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Rancidity

Magic Arcana
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The slot allocated to **Rancid Earth** in *Torment* was originally going to be used for a creature enchantment, but 11th-hour playtesting showed that black needed another way to deal with the horde of squirrels green was capable of producing. And so **Rancid Earth** was born.

Art had already been commissioned for the set at this point, and nothing was suitable for a land destruction card. Luckily, the original art for **Tremble** had been forced out of *Odyssey* due to some other necessary swaps, and it was without a home.

The original **Tremble** art showed some dwarves beset by some sort of land destruction, but the effect wasn't "black" enough. So the crack art team added in an evil spell-like effect, and the finished product is the card you all know today.



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