

**DK\_WHITE**

Tom de Ruyter

**COLLABORATORS**

	<i>TITLE :</i> DK_WHITE		
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WRITTEN BY	Tom de Ruyter	December 25, 2022	

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# Chapter 1

## DK\_WHITE

### 1.1 The Dark - White Cards

The Dark - White Cards

Angry Mob

Blood of the Martyr

Brainwash

Cleansing

Dust to Dust

Exorcist

Fasting

Festival

Fire and Brimstone

Holy Light

Knights of Thorn

Martyr's Cry

Miracle Worker

Morale

Pikemen

Preacher

Squire

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Tivadar's Crusade

Witch Hunter

## 1.2 Angry Mob

Angry Mob

Color = White  
Rarity = DK(U2) / 4E(U)  
Type = Summon Mob (2+\*/2+\*)  
Cost = 2WW  
Artist = Drew Tucker  
Print run = DK(256,000) / 4E(1,060,500)

Text (4E): Trample  
During your turn, Angry Mob has power and toughness each equal to 2 plus the number of swamps opponents control. During other turns, Angry Mob has power and toughness 2/2.

Text (DK): Trample  
During your turn, the \*'s are both equal to the total number of swamps all opponents control. During any other player's turn, \* equals 0.

Rulings

## 1.3 Blood of the Martyr

Blood of the Martyr

Color = White  
Rarity = DK(U2) / CR(U3)  
Type = Instant  
Cost = WWW  
Artist = Christopher Rush  
Print run = DK(256,000) / CR(1,549,500)

Text (CR): Until end of turn, you may redirect to yourself all damage dealt to any number of creatures. The source of the damage does not change.

Text (DK): For the remainder of the turn, you may redirect damage done to any number of creatures to yourself instead.

Flavor Text: The willow knows what the storm does not: that the power to endure harm outlives the power to inflict it.

Rulings

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## 1.4 Brainwash

Brainwash

Color = White  
Rarity = DK(C3) / 4E(C)  
Type = Enchant Creature  
Cost = W  
Artist = Pete Venters  
Print run = DK(1,153,000) / 4E(3,600,000)

Text (4E): Target creature cannot attack unless its controller pays an additional <3>.

Text (DK): Target creature may not attack unless its controller pays <3> in addition to any other costs required for the creature to attack.

Flavor Text: "They're not your friends; they despise you.  
I'm the only one you can count on. Trust me."

Rulings

## 1.5 Cleansing

Cleansing

Color = White  
Rarity = DK(U1)  
Type = Sorcery  
Cost = WWW  
Artist = Pete Venters  
Print run = DK(128,000)

Text (DK): All land is destroyed. Players may prevent Cleansing from destroying specific lands by paying 1 life for each land they wish to protect. Effects that prevent or redirect damage may not be used to counter this loss of life.

Rulings

## 1.6 Dust to Dust

Dust to Dust

Color = White  
Rarity = DK(C3)  
Type = Sorcery  
Cost = 1WW  
Artist = Drew Tucker  
Print run = DK(1,153,000)

Text (DK): Removes two target artifacts from the game.

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Flavor Text: Tervish never noticed that the amulet had vanished.  
It had disappeared not only from his possession,  
but from his memory as well.

Rulings

## 1.7 Exorcist

Exorcist

Color = White  
Rarity = DK(U1)  
Type = Summon Exorcist (1/1)  
Cost = WW  
Artist = Drew Tucker  
Print run = DK(128,000)

Text (DK): <1WT>: Target black creature is destroyed.

Flavor Text: Though they often bore little greater charm than  
the demons they battled, exorcists were always  
welcome in Scarwood.

NO RULINGS

## 1.8 Fasting

Fasting

Color = White  
Rarity = DK(U2)  
Type = Enchantment  
Cost = W  
Artist = Douglas Shuler  
Print run = DK(256,000)

Text (DK): You may choose to skip your draw phase; if you do so, you gain 2  
life. If you draw a card for any reason, Fasting is destroyed.  
During your upkeep, put a hunger counter on Fasting. When  
Fasting has five hunger counters on it, it is destroyed.

Rulings

## 1.9 Festival

Festival

Color = White  
Rarity = DK(C3)

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Type = Instant  
Cost = W  
Artist = Mark Poole  
Print run = DK(1,153,000)

Text (DK): Opponent may not declare an attack this turn. Play during opponent's upkeep phase.

Flavor Text: Only after the townsfolk had drawn us into their merry celebration did we discover that their holiday rituals held a deeper purpose.

Rulings

## 1.10 Fire and Brimstone

Fire and Brimstone

Color = White  
Rarity = DK(U2)  
Type = Instant  
Cost = 3WW  
Artist = Jeff A. Menges  
Print run = DK(256,000)

Text (DK): Fire and Brimstone does 4 damage to target player and 4 damage to you. Can only be used during a turn in which target player has declared an attack.

