

WL_BLACK

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> WL_BLACK	
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Chapter 1

WL_BLACK

1.1 Weatherlight - Black Cards

Weatherlight - Black Cards

Abyssal Gatekeeper

Agonizing Memories

Barrow Ghoul

Bone Dancer

Buried Alive

Circling Vultures

Coils of the Medusa

Doomsday

Fatal Blow

Festering Evil

Fledgling Djinn

Gallowbraid

Haunting Misery

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Odylic Wraith
Razortooth Rats
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Spinning Darkness
Strands of Night
Tendrils of Despair
Urborg Justice
Urborg Stalker
Wave of Terror
Zombie Scavengers

1.2 Abyssal Gatekeeper

Abyssal Gatekeeper

Color = Black
Rarity = WL(C)
Type = Summon Gatekeeper (1/1)
Cost = 1B
Artist = Mark Tedin

Text (WL): If Abyssal Gatekeeper is put into any graveyard from play, each player chooses and buries a creature he or she controls.

Flavor Text: "There are two ways for me to pass this gate. One involves you remaining conscious." ---Gerrard of the Weatherlight

Rulings

1.3 Agonizing Memories

Agonizing Memories

Color = Black
Rarity = WL(U)
Type = Sorcery
Cost = 2BB
Artist = Mike Dringenberg

Text(WL): Look at target player's hand. Choose two of those cards and put them on top of his or her library in any order.

Flavor Text: "An innocent man died because of my anger. That knowledge will haunt me for all eternity." ---Karn, silver golem

NO RULINGS

1.4 Barrow Ghoul

Barrow Ghoul

Color = Black
Rarity = WL(C)
Type = Summon Zombie (4/4)
Cost = 1B
Artist = Bryan Talbot

Text(WL): During your upkeep, remove the top creature card in your graveyard from the game or bury Barrow Ghoul.

Flavor Text: "The killed my family to deny me a future. They fed on my ancestors to deny me a past." ---Crovax

NO RULINGS

1.5 Bone Dancer

Bone Dancer

Color = Black
Rarity = WL(R)
Type = Summon Zombie (2/2)
Cost = 1BB
Artist = Scott Kirschner

Text(WL): <0>: Put the top creature card of defending player's graveyard into play under your control. Bone Dancer deals no combat damage this turn. Use this ability only if Bone Dancer is attacking and unblocked and only once each turn.

NO RULINGS

1.6 Buried Alive

Buried Alive

Color = Black
Rarity = WL(U)

Type = Sorcery
Cost = 2B
Artist = Brian Horton

Text (WL): Search your library for up to three creature cards and put them into your graveyard. Shuffle your library afterwards.

Flavor Text: "Is it worse to walk while dead, or to be buried alive? I have witnessed both." ---Crovax

Rulings

1.7 Circling Vultures

Circling Vultures

Color = Black
Rarity = WL(U)
Type = Summon Birds (3/2)
Cost = B
Artist = Una Fricker

Text (WL): Flying
During your upkeep, remove the top creature card in your graveyard from the game or bury Circling Vultures.
If Circling Vultures is in your hand, you may discard it.
Play this ability as an instant.

NO RULINGS

1.8 Coils of the Medusa

Coils of the Medusa

Color = Black
Rarity = WL(C)
Type = Enchant Creature
Cost = 1B
Artist = Darbury Stenderu

Text (WL): Enchanted creature gets +1/-1.
Sacrifice Coils of the Medusa: Destroy all non-Wall creatures blocking enchanted creature.

Flavor Text: Serpentine locks shape ornate rocks.

NO RULINGS

1.9 Doomsday

Doomsday

Color = Black
Rarity = WL(R)
Type = Sorcery
Cost = BBB
Artist = Adrian Smith

Text (WL): Pay half your life, rounded up: Put your graveyard on top of your library, then remove all but five cards of your library from the game. Put the rest on top of your library in any order.

