

# **3E\_BLACK**

Tom de Ruyter

**COLLABORATORS**

|               |                            |                   |                  |
|---------------|----------------------------|-------------------|------------------|
|               | <i>TITLE :</i><br>3E_BLACK |                   |                  |
| <i>ACTION</i> | <i>NAME</i>                | <i>DATE</i>       | <i>SIGNATURE</i> |
| WRITTEN BY    | Tom de Ruyter              | December 25, 2022 |                  |

**REVISION HISTORY**

| NUMBER | DATE | DESCRIPTION | NAME |
|--------|------|-------------|------|
|        |      |             |      |

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## Chapter 1

# 3E\_BLACK

### 1.1 Revised Edition - Black Cards

#### Revised Edition - Black Cards

|                     |                  |                  |
|---------------------|------------------|------------------|
| Animate Dead        | Bad Moon         |                  |
| Black Knight        | Bog Wraith       |                  |
| Contract from Below |                  |                  |
| Cursed Land         |                  |                  |
| Dark Ritual         |                  |                  |
| Darkpact            |                  |                  |
|                     | Deathgrip        | Deathlace        |
| Demonic Attorney    |                  |                  |
| Demonic Hordes      |                  |                  |
| Demonic Tutor       |                  |                  |
| Drain Life          |                  |                  |
| Drudge Skeletons    | El-Hajjaj        |                  |
| Erg Raiders         | Evil Presence    |                  |
| Fear                | Frozen Shade     |                  |
| Gloom               | Howl from Beyond |                  |
| Hypnotic Specter    | Lord of the Pit  |                  |
| Mind Twist          | Nether Shadow    |                  |
| Nettling Imp        |                  |                  |
| Nightmare           |                  |                  |
| Paralyze            | Pestilence       |                  |
| Plague Rats         | Raise Dead       |                  |
| Royal Assassin      |                  |                  |
| Sacrifice           |                  |                  |
|                     | Scathe Zombies   | Scavenging Ghoul |
| Sengir Vampire      | Simulacrum       |                  |
| Sorceress Queen     | Terror           |                  |
| Unholy Strength     | Wall of Bone     |                  |
| Warp Artifact       | Weakness         |                  |
| Will-O-The-Wisp     | Zombie Master    |                  |

## 1.2 Contract from Below

Contract from Below

Color = Black  
Rarity = A/B/UL(R) / RV(R)  
Type = Sorcery  
Cost = B  
Artist = Douglas Shuler  
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Text (RV): Discard your current hand and draw eight new cards, adding the first drawn to your ante. Remove this card from your deck before playing if you are not playing for ante.

Text (UL): Discard your current hand and draw eight new cards, adding the first drawn to your ante. Remove this card from your deck before playing if you are not playing for ante.

@{ Rulings " link MTG\_CARD\_C.guide/CONTR}

## 1.3 Darkpact

Darkpact

Color = Black  
Rarity = A/B/UL(R) / RV(R)  
Type = Sorcery  
Cost = BBB  
Artist = Quinton Hoover  
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Text (RV): Swap top card of your library with either card of the ante; this swap is permanent. You must have a card in your library to cast this spell. Remove this card from your deck before playing if you are not playing for ante.

Text (UL): Without looking at it first, swap top card of your library with either card of the ante; this swap is permanent. You must have a card in your library to cast this spell. Remove this card from your deck before playing if you are not playing for ante.

@{ Rulings " link MTG\_CARD\_D.guide/DPACT}

## 1.4 Demonic Attorney

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### Demonic Attorney

Color = Black  
Rarity = A/B/UL(R) / RV(R)  
Type = Sorcery  
Cost = 1BB  
Artist = Daniel Gelon  
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Text (RV): If opponent doesn't concede the game immediately, each player must ante an additional card from the top of his or her library. Remove this card from your deck before playing if you are not playing for ante.

Text (UL): If opponent doesn't concede the game immediately, each player must ante an additional card from the top of his or her library. Remove this card from your deck before playing if you are not playing for ante.

@{ Rulings " link MTG\_CARD\_D.guide/DATTO}

## 1.5 Demonic Hordes

### Demonic Hordes

Color = Black  
Rarity = A/B/UL(R) / RV(R)  
Type = Summon Demons (5/5)  
Cost = 3BBB  
Artist = Jesper Myrfors  
Print run = A(1,100) / B(3,200) / UL(18,500) / RV(289,000)

Text (RV): <T>: Destroy 1 land. Pay <BBB> during upkeep or the Hordes become tapped and you lose a land of opponent's choice.

Text (UL): <T>: Destroy 1 land. Pay <BBB> during upkeep or the Hordes become tapped and you lose a land of opponent's choice.

Text (AL): <T>: Destroy 1 land. Pay BBB during upkeep or the Hordes become tapped and you lose a land of opponent's choice.

Flavor Text: Created to destroy Dominia, Demons can sometimes be bent to a more focused purpose.

@{ Rulings " link MTG\_CARD\_D.guide/DHORD}

## 1.6 Demonic Tutor

### Demonic Tutor

Color = Black

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Rarity = A/B/UL(U) / RV(U)  
Type = Sorcery  
Cost = 1B  
Artist = Douglas Shuler  
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000)

Text(RV): Search your library for one card and take it into your hand.  
Reshuffle your library afterwards.

Text(UL): You may search your library for one card and take it into your  
hand. Reshuffle your library afterwards.

@{ Rulings " link MTG\_CARD\_D.guide/DTUTO}

## 1.7 Nettling Imp

Nettling Imp

Color = Black  
Rarity = A/B/UL(U) / RV(U)  
Type = Summon Imp (1/1)  
Cost = 2B  
Artist = Quinton Hoover  
Print run = A(4,500) / B(13,500) / UL(68,000) / RV(1,012,000)

Text(RV): <T>: Force a particular one of opponent's non-wall creatures to  
attack. If target creature cannot attack, it is killed at end of  
turn. This ability can only be played during opponent's turn,  
before the attack. May not be used on creatures summoned this  
turn.

Text(UL): <T>: Force a particular one of opponent's non-wall creatures to  
attack. If target creature cannot attack, it is destroyed at end  
of turn. This tap should be played during opponent's turn,  
before the attack. May not be used on creatures summoned this  
turn.

@{ Rulings " link MTG\_CARD\_N.guide/NETTL}

## 1.8 Sacrifice

Sacrifice

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

Text(RV): Sacrifice one of your creatures to add to your mana pool a number  
of black mana equal to the creature's casting cost.

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Text (UL): Destroy one of your creatures without regenerating it, and add to your mana pool a number of black mana equal to the creature's casting cost.

@{ Rulings " link MTG\_CARD\_S.guide/SACRI }

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