

DK_GOLD

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> DK_GOLD		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY	Tom de Ruyter	April 18, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

1	DK_GOLD	1
1.1	The Dark - Multicolored Cards	1
1.2	Dark Heart of the Wood	1
1.3	Marsh Goblins	1
1.4	Scarwood Goblins	2

Chapter 1

DK_GOLD

1.1 The Dark - Multicolored Cards

The Dark - Multicolored Cards

Dark Heart of the Wood

Marsh Goblins

Scarwood Goblins

1.2 Dark Heart of the Wood

Dark Heart of the Wood

Color = Black/Green

Rarity = DK(C3)

Type = Enchantment

Cost = BG

Artist = Christopher Rush

Text(DK): You may sacrifice a forest to gain 3 life. Counts as both a black card and a green card.

Flavor Text: Even the Goblins shun this haunted place, where the tree limbs twist in agony and the ground seems to scuttle under your feet.

Rulings

1.3 Marsh Goblins

Marsh Goblins

Color = Black/Red
Rarity = DK(C3)
Type = Summon Goblins (1/1)
Cost = BR
Artist = Quinton Hoover

Text (DK): Swampwalk
Counts as both a black card and a red card.

Flavor Text: Even the other Goblin races shun the Marsh Goblins,
thanks to certain unwholesome customs they practice.

Rulings

1.4 Scarwood Goblins

Scarwood Goblins

Color = Green/Red
Rarity = DK(C3)
Type = Summon Goblins (2/2)
Cost = GR
Artist = Ron Spencer

Text (DK): Counts as both a green card and a red card.

Flavor Text: Larger and more cunning than most Goblins,
Scarwood Goblins are thankfully found only
in isolated pockets.

Rulings
