

3E_BLACK

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> 3E_BLACK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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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

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

1.3 Darkpact

Darkpact

Color = Black
Rarity = A/B/UL(R) / RV(R)
Type = Sorcery
Cost = BBB
Artist = Quinton Hoover

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

1.4 Demonic Attorney

Demonic Attorney

Color = Black
Rarity = A/B/UL(R) / RV(R)

Type = Sorcery
Cost = 1BB
Artist = Daniel Gelon

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

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

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

1.6 Demonic Tutor

Demonic Tutor

Color = Black
Rarity = A/B/UL(U) / RV(U)
Type = Sorcery
Cost = 1B
Artist = Douglas Shuler

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

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

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

1.8 Sacrifice

Sacrifice

Color = Black
Rarity = A/B/UL(U) / RV(U)
Type = Interrupt
Cost = B
Artist = Dan Frazier

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.

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