Rulings

1.10 Fatal Blow

Fatal Blow

Color = Black
Rarity = WL(C)
Type = Instant
Cost = B
Artist = George Pratt

Text (WL): Bury target creature that was damaged this turn.

Flavor Text: "What is crueler? To let a wound of the heard fester, or to simply cut it out." ---Crovax

Rulings

1.11 Festering Evil

Festering Evil

Color = Black
Rarity = WL(U)
Type = Enchantment
Cost = 3BB
Artist = John Matson

Text (WL): During your upkeep, Festering Evil deals 1 damage to each creature and player.
<BB>, Sacrifice Festering Evil: Festering Evil deals 3 damage to each creature and player.

NO RULINGS

1.12 Fledgling Djinn

Fledgling Djinn

Color = Black
Rarity = WL(C)
Type = Summon Djinn (2/2)
Cost = 1B
Artist = Thomas Gianni

Text (WL): Flying
During your upkeep, Fledgling Djinn deals 1 damage to you.

Flavor Text: "The young can be quite dangerous. Trust me, I should know."
---Ertai, wizard adept

NO RULINGS

1.13 Gallowbraid

Gallowbraid

Color = Black
Rarity = WL(R)
Type = Summon Legend (5/5)
Cost = 3BB
Artist = Carl Critchlow

Text (WL): Trample
Cumulative upkeep: 1 life

Flavor Text: If its skin looks like stone, it is only to match its heart."
---Crovax

NO RULINGS

1.14 Haunting Misery

Haunting Misery

Color = Black
Rarity = WL(C)
Type = Sorcery
Cost = 1BB
Artist = Gary Leach

Text (WL): Remove X creature cards in your graveyard from the game:
Haunting Misery deals X damage to target player.

Flavor Text: "I am condemned without end." ---Crovax

NO RULINGS

1.15 Hidden Horror

Hidden Horror

Color = Black
Rarity = WL(U)
Type = Summon Undead (4/4)
Cost = 1BB
Artist = Clint Langley

Text (WL): When Hidden Horror comes into play, choose and discard a creature card or bury Hidden Horror.

Flavor Text: Lifespans are measured by its dreadful length.

NO RULINGS

1.16 Infernal Tribute

Infernal Tribute

Color = Black
Rarity = WL(R)
Type = Enchantment
Cost = BBB
Artist = Terese Nielsen

Text (WL): <2>, Sacrifice a card in play: Draw a card.

Flavor Text: "I would not barter my soul for any of the filth that they called power. So they took it from me and damned me to solitude." ---Crovax

NO RULINGS

1.17 Mischievous Poltergeist

Mischievous Poltergeist

Color = Black
Rarity = WL(U)
Type = Summon Ghost (1/1)
Cost = 2B
Artist = DiTerlizzi

Text (WL): Flying
Pay 1 life: Regenerate

Flavor Text: "The past is a ghost that haunts you from the moment it exists until the moment you don't."
---Gerrard of the Weatherlight

NO RULINGS

1.18 Morinfen

Morinfen

Color = Black
Rarity = WL(R)
Type = Summon Legend (5/4)
Cost = 3BB
Artist = Carl Critchlow

Text (WL): Flying
Cumulative upkeep: 1 life

Flavor Text: I looked into its eyes, and its owl was so empty I saw no reflection, no light there." ---Crovax

NO RULINGS

1.19 Necratog

Necratog

Color = Black
Rarity = WL(U)
Type = Summon Atog (1/2)
Cost = 1BB
Artist = Bryan Talbot

Text (WL): Remove the top creature card in your graveyard from the game: +2/+2 until end of turn

Flavor Text: The necratog can always dig up a meal.

NO RULINGS

1.20 Odylic Wraith

Odylic Wraith

Color = Black
Rarity = WL(U)
Type = Summon Undead (2/2)
Cost = 3B
Artist = Ian Miller

Text (WL): Swampwalk
If Odylic Wraith damages any player, that player chooses and discards a card.

Flavor Text: By the time you've seen it, you won't remember that you did.

