

DK_BLACK

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COLLABORATORS

	<i>TITLE :</i> DK_BLACK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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Chapter 1

DK_BLACK

1.1 The Dark - Black Cards

The Dark - Black Cards

Ashes to Ashes

Banshee

Bog Imp

Bog Rats

Curse Artifact

Eater of the Dead

Frankenstein's Monster

Grave Robbers

Inquisition

Marsh Gas

Murk Dwellers

Nameless Race

Rag Man

Season of the Witch

The Fallen

Uncle Istvan

Word of Binding

Worms of the Earth

1.2 Ashes to Ashes

Ashes to Ashes

Color = Black
Rarity = DK(C3) / 4E(U)
Type = Sorcery
Cost = 1BB
Artist = Drew Tucker

Text (4E): Ashes to Ashes removes two target non-artifact creatures from the game and deals 5 damage to you.

Text (DK): Ashes to Ashes removes two target non-artifact creatures from the game and does 5 damage to you.

Flavor Text: "All rivers eventually run to the sea.
My job is to sort out who goes first."
---Maeveen O'Donagh, Memoirs of a Soldier

Rulings

1.3 Banshee

Banshee

Color = Black
Rarity = DK(U2) / CR(U3)
Type = Summon Banshee (0/1)
Cost = 2BB
Artist = Jesper Myrfors

Text (CR): <XT>: Banshee deals X damage, half (rounded up) to you and half (rounded down) to target creature or player.

Text (DK): <XT>: Banshee does X damage--half (rounded up) to you and half (rounded down) to any one target.

Flavor Text: Some say Banshees are the hounds of Death, baying to herd their prey into the arms of their master.

NO RULINGS

1.4 Bog Imp

Bog Imp

Color = Black
Rarity = DK(C3) / 4E(C)
Type = Summon Imp (1/1)
Cost = 1B
Artist = Ron Spencer

Text (4E): Flying

Text (DK): