

# **PC\_CARD**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> PC_CARD		
<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

## PC\_CARD

### 1.1 Promotional Cards

#### Promotional Cards

Arena

Giant Badger

Mana Crypt

Nalathni Dragon

Sewers of Estark

Windseeker Centaur

### 1.2 Arena

Arena

Rarity = Uncommon

Type = Land

Artist = Rob Alexander

Print run = 150,000 (estimated)

Text: <3T>: Choose one of your creatures and have your opponent choose one of his or her creatures. Both target creatures become tapped. Your creature does its power in damage to your opponent's creature, and your opponent's creature does its power in damage to yours.

Rulings

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### 1.3 Giant Badger

Giant Badger

Color = Green  
Rarity = Uncommon  
Type = Summon Badger (2/2)  
Cost = 1GG  
Artist = Liz Danforth  
Print run = 100,000 (estimated)

Text: If assigned as a blocker, Giant Badger gets +2/+2 until end of turn.

Flavor Text: The wizard Greensleeves called a Giant Badger to her aid in a battle with the desert mage Karli.

NO RULINGS

### 1.4 Mana Crypt

Mana Crypt

Color = Colorless  
Rarity = Uncommon  
Type = Artifact  
Cost = 0  
Artist = Mark Tedin  
Print run = 75,000 (estimated)

Text: During your upkeep, flip a coin. Opponent calls heads or tails while coin is in the air. If flip ends up in opponent's favor, Mana Crypt deals 3 damage to you.

<T>: Add two colorless mana to your mana pool. Play this ability as an interrupt.

Rulings

### 1.5 Nalathni Dragon

Nalathni Dragon

Color = Red  
Rarity = Uncommon  
Type = Summon Dragon (1/1)  
Cost = 2RR  
Artist = Michael Whelan  
Print run = 275,000 (estimated)

Text: Flying, bands.

<R>: +1/+0 until end of turn.

If more than <RRR> is spent in this manner during one turn, bury

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Nalathni Dragon at end of turn.

Flavor Text: These small but intelligent Dragons and their Olesian allies held back the tide of Pashalik Mon's hordes of Goblin Raiders.

NO RULINGS

## 1.6 Sewers of Estark

Sewers of Estark

Color = Black  
Rarity = Uncommon  
Type = Instant  
Cost = 2BB  
Artist = Melissa Benson  
Print run = 150,000 (estimated)

Text: If target creature is attacking, it cannot be blocked until end of turn; play before defense is chosen. If target creature is blocking, it and all creatures it blocks do no damage during combat.

NO RULINGS

## 1.7 Windseeker Centaur

Windseeker Centaur

Color = Red  
Rarity = Uncommon  
Type = Summon Centaur (2/2)  
Cost = 1RR  
Artist = Anson Maddocks  
Print run = 100,000 (estimated)

Text: Attacking does not cause Windseeker Centaur to tap.

Flavor Text: Loyal and passionate in battle, the Windseeker tribe roams the Green Lands near the Honeyed Sea.

NO RULINGS

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