

DK_BLUE

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COLLABORATORS

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

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Chapter 1

DK_BLUE

1.1 The Dark - Blue Cards

The Dark - Blue Cards

Amnesia

Apprentice Wizard

Dance of Many

Deep Water

Drowned

Electric Eel

Erosion

Flood

Ghost Ship

Giant Shark

Leviathan

Mana Vortex

Merfolk Assassin

Mind Bomb

Psychic Allergy

Riptide

Sunken City

Tangle Kelp

Water Wurm

1.2 Amnesia

Amnesia

Color = Blue
Rarity = DK(U2)
Type = Sorcery
Cost = 3UUU
Artist = Mark Poole

Text (DK): Look at target player's hand. Target player discards all non-land cards in his or her hand.

Flavor Text: "When one has witnessed the unspeakable,
'tis sometimes better to forget."
---Vervamon the Elder

NO RULINGS

1.3 Apprentice Wizard

Apprentice Wizard

Color = Blue
Rarity = DK(U1) / 4E(C)
Type = Summon Wizard (0/1)
Cost = 1UU
Artist = Dan Frazier

Text (4E): <UT>: Add <3> to your mana pool. Play this ability as an interrupt.

Text (DK): <UT>: Add <3> to your mana pool. This ability is played as an interrupt.

Rulings

1.4 Dance of Many

Dance of Many

Color = Blue
Rarity = DK(U1) / CR(U1) / 5E(R)
Type = Enchantment
Cost = UU

Artist = Sandra Everingham

Text (5E): During your upkeep, pay <UU> or bury Dance of Many. When you play Dance of Many, choose target summon card. When Dance of Many comes into play, put a token creature into play and treat it as an exact copy of that summon card. If either Dance of Many or the token creature leaves play, bury the other.

Text (CR): When Dance of Many comes into play, choose a target summon card in play. Put a token creature into play and treat it as though an exact copy of that summon card were just summoned. If Dance of Many leaves play, remove that token creature from the game. If the token creature leaves play, bury Dance of Many. During your upkeep, pay <UU> or bury Dance of Many.

Text (DK): When Dance of Many is brought into play, choose a target summon card in play. Then put a token creature into play and treat it as if you have just brought an exact copy of target summon card into play. If Dance of Many leaves play, remove token creature from game. If token creature leaves play, destroy Dance of Many. If you do not pay <UU> during your upkeep, Dance of Many is destroyed.

Rulings

1.5 Deep Water

Deep Water

Color = Blue
Rarity = DK(C3)
Type = Enchantment
Cost = UU
Artist = Jeff A. Menges

Text (DK): <U>: All mana-producing lands you control provide <U> instead of their normal mana until end of turn.

Rulings

1.6 Drowned

Drowned

Color = Blue
Rarity = DK(C3)
Type = Summon Zombies (1/1)
Cost = 1U
Artist = Quinton Hoover

Text (DK): : Regenerates

Flavor Text: We asked Captain Soll what became of the Serafina, but all he said was, "Ships that go down shouldn't come back up."

NO RULINGS

1.7 Electric Eel

Electric Eel

Color = Blue
Rarity = DK(U2)
Type = Summon Eel (1/1)
Cost = U
Artist = Anson Maddocks

Text (DK): <RR>: +2/+0; Electric Eel does 1 damage to you.
Electric Eel does 1 damage to you when it is brought into play.

Rulings

1.8 Erosion

Erosion

Color = Blue
Rarity = DK(C3) / 4E(C)
Type = Enchant Land
Cost = UUU
Artist = Pete Venters

Text (4E): During his or her upkeep, target land's controller pays <1> or 1 life, or target land is destroyed. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Text (DK): Target land is destroyed unless its controller pays <1> or pays 1 life during his or her upkeep. Effects that prevent or redirect damage may not be used to counter this loss of life.

Rulings

1.9 Flood

Flood

Color = Blue
Rarity = DK(U2) / 4E(C) / 5E(C)
Type = Enchantment
Cost = U
Artist = Dennis Detwiler

Text (5E): <UU>: Tap target creature without flying.

Text (4E): <UU>: Tap target creature without flying.

Text (DK): <UU>: Target non-flying creature becomes tapped.

