DK_GREEN

Tom de Ruyter

COLLABORATORS

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            The Dark - Green Cards


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1.2 Carnivorous Plant

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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 <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

   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
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            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) / 5E(C)
Type   = Summon Viper (1/2)
Cost   = 3G
Artist = Ron Spencer
```

Text(5E): If Marsh Viper damages any player, he or she gets two poison
         counters. If any player has ten or more poison counters, he
         or she loses the game.

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)
```

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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) / 5E(C)
Type   = Summon Scavenger Folk (1/1)
Cost   = G
Artist = Dennis Detwiller (DK/CR) / Jeff Miracola (5E)

Text(5E): <GT>, Sacrifice Scavenger Folk: Destroy target artifact.

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) / 5E(C)
Type   = Enchant Creature
Cost   = 1GG
Artist = Tom Wanerstrand
```

Text(5E): If enchanted creature blocks or is blocked by any non-Wall
          creature, destroy that creature at end of combat.

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,

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                    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