DK_WHITE

Tom de Ruyter

COLLABORATORS

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                The Dark – White Cards


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1.2 Angry Mob

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Angry Mob

Color  = White
Rarity = DK(U2) / 4E(U)
Type   = Summon Mob (2+*/2+*)
Cost   = 2WW
Artist = Drew Tucker

Text(4E): Trample
          During your turn, Angry Mob has power and toughness each equal to
          2  plus the number of swamps opponents control. During other
          turns, Angry Mob has power and toughness 2/2.

Text(DK): Trample
          During your turn, the *'s are both equal to the total number of
          swamps all opponents control. During any other player's turn, *
          equals 0.

   Rulings
```

1.3 Blood of the Martyr

```
Blood of the Martyr

Color  = White
Rarity = DK(U2) / CR(U3)
Type   = Instant
Cost   = WWW
Artist = Christopher Rush

Text(CR): Until end of turn, you may redirect to yourself all damage dealt
          to any number of creatures. The source of the damage does not
          change.

Text(DK): For the remainder of the turn, you may redirect damage done to
          any number of creatures to yourself instead.

Flavor Text: The willow knows what the storm does not: that the power
             to endure harm outlives the power to inflict it.

   Rulings
```

1.4 Brainwash

```
Brainwash

Color  = White
Rarity = DK(C3) / 4E(C)
Type   = Enchant Creature
Cost   = W
Artist = Pete Venters

Text(4E): Target creature cannot attack unless its controller pays an
          additional <3>.

Text(DK): Target creature may not attack unless its controller pays <3> in
          addition to any other costs required for the creature to attack.

Flavor Text: "They're not your friends; they despise you.
             I'm the only one you can count on. Trust me."

  Rulings
```

1.5 Cleansing

```
Cleansing

Color  = White
Rarity = DK(U1)
Type   = Sorcery
Cost   = WWW
Artist = Pete Venters

Text(DK): All land is destroyed. Players may prevent Cleansing from
          destroying specific lands by paying 1 life for each land they
          wish to protect. Effects that prevent or redirect damage may not
          be used to counter this loss of life.

  Rulings
```

1.6 Dust to Dust

```
Dust to Dust

Color  = White
Rarity = DK(C3)
Type   = Sorcery
Cost   = 1WW
Artist = Drew Tucker

Text(DK): Removes two target artifacts from the game.

Flavor Text: Tervish never noticed that the amulet had vanished.
             It had disappeared not only from his possession,
             but from his memory as well.
```

Rulings

1.7 Exorcist

```
Exorcist

Color   = White
Rarity  = DK(U1)
Type    = Summon Exorcist (1/1)
Cost    = WW
Artist  = Drew Tucker

Text(DK): <1WT>: Target black creature is destroyed.

Flavor Text: Though they often bore little greater charm than
             the demons they battled, exorcists were always
             welcome in Scarwood.
```

  NO RULINGS

1.8 Fasting

```
Fasting

Color   = White
Rarity  = DK(U2)
Type    = Enchantment
Cost    = W
Artist  = Douglas Shuler

Text(DK): You may choose to skip your draw phase; if you do so, you gain 2
          life. If you draw a card for any reason, Fasting is destroyed.
          During your upkeep, put a hunger counter on Fasting. When
          Fasting has five hunger counters on it, it is destroyed.
```

  Rulings

1.9 Festival

```
Festival

Color   = White
Rarity  = DK(C3)
Type    = Instant
Cost    = W
Artist  = Mark Poole

