

DK_LAND

Tom de Ruyter

COLLABORATORS

	<i>TITLE :</i> DK_LAND		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Chapter 1

DK_LAND

1.1 The Dark - Land Cards

The Dark - Land Cards

City of Shadows

Maze of Ith

Safe Haven

Sorrow's Path

1.2 City of Shadows

City of Shadows

Rarity = DK(U1)
Type = Land
Artist = Tom Wanerstrand
Print run = DK(128,000)

Text (DK): <T>: Sacrifice one of your creatures, but remove it from the game instead of placing it in your graveyard. Put a counter on City of Shadows.

<T>: Add X colorless mana to your mana pool, where X is the number of counters on City of Shadows.

Rulings

1.3 Maze of Ith

Maze of Ith

Rarity = DK(C1)
Type = Land
Artist = Anson Maddocks
Print run = DK(384,500)

Text (DK): <T>: Target attacking creature becomes untapped. This creature neither deals nor receives damage as a result of combat.

Rulings

1.4 Safe Haven

Safe Haven

Rarity = DK(U1) / CR(U1)
Type = Land
Artist = Christopher Rush
Print run = DK(128,000) / CR(516,500)

Text (CR): <2T>: Remove target creature you control from the game. Play this ability as an interrupt.
<0>: Sacrifice Safe Haven to return all creatures it has removed from the game directly into play under their owners' control as though they were just summoned. Use this ability only during your upkeep.

Text (DK): <2T>: Remove target creature you control from game. This ability is played as an interrupt. During your upkeep, sacrifice Safe Haven to return all creatures it has removed from game directly into play. Treat this as if they were just summoned.

Rulings

1.5 Sorrow's Path

Sorrow's Path

Rarity = DK(U1)
Type = Land
Artist = Randy Asplund-Faith
Print run = DK(128,000)

Text (DK): <T>: Exchange two of opponent's blocking creatures. This exchange may not cause an illegal block. Sorrow's Path does 2 damage to you and 2 damage to each creature you control whenever it is tapped.

Rulings
