

DK_GREEN

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COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	DK_GREEN	1
1.1	The Dark - Green Cards	1
1.2	Carnivorous Plant	2
1.3	Elves of Deep Shadow	2
1.4	Gaea's Touch	2
1.5	Hidden Path	3
1.6	Land Leeches	3
1.7	Lurker	3
1.8	Marsh Viper	4
1.9	Niall Silvain	4
1.10	People of the Woods	5
1.11	Savaen Elves	5
1.12	Scarwood Bandits	5
1.13	Scarwood Hag	6
1.14	Scavenger Folk	6
1.15	Spitting Slug	6
1.16	Tracker	7
1.17	Venom	7
1.18	Whippoorwill	8
1.19	Wormwood Treefolk	8

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

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

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

Text(DK): <T>: Add 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

Rulings

1.4 Gaea's Touch

Gaea's Touch

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

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

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

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

1.7 Lurker

Lurker

Color = Green
Rarity = DK(U1)
Type = Summon Lurker (2/3)
Cost = 2G
Artist = Anson Maddocks

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

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

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

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

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

1.12 Scarwood Bandits

Scarwood Bandits

Color = Green
Rarity = DK(U1)

Type = Summon Bandits (2/2)
Cost = 2GG
Artist = Mark Poole

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

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 Detwiller

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.

Rulings

1.15 Spitting Slug

Spitting Slug

Color = Green

Rarity = DK(U2)
Type = Summon Slug (2/4)
Cost = 1GG
Artist = Anson Maddocks

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

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 Wannerstrand

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

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

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

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
