PC_CARD

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COLLABORATORS			
	TITLE : PC_CARD		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Tom de Ruyter	July 1, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

PC_CARD

1.1 Promotional Cards

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                    Promotional Cards


          Arena

          Giant Badger

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          Sewers of Estark

          Windseeker Centaur
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1.2 Arena

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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
```

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.

  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
      Nalathni Dragon at end of turn.

  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.

 NO RULINGS
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