PC_CARD

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COLLABORATORS			
	TITLE : PC_CARD		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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PC_CARD

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                    Promotional Cards


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1.2 Arena

```
Arena

Rarity  = Uncommon
Type    = Land
Artist  = Rob Alexander

Text(PR): <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

Text(PR): 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

Text(PR): 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

Text(PR): 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.

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
```

Text(PR): 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
```

Text(PR): 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