DK_GREEN

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	TITLE : DK_GREEN		
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                The Dark – Green Cards


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1.2 Carnivorous Plant

```
Carnivorous Plant

Color     = Green
Rarity    = DK(C3) / 4E(C)
Type      = Summon Wall (4/5)
Cost      = 3G
Artist    = Quinton Hoover
Print run = DK(1,153,000) / 4E(3,600,000)
```

  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
Print run = DK(256,000)
```

```
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.
```

 NO RULINGS

1.4 Gaea's Touch

```
Gaea's Touch

Color     = Green
Rarity    = DK(C3)
Type      = Enchantment
Cost      = GG
Artist    = Mark Poole
Print run = DK(1,153,000)
```

```
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
Print run = DK(128,000)

Text(DK): All green creatures gain forestwalk.
```

  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
Print run = DK(1,153,000) / 4E(3,600,000)

Text(4E): First strike

Text(DK): First strike
```

  NO RULINGS

1.7 Lurker

```
Lurker

Color     = Green
Rarity    = DK(U1)
Type      = Summon Lurker (2/3)
Cost      = 2G
Artist    = Anson Maddocks
Print run = DK(128,000)

Text(DK): Lurker  may  not  be  the  target  of any spell unless Lurker was
          declared as an attacker or blocker this turn.
```

  Rulings

1.8 Marsh Viper

```
Marsh Viper

Color     = Green
Rarity    = DK(C3) / 4E(C)
Type      = Summon Viper (1/2)
Cost      = 3G
Artist    = Ron Spencer
Print run = DK(1,153,000) / 4E(3,600,000)

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.

   Rulings
```

1.9   Niall Silvain

```
Niall Silvain

Color     = Green
Rarity    = DK(U1)
Type      = Summon Niall Silvain (2/2)
Cost      = GGG
Artist    = Christopher Rush
Print run = DK(128,000)

Text(DK): <GGGGT>: Target creature is regenerated.

 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
Print run = DK(256,000)

Text(DK): The  *  represents  the number of forests controlled by People of
          the Woods' controller.

 NO RULINGS
```

1.11   Savaen Elves

```
Savaen Elves

Color     = Green
Rarity    = DK(C3)
Type      = Summon Elves (1/1)
Cost      = G
Artist    = Ron Spencer
Print run = DK(1,153,000)

Text(DK): <GGT>: Target enchant land is destroyed.
```

  NO RULINGS

1.12   Scarwood Bandits

```
Scarwood Bandits

Color     = Green
Rarity    = DK(U1)
Type      = Summon Bandits (2/2)
Cost      = 2GG
Artist    = Mark Poole
Print run = DK(128,000)

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
Print run = DK(256,000)

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
Print run = DK(1,153,000) / CR(4,649,000)

Text(CR): <GT>: Sacrifice Scavenger Folk to destroy target artifact.

Text(DK): <GT>: Sacrifice Scavenger Folk to destroy target artifact.

  Rulings
```

1.15 Spitting Slug

```
Spitting Slug

Color     = Green
Rarity    = DK(U2)
Type      = Summon Slug (2/4)
Cost      = 1GG
Artist    = Anson Maddocks
Print run = DK(256,000)

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
Print run = DK(128,000)

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 Wanerstrand
Print run = DK(1,153,000) / 4E(3,600,000)

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.

   Rulings
```

1.18   Whippoorwill

```
Whippoorwill

Color     = Green
Rarity    = DK(U2)
Type      = Summon Whippoorwill (1/1)
Cost      = G
Artist    = Douglas Shuler
Print run = DK(256,000)

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.

   Rulings
```

1.19   Wormwood Treefolk

```
Wormwood Treefolk

Color     = Green
Rarity    = DK(U1)
Type      = Summon Treefolk (4/4)
Cost      = 3GG
Artist    = Jesper Myrfors
Print run = DK(128,000)

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