

# **PT\_BLACK**

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**COLLABORATORS**

	<i>TITLE :</i> PT_BLACK		
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# Chapter 1

## PT\_BLACK

### 1.1 Portal - Black Cards

Portal - Black Cards

Arrogant Vampire  
Assassin's Blade  
    Bog Imp  
Bog Raiders  
    Bog Wraith  
Charging Bandits  
Craven Knight  
Cruel Bargain  
Cruel Tutor  
Dread Charge  
Dread Reaper  
    Dry Spell  
Ebon Dragon  
Endless Cockroaches  
    Feral Shadow  
Final Strike  
Gravedigger  
Hand of Death  
Howling Fury  
King's Assassin  
Mercenary Knight

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Mind Knives  
Mind Rot  
Muck Rats  
Nature's Ruin  
Noxious Toad  
                        Python  
Rain of Tears  
                        Raise Dead  
Serpent Assassin  
Serpent Warrior  
Skeletal Crocodile  
Skeletal Snake  
Soul Shred  
Undying Beast  
Vampiric Feast  
Vampiric Touch  
Virtue's Ruin  
Wicked Pact

## 1.2 Arrogant Vampire

Arrogant Vampire

Color = Black  
Rarity = PT(U)  
Type = Summon Creature (4/3)  
Cost = 3BB  
Artist = Zina Saunders

Text (PT): Flying

NO RULINGS

## 1.3 Assassin's Blade

Assassin's Blade

Color = Black

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Rarity = PT(U)  
Type = Sorcery  
Cost = 1B  
Artist = John Matson

Text (PT): Play Assassin's Blade only after you're attacked,  
before you declare interceptors.  
Destroy any one attacking creature that isn't black.

NO RULINGS

## 1.4 Bog Raiders

Bog Raiders

Color = Black  
Rarity = PT(C)  
Type = Summon Creature (2/2)  
Cost = 2B  
Artist = Steve Luke

Text (PT): Swampwalk (If defending player has any swamps  
in play, Bog Raiders can't be intercepted.)

NO RULINGS

## 1.5 Charging Bandits

Charging Bandits

Color = Black  
Rarity = PT(U)  
Type = Summon Creature (3/3)  
Cost = 4B  
Artist = Dermot Power

Text (PT): If Charging Bandits attacks, it gets +0[O]/+3[D] until  
the end of the turn

NO RULINGS

## 1.6 Craven Knight

Craven Knight

Color = Black  
Rarity = PT(C)  
Type = Summon Creature (2/2)  
Cost = 1B  
Artist = Charles Gillespie

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Text(PT): Craven Knight can't intercept

NO RULINGS

## 1.7 Cruel Bargain

Cruel Bargain

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

Text(PT): Draw four cards. You lose half your life, rounded up. (For example, if you have 11 life, you lose 6 life.)

NO RULINGS

## 1.8 Cruel Tutor

Cruel Tutor

Color = Black  
Rarity = PT(R)  
Type = Sorcery  
Cost = 2B  
Artist = Kev Walker

Text(PT): Search your deck for any card. Shuffle your deck and put that card on top of it. You lose 2 life.

NO RULINGS

## 1.9 Dread Charge

Dread Charge

Color = Black  
Rarity = PT(R)  
Type = Sorcery  
Cost = 3B  
Artist = Ted Naifeh

Text(PT): This turn, your black creatures can be intercepted only by other black creatures.

NO RULINGS

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## 1.10 Dread Reaper

Dread Reaper

Color = Black  
Rarity = PT(R)  
Type = Summon Creature (6/5)  
Cost = 3BBB  
Artist = Christopher Rush

Text (PT): Flying  
When Dread Reaper comes into play from your hand,  
you lose 5 life. (The person who plays Dread Reaper  
loses 5 life.)

NO RULINGS

## 1.11 Ebon Dragon

Ebon Dragon

Color = Black  
Rarity = PT(R)  
Type = Summon Creature (5/4)  
Cost = 5BB  
Artist = Donato Giancola

Text (PT): Flying  
When Ebon Dragon comes into play from your hand,  
you may force your opponent to choose and discard a  
card from his or her hand.

NO RULINGS

## 1.12 Endless Cockroaches

Endless Cockroaches

Color = Black  
Rarity = PT(R)  
Type = Summon Creature (1/1)  
Cost = 1BB  
Artist = Ron Spencer

Text (PT): If Endless Cockroaches is put into your discard pile  
from play, return Endless Cockroaches to your hand.

NO RULINGS

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### 1.13 Final Strike

Final Strike

Color = Black  
Rarity = PT(R)  
Type = Sorcery  
Cost = 2BB  
Artist = John Coulthart

Text(PT): Choose one of your creatures. Final Strike deals to your opponent damage equal to that creature's offense. Then, put the creature in your discard pile.

NO RULINGS

### 1.14 Gravedigger

Gravedigger

Color = Black  
Rarity = PT(U)  
Type = Summon Creature (2/2)  
Cost = 3B  
Artist = Scott M. Fischer

Text(PT): When Gravedigger comes into play from your hand, you may choose to return a summon creature from your discard pile to your hand.

NO RULINGS

### 1.15 Hand of Death

Hand of Death

Color = Black  
Rarity = PT(C)  
Type = Sorcery  
Cost = 2B  
Artist = John Coulthart

NOTE: There are two versions of this card.

Text(PT) (version one): Destroy any one creature that isn't black.  
(A creature is black if it has B in its cost.)

Text(PT) (version two): Destroy any one creature that isn't black.