Text(DK): Opponent may not declare an attack this turn. Play during
          opponent's upkeep phase.
```

Flavor Text: Only after the townsfolk had drawn us into their merry
            celebration did we discover that their holiday rituals
            held a deeper purpose.

  Rulings

1.10   Fire and Brimstone

Fire and Brimstone

Color = White
Rarity = DK(U2)
Type   = Instant
Cost   = 3WW
Artist = Jeff A. Menges

Text(DK): Fire and Brimstone does 4 damage to target player and 4 damage to
          you. Can only be used during a turn in which target player has
          declared an attack.

 NO RULINGS

1.11   Holy Light

Holy Light

Color = White
Rarity = DK(C3)
Type   = Instant
Cost   = 2W
Artist = Drew Tucker

Text(DK): All non-white creatures get -1/-1 until end of turn.

Flavor Text: "Bathed in hallowed light, the infidels looked upon the
             impurities of their souls and despaired."
              ---The Book of Tal

 NO RULINGS

1.12   Knights of Thorn

Knights of Thorn

Color = White
Rarity = DK(U1)
Type   = Summon Knights (2/2)
Cost   = 3W
Artist = Christopher Rush

Text(DK): Protection from red, banding.

Flavor Text: "With a great cry, the Goblin host broke and ran as the
              first wave of Knights penetrated its ranks."
                  ---Tivadar of Thorn, History of the Goblin Wars

   NO RULINGS

1.13 Martyr's Cry

Martyr's Cry

Color   = White
Rarity = DK(U1)
Type   = Sorcery
Cost   = WW
Artist = Jeff A. Menges

Text(DK): All white creatures are removed from the game. Players must draw
          one card for each white creature they control that is lost in
          this manner.

Flavor Text: "It is only fitting that one such as I should die in
              pursuit of knowledge."
                  ---Vervamon the Elder

   Rulings

1.14 Miracle Worker

Miracle Worker

Color   = White
Rarity = DK(C3)
Type   = Summon Miracle Worker (1/1)
Cost   = W
Artist = Ron Spencer

Text(DK): <T>: Destroy target enchantment card on a creature you control.

Flavor Text: "Those blessed hands could bring surcease to
              even the most tainted soul."
                  ---Sister Betje, Miracles of the Saints

   Rulings

1.15 Morale

```
Morale

Color  = White
Rarity = DK(C3) / 4E(C)
Type   = Instant
Cost   = 1WW
Artist = Mark Poole

Text(4E): All attacking creatures get +1/+1 until end of turn.

Text(DK): All attacking creatures gain +1/+1 until end of turn.

Flavor Text: "After Lacjsi's speech, the Knights grew determined
             to crush their ancient enemies clan by clan."
             ---Tivadar of Thorn, History of the Goblin Wars

 NO RULINGS
```

1.16 Pikemen

```
Pikemen

Color  = White
Rarity = DK(C3) / 4E(C)
Type   = Summon Pikemen (1/1)
Cost   = 1W
Artist = Dennis Detwiller

Text(4E): Banding, first strike

Text(DK): Banding, first strike

Flavor Text: "As the cavalry bore down, we faced them with swords
             drawn and pikes hidden in the grass at our feet.
             'Don't lift your pikes 'til I give the word,' I said."
             ---Maeveen O'Donagh, Memoirs of a Soldier

  Rulings
```

1.17 Preacher

```
Preacher

Color  = White
Rarity = DK(U1)
Type   = Summon Preacher (1/1)
Cost   = 1WW
Artist = Quinton Hoover

Text(DK): <T>: Gain control of one of opponent's creatures. Opponent
          chooses which target creature you control. If Preacher becomes
```

untapped, you lose control of this creature; you may choose not
to untap Preacher as normal during your untap phase. You also
lose control of the creature if Preacher leaves play or at end of
game.

   Rulings

1.18 Squire

```
Squire

Color  = White
Rarity = DK(C3)
Type   = Summon Squire (1/2)
Cost   = 1W
Artist = Dennis Detwiller
```

Flavor Text: "Of twenty yeer of age he was, I gesse. Of his stature
             he was of even lengthe, And wonderly deliver, and
             greete of strengthe."
             ---Geoffrey Chaucer, The Canterbury Tales

   Rulings

1.19 Tivadar's Crusade

```
Tivadar's Crusade

Color  = White
Rarity = DK(U2)
Type   = Sorcery
Cost   = 1WW
Artist = Dennis Detwiller
```

Text(DK): All Goblins are destroyed.

   Rulings

1.20 Witch Hunter

```
Witch Hunter

Color  = White
Rarity = DK(U1) / CR(U3)
Type   = Summon Hunter (1/1)
Cost   = 2WW
Artist = Jesper Myrfors
```

Text(CR): <T>: Witch Hunter deals 1 damage to target player.
          <1WWT>: Return target creature any opponent controls to owner's

        hand.

Text(DK): <T>: Witch Hunter does 1 damage to target player.
        <1WWT>: Return target creature opponent controls from play to
        owner's hand. Enchantments on target creature are destroyed.

   Rulings