

# **DK\_GREEN**

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**COLLABORATORS**

	<i>TITLE :</i> DK_GREEN		
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# Chapter 1

## DK\_GREEN

### 1.1 The Dark - Green Cards

The Dark - Green Cards

Carnivorous Plant

Elves of Deep Shadow

Gaea's Touch

Hidden Path

Land Leeches

Lurker

Marsh Viper

Niall Silvain

People of the Woods

Savaen Elves

Scarwood Bandits

Scarwood Hag

Scavenger Folk

Spitting Slug

Tracker

Venom

Whippoorwill

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Wormwood Treefolk

## 1.2 Carnivorous Plant

Carnivorous Plant

Color = Green  
Rarity = DK(C3) / 4E(C)  
Type = Summon Wall (4/5)  
Cost = 3G  
Artist = Quinton Hoover  
Print run = DK(1,153,000) / 4E(3,600,000)

Flavor Text: "It had a mouth like that of a great beast, and gnashed its teeth as it strained to reach us. I am thankful it possessed no means of locomotion."  
---Vervamon the Elder

Rulings

## 1.3 Elves of Deep Shadow

Elves of Deep Shadow

Color = Green  
Rarity = DK(U2)  
Type = Summon Elves (1/1)  
Cost = G  
Artist = Jesper Myrfors  
Print run = DK(256,000)

Text(DK): <T>: Add <B> to your mana pool, and Elves of Deep Shadow do 1 damage to you. This ability is played as an interrupt.

Flavor Text: "They are aberrations who have turned on everything we hold sacred. Let them be cast out."  
---Ailheen, Speaker of the Council

NO RULINGS

## 1.4 Gaea's Touch

Gaea's Touch

Color = Green  
Rarity = DK(C3)  
Type = Enchantment  
Cost = GG  
Artist = Mark Poole

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Print run = DK(1,153,000)

Text(DK): You may put one additional land in play during each of your turns, but that land must be a basic forest. You may sacrifice Gaea's Touch to add <GG> to your mana pool. This ability is played as an interrupt.

Rulings

## 1.5 Hidden Path

Hidden Path

Color = Green  
Rarity = DK(U1)  
Type = Enchantment  
Cost = 2GGGG  
Artist = Rob Alexander  
Print run = DK(128,000)

Text(DK): All green creatures gain forestwalk.

Flavor Text: "Where moments before we were lost beyond hope, the strange, floating lights showed us the way and restored our morale."  
---Vervamon the Elder

NO RULINGS

## 1.6 Land Leeches

Land Leeches

Color = Green  
Rarity = DK(C3) / 4E(C)  
Type = Summon Leeches (2/2)  
Cost = 1GG  
Artist = Quinton Hoover  
Print run = DK(1,153,000) / 4E(3,600,000)

Text(4E): First strike

Text(DK): First strike

Flavor Text: "The standard cure for leeches requires the application of burning embers. Alternative methods must be devised should an ember of sufficient size prove more harmful than the leech."  
---Vervamon the Elder

NO RULINGS

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## 1.7 Lurker

Lurker

Color = Green  
Rarity = DK(U1)  
Type = Summon Lurker (2/3)  
Cost = 2G  
Artist = Anson Maddocks  
Print run = DK(128,000)

Text(DK): Lurker may not be the target of any spell unless Lurker was declared as an attacker or blocker this turn.

Flavor Text: "Each night we felt it watching us from the darkness beyond our fire. We only had one pack horse left."  
---Maeveen O'Donagh, Memoirs of a Soldier

Rulings

## 1.8 Marsh Viper

Marsh Viper

Color = Green  
Rarity = DK(C3) / 4E(C)  
Type = Summon Viper (1/2)  
Cost = 3G  
Artist = Ron Spencer  
Print run = DK(1,153,000) / 4E(3,600,000)

Text(4E): If Marsh Viper damages a player, he or she gets two poison counters. If a player has ten or more poison counters, he or she loses the game.

Text(DK): If Marsh Viper damages opponent, opponent gets two poison counters. If opponent ever has ten or more poison counters, opponent loses game.

Flavor Text: "All we had left were their black and bloated bodies."  
---Maeveen O'Donagh, Memoirs of a Soldier

Rulings

## 1.9 Niall Silvain

Niall Silvain

Color = Green  
Rarity = DK(U1)  
Type = Summon Niall Silvain (2/2)  
Cost = GGG

Artist = Christopher Rush  
Print run = DK(128,000)

Text (DK): <GGGGT>: Target creature is regenerated.

Flavor Text: This is his domain, and while you remain here you  
must value all life as you value your own.