NO RULINGS

## 1.11 Holy Light

Holy Light

Color = White  
Rarity = DK(C3)  
Type = Instant  
Cost = 2W  
Artist = Drew Tucker  
Print run = DK(1,153,000)

Text (DK): All non-white creatures get -1/-1 until end of turn.

Flavor Text: "Bathed in hallowed light, the infidels looked upon the impurities of their souls and despaired."  
---The Book of Tal

NO RULINGS

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## 1.12 Knights of Thorn

Knights of Thorn

Color = White  
Rarity = DK(U1)  
Type = Summon Knights (2/2)  
Cost = 3W  
Artist = Christopher Rush  
Print run = DK(128,000)

Text (DK): Protection from red, banding.

Flavor Text: "With a great cry, the Goblin host broke and ran as the first wave of Knights penetrated its ranks."  
---Tivadar of Thorn, History of the Goblin Wars

NO RULINGS

## 1.13 Martyr's Cry

Martyr's Cry

Color = White  
Rarity = DK(U1)  
Type = Sorcery  
Cost = WW  
Artist = Jeff A. Menges  
Print run = DK(128,000)

Text (DK): All white creatures are removed from the game. Players must draw one card for each white creature they control that is lost in this manner.

Flavor Text: "It is only fitting that one such as I should die in pursuit of knowledge."  
---Vervamon the Elder

Rulings

## 1.14 Miracle Worker

Miracle Worker

Color = White  
Rarity = DK(C3)  
Type = Summon Miracle Worker (1/1)  
Cost = W  
Artist = Ron Spencer  
Print run = DK(1,153,000)

Text (DK): <T>: Destroy target enchantment card on a creature you control.

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Flavor Text: "Those blessed hands could bring surcease to  
even the most tainted soul."  
---Sister Betje, Miracles of the Saints

Rulings

## 1.15 Morale

Morale

Color = White  
Rarity = DK(C3) / 4E(C)  
Type = Instant  
Cost = 1WW  
Artist = Mark Poole  
Print run = DK(1,153,000) / 4E(3,600,000)

Text(4E): All attacking creatures get +1/+1 until end of turn.

Text(DK): All attacking creatures gain +1/+1 until end of turn.

Flavor Text: "After Lacjsi's speech, the Knights grew determined  
to crush their ancient enemies clan by clan."  
---Tivadar of Thorn, History of the Goblin Wars

NO RULINGS

## 1.16 Pikemen

Pikemen

Color = White  
Rarity = DK(C3) / 4E(C)  
Type = Summon Pikemen (1/1)  
Cost = 1W  
Artist = Dennis Detwiller  
Print run = DK(1,153,000) / 4E(3,600,000)

Text(4E): Banding, first strike

Text(DK): Banding, first strike

Flavor Text: "As the cavalry bore down, we faced them with swords  
drawn and pikes hidden in the grass at our feet.  
'Don't lift your pikes 'til I give the word,' I said."  
---Maeveen O'Donagh, Memoirs of a Soldier

Rulings

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## 1.17 Preacher

Preacher

Color = White  
Rarity = DK(U1)  
Type = Summon Preacher (1/1)  
Cost = 1WW  
Artist = Quinton Hoover  
Print run = DK(128,000)

Text (DK): <T>: Gain control of one of opponent's creatures. Opponent chooses which target creature you control. If Preacher becomes untapped, you lose control of this creature; you may choose not to untap Preacher as normal during your untap phase. You also lose control of the creature if Preacher leaves play or at end of game.

Rulings

## 1.18 Squire

Squire

Color = White  
Rarity = DK(C3)  
Type = Summon Squire (1/2)  
Cost = 1W  
Artist = Dennis Detwiller  
Print run = DK(1,153,000)

Flavor Text: "Of twenty yeer of age he was, I gesse. Of his stature  
he was of even lengthe, And wonderly deliver, and  
greete of strengthe."  
---Geoffrey Chaucer, The Canterbury Tales

Rulings

## 1.19 Tivadar's Crusade

Tivadar's Crusade

Color = White  
Rarity = DK(U2)  
Type = Sorcery  
Cost = 1WW  
Artist = Dennis Detwiller  
Print run = DK(256,000)

Text (DK): All Goblins are destroyed.

Rulings

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## 1.20 Witch Hunter

Witch Hunter

Color = White  
Rarity = DK(U1) / CR(U3)  
Type = Summon Hunter (1/1)  
Cost = 2WW  
Artist = Jesper Myrfors  
Print run = DK(128,000) / CR(1,549,500)

Text (CR): <T>: Witch Hunter deals 1 damage to target player.  
<1WWT>: Return target creature any opponent controls to owner's hand.

Text (DK): <T>: Witch Hunter does 1 damage to target player.  
<1WWT>: Return target creature opponent controls from play to owner's hand. Enchantments on target creature are destroyed.

Rulings

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