

Promotional Cards

for Magic: The Gathering

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 Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

- DC = released to DragonCon attendees, Duelist Magazine #3 and Duelist Convocation newsletter #4. Fall 1994. [Dragon Symbol]
- AR = released as part of a mail-in offer for the novel "Arena" by William Forstchen. Fall 1994. [Pen Symbol]
- WW = released as part of a mail-in offer for the novel "Whispering Woods" by Clayton Emery. Winter 1995. [Pen Symbol]
- SC = released as part of a mail-in offer for the novel "Shattered Chains" by Clayton Emery. Winter 1995. [Pen Symbol]
- FS = released as part of a mail-in offer for the novel "Final Sacrifice" by Clayton Emery. Spring 1995. [Pen Symbol]
- MA = released as part of Arena: A League for Magic: The Gathering. Summer 1996. ['M' Symbol]
- MD = released as part of Legend level membership in Duelist Convocation. Summer 1996. ['M' Symbol]
- C1 = released in comic book. No symbol; 4th edition card but with 1994 copyright date instead of 1995.
- C2 = released in comic book. No symbol; 4th edition card but with 1994 copyright date instead of 1995.

Land:

Card Name	Spell Type	Ability
Arena AR	Land	You and your opponent each choose one of your own creatures, and these creatures deal damage equal to their power to each other. (Tap+3)
Forest MA	Land	Tap for 1 Green mana
Island MA	Land	Tap for 1 Blue mana
Mountain MA	Land	Tap for 1 Red mana
Plains MA	Land	Tap for 1 White mana
Swamp MA	Land	Tap for 1 Black mana

Artifact:

Card Name	Spell Type	Cost	Ability
Mana Crypt FS	Artifact	0	Tap for 2 colorless mana. During upkeep flip a coin, if in opponent's favor you take 3 damage.

Black:

Card Name	Spell Type	Cost	Ability
Sewers of Estark AR	Instant	BB2	Play on a creature. If that creature is attacking, play before defenders are chosen to make it so it cannot be blocked during this turn. If that creature is defending, no damage is done by the creature or any of the creatures it blocks.

Blue:

Card Name		Spell Type	Cost	Ability
Blue Elemental Blast	C2	Interrupt	U	Destroys a red permanent or counters a red spell.
Counterspell	MD	Interrupt	UU	Counters spell as it is being cast.

Green:

Card Name		Spell Type	Cost	Ability
Giant Badger	SC	Summon Badger	GG1	2/2, Gets +2/+2 when blocking

Red:

Card Name		Spell Type	Cost	Ability
Fireball	C1 MA	Sorcery	RX	Do X damage to a target; Each extra target (1), split damage evenly among targets.
Incinerate	MD	Instant	R1	Does 3 damage to a player or creature and the creature cannot Regenerate this turn.
Nalathni Dragon	DC	Summon Drgaon	RR2	1/1, Flying, Bands. +1/+0 (R). Bury at end of any turn in which more than RRR is spent on it.
Windseeker Centaur	WW	Summon Centaur	RR1	2/2, Does not tap when attacking

White:

Card Name		Spell Type	Cost	Ability
Disenchant	MA	Instant	W1	Destroy enchantment or artifact.