Flavor Text: "A dash of cool water does wonders to clear
a cluttered battlefield."
---Vibekke Ragnild, Witches and War

Rulings

1.10 Ghost Ship

Ghost Ship

Color = Blue
Rarity = DK(C3) / 4E(U)
Type = Summon Ship (2/4)
Cost = 2UU
Artist = Tom Wannerstrand

Text (4E): Flying
<UUU>: Regenerate

Text (DK): Flying
<UUU>: Regenerates

Flavor Text: "That phantom prow split the storm as lightning cast
its long shadow on the battlefield below."
---Mireille Gaetane, The Valeriad

NO RULINGS

1.11 Giant Shark

Giant Shark

Color = Blue
Rarity = DK(C3)
Type = Summon Shark (4/4)
Cost = 5U
Artist = Tom Wannerstrand

Text (DK): If Giant Shark blocks or is blocked by a creature that has taken damage this turn, Giant Shark gains +2/+0 and trample until end of turn. Giant Shark cannot attack unless opponent controls at least one island. Giant Shark is buried immediately if at any time controller controls no islands.

Rulings

1.12 Leviathan

Leviathan

Color = Blue
Rarity = DK(U1) / 4E(R) / 5E(R)
Type = Summon Leviathan (10/10)
Cost = 5UUUU
Artist = Mark Tedin

Text (5E): Trample
Leviathan comes into play tapped and does not untap during your untap phase. Leviathan cannot attack this turn unless you sacrifice two islands.
Sacrifice two islands: Untap Leviathan. Use this ability only during your upkeep.

Text (4E): Trample
Comes into play tapped and does not untap during your untap phase. During your upkeep, you may sacrifice two islands to untap Leviathan. Leviathan cannot attack unless you sacrifice two islands during your attack.

Text (DK): Trample
Leviathan comes into play tapped, and does not untap as normal during your untap phase. Sacrifice two islands during your upkeep phase to untap Leviathan. Leviathan may not attack unless you sacrifice two islands during your attack.

Rulings

1.13 Mana Vortex

Mana Vortex

Color = Blue
Rarity = DK(U1)
Type = Enchantment
Cost = 1UU
Artist = Douglas Shuler

Text (DK): Each player who controls land sacrifices one land during his or her upkeep. If at any time there are no lands in play, Mana Vortex is destroyed. If you do not sacrifice a land when Mana Vortex is cast, Mana Vortex is countered.

Rulings

1.14 Merfolk Assassin

Merfolk Assassin

Color = Blue
Rarity = DK(U2)
Type = Summon Merfolk (1/2)
Cost = UU
Artist = Dennis Detwiller

Text (DK): <T>: Destroy target creature that has islandwalk.

Rulings

1.15 Mind Bomb

Mind Bomb

Color = Blue
Rarity = DK(U1) / 4E(U) / 5E(U)
Type = Sorcery
Cost = U
Artist = Mark Tedin

Text (5E): Mind Bomb deals 3 damage to each player. Each player may choose and discard up to three cards to prevent that amount of damage to him or her from Mind Bomb.

Text (4E): Mind Bomb deals 3 damage to each player. All players may discard up to three cards of their choice from their hands. Each card a player discards in this manner prevents 1 damage to that player from Mind Bomb.

Text (DK): Mind Bomb does 3 damage to each player. All players may discard up to three cards of their choice from their hands. Each card a player discards in this manner prevents 1 damage to that player from Mind Bomb.

Rulings

1.16 Psychic Allergy

Psychic Allergy

Color = Blue
Rarity = DK(U1)
Type = Enchantment
Cost = 3UU
Artist = Mark Tedin

Text (DK): Choose a color when casting Psychic Allergy. During opponent's upkeep, Psychic Allergy does 1 damage to opponent for each card of this color that he or she controls. Sacrifice two islands during your upkeep or Psychic Allergy is destroyed.

Rulings

1.17 Riptide

Riptide

Color = Blue
Rarity = DK(C3)
Type = Instant
Cost = U
Artist = Randy Asplund-Faith

Text (DK): All blue creatures become tapped.

NO RULINGS

1.18 Sunken City

Sunken City

Color = Blue
Rarity = DK(C3) / 4E(C)
Type = Enchantment
Cost = UU
Artist = Jesper Myrfors

Text (4E): All blue creatures get +1/+1. During your upkeep pay <UU> or destroy Sunken City.

Text (DK): All blue creatures gain +1/+1. If you do not pay <UU> during your upkeep, Sunken City is destroyed.

Rulings

1.19 Tangle Kelp

Tangle Kelp

Color = Blue
Rarity = DK(U2)
Type = Enchant Creature
Cost = U
Artist = Rob Alexander

Text (DK): Target creature does not untap during its controller's untap phase if it attacked during its controller's last turn. Target creature becomes tapped when Tangle Kelp is cast.

Rulings

1.20 Water Wurm

Water Wurm

Color = Blue

Rarity = DK(C3)

Type = Summon Wurm (1/1)

Cost = U

Artist = Ron Spencer

Text (DK): Water Wurm gains +0/+1 if opponent controls at least one island.

Rulings