NO RULINGS

1.21 Razortooth Rats

Razortooth Rats

Color = Black
Rarity = WL(C)
Type = Summon Rats (2/1)
Cost = 2B
Artist = Brian Horton

Text (WL): Razortooth Rats cannot be blocked except by artifact creatures and black creatures.

Flavor Text: "Men and rats both hunger: we for
our playthings; they for use."
---Crovax

NO RULINGS

1.22 Shadow Rider

Shadow Rider

Color = Black
Rarity = WL(C)
Type = Summon Knight (3/3)
Cost = 2BB
Artist = Pete Venters

Text (WL): Flanking

Flavor Text: In its world of complete darkness, it has no shadows to fear.

NO RULINGS

1.23 Shattered Crypt

Shattered Crypt

Color = Black
Rarity = WL(C)
Type = Sorcery
Cost = XBB
Artist = Gary Leach

Text (WL): Return X target creature cards from your graveyard to your hand and lose X life.

Flavor Text: "You must be mad to want one such as I aboard the Weatherlight. But I would be mad to remain here with my rotting family. I accept." ---Crovax

NO RULINGS

1.24 Spinning Darkness

Spinning Darkness

Color = Black
Rarity = WL(C)
Type = Instant
Cost = 4BB
Artist = John Coulthart

Text (WL): You may remove the top three black cards in your graveyard from the game instead of paying Spinning Darkness's casting cost. Spinning Darkness deals 3 damage to target nonblack creature. Gain 3 life.

Flavor Text: "I have seen the night torn into thin darkling strips and woven into shapes too bleak for dreams." ---Crovax

NO RULINGS

1.25 Strands of Night

Strands of Night

Color = Black
Rarity = WL(U)
Type = Enchantment
Cost = 2BB
Artist = Patrick Kochakji

Text (WL): <BB>, Pay 2 life, Sacrifice a swamp: Put target creature card from your graveyard into play.

NO RULINGS

1.26 Tendrils of Despair

Tendrils of Despair

Color = Black
Rarity = WL(C)

Type = Sorcery
Cost = B
Artist = John Coulthart

Text (WL): Sacrifice a creature: Target opponent chooses and discards two cards.

Flavor Text: "Because I am incapable of tears does not mean I have no need to shed them." ---Karn, silver golem

Rulings

1.27 Urborg Justice

Urborg Justice

Color = Black
Rarity = WL(R)
Type = Instant
Cost = BB
Artist = Gary Leach

Text (WL): Target opponent chooses and buries a number of creatures he or she controls equal to the number of creatures put into your graveyard from play so far this turn.

Flavor Text: "It is a narrow line between justice and venegance."
---Crovax

Rulings

1.28 Urborg Stalker

Urborg Stalker

Color = Black
Rarity = WL(R)
Type = Summon Undead (2/4)
Cost = 3B
Artist = Cliff Nielsen

Text (WL): During each player's upkeep, if that player controls any nonblack permanents other than lands, Urborg Stalker deals 1 damage to that player.

Flavor Text: "May you be a stalker's dream." ---Urborg curse

NO RULINGS

1.29 Wave of Terror

Wave of Terror

Color = Black
Rarity = WL(R)
Type = Enchantment
Cost = 2B
Artist = Adrian Smith

Text (WL): Cumulative upkeep: <1>
At the end of your upkeep, bury each creature with casting
cost equal to Wave of Terror's last paid cumulative upkeep.

Flavor Text: The sea of fear has endless depths.

Rulings

1.30 Zombie Scavengers

Zombie Scavengers

Color = Black
Rarity = WL(C)
Type = Summon Zombies (3/1)
Cost = 2B
Artist = Patrick Kochakji

Text (WL): Remove the top creature card in your graveyard from
the game: Regenerate

Flavor Text: "Pick a shell upon my shore and put it into your ear.
That sound isn't the sea, but the whispers of the fallen."
---Crovax

NO RULINGS
