) / 4E(R) / 5E(R)
Type    = Summon Lord (2/3)
Cost    = 1BB
Artist  = Jeff A. Menges (A/B/UL/RV/4E) / Stuart Griffin (5E)

Text(5E): All Zombies gain "<B>: Regenerate" and swampwalk.

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.
```

Flavor Text: They say the Zombie Master controlled these foul
             creatures even before his own death, but now that
             he is one of them, nothing can make them betray him.

  Rulings