

AQ_BLACK

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> AQ_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

Contents

1	AQ_BLACK	1
1.1	Antiquities - Black Cards	1
1.2	Artifact Possession	1
1.3	Gate to Phyrexia	2
1.4	Haunting Wind	2
1.5	Phyrexian Gremlins	2
1.6	Priest of Yawgmoth	3
1.7	Xenic Poltergeist	3
1.8	Yawgmoth Demon	4

Chapter 1

AQ_BLACK

1.1 Antiquities - Black Cards

Antiquities - Black Cards

Artifact Possession

Gate to Phyrexia

Haunting Wind

Phyrexian Gremlins

Priest of Yawgmoth

Xenic Poltergeist

Yawgmoth Demon

1.2 Artifact Possession

Artifact Possession

Color = Black
Rarity = AQ(C4)
Type = Enchant Artifact
Cost = 2B
Artist = Christopher Rush
Print run = AQ(372,000)

Text (AQ): Artifact Possession does 2 damage to target artifact's controller each time target artifact is tapped or its activation cost is paid. Has no effect if cast on a continuous artifact.

Flavor Text: Any black mage could coax a Thraxodemon to

inhabit a magical device.

Rulings

1.3 Gate to Phyrexia

Gate to Phyrexia

Color = Black
Rarity = AQ(U3)
Type = Enchantment
Cost = BB
Artist = Sandra Everingham
Print run = AQ(93,000)

Text (AQ): Sacrifice one of your creatures during your upkeep to destroy any one artifact. You may not sacrifice a creature that is already on its way to the graveyard.

Flavor Text: "The warm rain of grease on my face immediately made it clear I had entered Phyrexia."
---Jarsyl, Diary

NO RULINGS

1.4 Haunting Wind

Haunting Wind

Color = Black
Rarity = AQ(U3)
Type = Enchantment
Cost = 3B
Artist = Jeff A. Menges
Print run = AQ(93,000)

Text (AQ): Each time an artifact in play is tapped or its activation cost is paid, Haunting Wind does 1 damage to that artifact's controller. Is not triggered by continuous artifacts.

Flavor Text: These devices lured so many spirits that sometimes entire battlefields would become haunted at once.

Rulings

1.5 Phyrexian Gremlins

Phyrexian Gremlins

Color = Black

Rarity = AQ(C4)
Type = Summon Gremlins (1/1)
Cost = 2B
Artist = Amy Weber
Print run = AQ(372,000)

Text (AQ): Tap Gremlins to tap an artifact. As long as Gremlins remain tapped and in play, that artifact does not untap as normal during its controller's untap phase. You may choose not to untap Gremlins during your untap phase.

Rulings

1.6 Priest of Yawgmoth

Priest of Yawgmoth

Color = Black
Rarity = AQ(C4)
Type = Summon Cleric (1/2)
Cost = 1B
Artist = Mark Tedin
Print run = AQ(372,000)

Text (AQ): Tap to add an additional amount of black mana equal to target artifact's casting cost to your mana pool. This effect is played as an interrupt. Target artifact, which must belong to you, is discarded. This artifact cannot be one that is already on its way to the graveyard, and artifact creatures killed this way may not be regenerated.

Rulings

1.7 Xenic Poltergeist

Xenic Poltergeist

Color = Black
Rarity = AQ(U3) / 4E(R)
Type = Summon Poltergeist (1/1)
Cost = 1BB
Artist = Dan Frazier
Print run = AQ(93,000) / 4E(353,500)

Text (4E): <T>: Target non-creature artifact becomes an artifact creature with power and toughness each equal to its casting cost. Target retains all original abilities. This change lasts until your next upkeep.

Text (AQ): Tap to turn non-creature artifact into an artifact creature with both power and toughness equal to its casting cost. This transformation lasts until your next upkeep; target retains all

its original abilities as well.

Rulings

1.8 Yawgmoth Demon

Yawgmoth Demon

Color = Black
Rarity = AQ(U1) / CR(U1)
Type = Summon Demon (6/6)
Cost = 4BB
Artist = Sandra Everingham
Print run = AQ(31,000) / CR(516,500)

Text (CR): Flying, first strike
During your upkeep, sacrifice an artifact or Yawgmoth Demon deals 2 damage to you. If Yawgmoth Demon deals damage to you in this way, tap it.

Text (AQ): Flying, first strike
During your upkeep, choose one of your artifacts in play and place it in the graveyard, or Yawgmoth Demon becomes tapped and deals 2 points of damage to you. Artifact creatures destroyed in this way may not be regenerated.

Rulings