NO RULINGS

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## 1.16 Howling Fury

Howling Fury

Color = Black  
Rarity = PT(C)  
Type = Sorcery  
Cost = 2B  
Artist = Mike Dringenberg

Text(PT): Any one creature gets +4[O]/+0[D] until the end of the turn.

NO RULINGS

## 1.17 King's Assassin

King's Assassin

Color = Black  
Rarity = PT(R)  
Type = Summon Creature (1/1)  
Cost = 1BB  
Artist = Zina Saunders

Text(PT): On your turn, before you attack, you may tap King's Assassin to destroy any one tapped creature.

NO RULINGS

## 1.18 Mercenary Knight

Mercenary Knight

Color = Black  
Rarity = PT(R)  
Type = Summon Creature (4/4)  
Cost = 2B  
Artist = Adrian Smith

Text(PT): When Mercenary Knight comes into play from your hand, choose and discard a summon creature from your hand or destroy Mercenary Knight.

NO RULINGS

## 1.19 Mind Knives

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Mind Knives

Color = Black  
Rarity = PT(C)  
Type = Sorcery  
Cost = 1B  
Artist = Rebecca Guay

Text (PT): Your opponent discards a card at random from his or her hand.

NO RULINGS

## 1.20 Mind Rot

Mind Rot

Color = Black  
Rarity = PT(C)  
Type = Sorcery  
Cost = 2B  
Artist = Steve Luke

Text (PT): Your opponent chooses and discards two cards from his or her hand. (If opponent has only one card, he or she discards it.)

NO RULINGS

## 1.21 Muck Rats

Muck Rats

Color = Black  
Rarity = PT(C)  
Type = Summon Creature (1/1)  
Cost = B  
Artist = Colin MacNeil

NO RULINGS

## 1.22 Nature's Ruin

Nature's Ruin

Color = Black  
Rarity = PT(U)  
Type = Sorcery  
Cost = 2B

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Artist = Mike Dringenberg

Text(PT): Destroy all green creatures. (This includes your green creatures.)

NO RULINGS

## 1.23 Noxious Toad

Noxious Toad

Color = Black

Rarity = PT(U)

Type = Summon Creature (1/1)

Cost = 2B

Artist = Adrian Smith

Text(PT): If Noxious Toad is put into your discard pile from play, your opponent chooses and discards a card from his or her hand.

NO RULINGS

## 1.24 Rain of Tears

Rain of Tears

Color = Black

Rarity = PT(U) / TP(U)

Type = Sorcery

Cost = 1BB

Artist = Eric Peterson (PT) / Charles Gillespie (TP)

Text(TP): Destroy target land.

Text(PT): Destroy any one land.

NO RULINGS

## 1.25 Serpent Assassin

Serpent Assassin

Color = Black

Rarity = PT(R)

Type = Summon Creature (2/2)

Cost = 3BB

Artist = Roger Raupp

Text(PT): When Serpent Assassin comes into play from your

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hand, you may choose to destroy any one creature that isn't black.

NO RULINGS

## 1.26 Serpent Warrior

Serpent Warrior

Color = Black  
Rarity = PT(C)  
Type = Summon Creature (3/3)  
Cost = 2B  
Artist = Roger Raupp

Text (PT): When Serpent Assassin comes into play from your hand, you lose 3 life. (The person who plays Serpent Warrior loses the life.)

NO RULINGS

## 1.27 Skeletal Crocodile

Skeletal Crocodile

Color = Black  
Rarity = PT(C)  
Type = Summon Creature (5/1)  
Cost = 3B  
Artist = Mike Dringenberg

NO RULINGS

## 1.28 Skeletal Snake

Skeletal Snake

Color = Black  
Rarity = PT(C)  
Type = Summon Creature (2/1)  
Cost = 1B  
Artist = John Matson

NO RULINGS

## 1.29 Soul Shred

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Soul Shred

Color = Black  
Rarity = PT(C)  
Type = Sorcery  
Cost = 3BB  
Artist = Alan Rabinowitz

Text (PT): Soul Shred deals 3 damage to any one creature that isn't black. You gain 3 life.

NO RULINGS

### 1.30 Undying Beast

Undying Beast

Color = Black  
Rarity = PT(C)  
Type = Summon Creature (3/2)  
Cost = 3B  
Artist = Steve Luke

Text (PT): If Undying Beast is put into your discard pile from play, put Undying Best on top of your deck.

NO RULINGS

### 1.31 Vampiric Feast

Vampiric Feast

Color = Black  
Rarity = PT(U)  
Type = Sorcery  
Cost = 5BB  
Artist = D. Alexander Gregory

Text (PT): Vampiric Feast deals 4 damage to any one creature or player. You gain 4 life.

NO RULINGS

### 1.32 Vampiric Touch

Vampiric Touch

Color = Black  
Rarity = PT(C)

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Type = Sorcery  
Cost = 2B  
Artist = Zina Saunders

Text (PT): Vampiric Touch deals 2 damage to your opponent.  
You gain 2 life.

NO RULINGS

### 1.33 Virtue's Ruin

Virtue's Ruin

Color = Black  
Rarity = PT(U)  
Type = Sorcery  
Cost = 2B  
Artist = Mike Dringenberg

Text (PT): Destroy all white creatures. (This includes your  
white creatures.)

NO RULINGS

### 1.34 Wicked Pact

Wicked Pact

Color = Black  
Rarity = PT(R)  
Type = Sorcery  
Cost = 1BB  
Artist = Adam Rex

Text (PT): Destroy any two creatures that aren't black. You lose  
5 life. (You can't play Wicked Pact unless you can  
choose two creatures to destroy.)

NO RULINGS

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