NO RULINGS

## 1.10 People of the Woods

People of the Woods

Color = Green  
Rarity = DK(U2)  
Type = Summon People of the Woods (1/\*)  
Cost = GG  
Artist = Drew Tucker  
Print run = DK(256,000)

Text (DK): The \* represents the number of forests controlled by People of  
the Woods' controller.

Flavor Text: "Their rain of arrows left only myself alive, cowering  
within a tree hollow. They did not even come out to  
loot the bodies."  
---Vervamon the Elder

NO RULINGS

## 1.11 Savaen Elves

Savaen Elves

Color = Green  
Rarity = DK(C3)  
Type = Summon Elves (1/1)  
Cost = G  
Artist = Ron Spencer  
Print run = DK(1,153,000)

Text (DK): <GGT>: Target enchant land is destroyed.

Flavor Text: "Purity of magic can only come from purity of the land.  
How can a meal nourish if the ingredients are spoiled?"  
---Sidaine of Savaen

NO RULINGS

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## 1.12 Scarwood Bandits

Scarwood Bandits

Color = Green  
Rarity = DK(U1)  
Type = Summon Bandits (2/2)  
Cost = 2GG  
Artist = Mark Poole  
Print run = DK(128,000)

Text (DK): Forestwalk  
<2GT>: Take control of target artifact. Opponent may counter this action by paying <2>. You lose control of target artifact if Scarwood Bandits leave play or at end of game.

Rulings

## 1.13 Scarwood Hag

Scarwood Hag

Color = Green  
Rarity = DK(U2)  
Type = Summon Hag (1/1)  
Cost = 1G  
Artist = Anson Maddocks  
Print run = DK(256,000)

Text (DK): <GGGGT>: Target creature gains forestwalk until end of turn.  
<T>: Target creature loses forestwalk until end of turn.

NO RULINGS

## 1.14 Scavenger Folk

Scavenger Folk

Color = Green  
Rarity = DK(C3) / CR(C3)  
Type = Summon Scavenger Folk (1/1)  
Cost = G  
Artist = Dennis Detwiler  
Print run = DK(1,153,000) / CR(4,649,000)

Text (CR): <GT>: Sacrifice Scavenger Folk to destroy target artifact.

Text (DK): <GT>: Sacrifice Scavenger Folk to destroy target artifact.

Flavor Text: String, weapons, wax, or jewels - it makes no difference.  
Leave nothing unguarded in Scarwood.

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Rulings

## 1.15 Spitting Slug

Spitting Slug

Color = Green  
Rarity = DK(U2)  
Type = Summon Slug (2/4)  
Cost = 1GG  
Artist = Anson Maddocks  
Print run = DK(256,000)

Text (DK): <1G>: Spitting Slug gains first strike until end of turn. If this ability is not activated, all creatures blocking or blocked by Spitting Slug gain first strike until end of turn.

Rulings

## 1.16 Tracker

Tracker

Color = Green  
Rarity = DK(U1)  
Type = Summon Tracker (2/2)  
Cost = 2G  
Artist = Jeff A. Menges  
Print run = DK(128,000)

Text (DK): <GGT>: Tracker does an amount of damage equal to its power to target creature. Target creature does an amount of damage equal to its power to Tracker.

Rulings

## 1.17 Venom

Venom

Color = Green  
Rarity = DK(C3) / 4E(C)  
Type = Enchant Creature  
Cost = 1GG  
Artist = Tom Wauerstrand  
Print run = DK(1,153,000) / 4E(3,600,000)

Text (4E): At the end of combat, destroy all non-wall creatures blocking or blocked by target creature.

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Text (DK): All non-wall creatures target creature blocks or is blocked by are destroyed at the end of combat.

Flavor Text: "I told him it was just a flesh wound, a wee scratch, but the next time I looked at him, poor Tadhg was dead and gone."  
---Maeveen O'Donagh, Memoirs of a Soldier

Rulings

## 1.18 Whippoorwill

Whippoorwill

Color = Green  
Rarity = DK(U2)  
Type = Summon Whippoorwill (1/1)  
Cost = G  
Artist = Douglas Shuler  
Print run = DK(256,000)

Text (DK): <GGT>: Until end of turn, target creature may not regenerate and damage done to target creature may not be prevented or redirected. If target creature goes to the graveyard, remove it from the game.

Flavor Text: If the Whippoorwill remains silent, the soul has not reached its reward.

Rulings

## 1.19 Wormwood Treefolk

Wormwood Treefolk

Color = Green  
Rarity = DK(U1)  
Type = Summon Treefolk (4/4)  
Cost = 3GG  
Artist = Jesper Myrfors  
Print run = DK(128,000)

Text (DK): <GG>: Wormwood Treefolk gains forestwalk until end of turn and does 2 damage to you.  
<BB>: Wormwood Treefolk gains swampwalk until end of turn and does 2 damage to you.

NO RULINGS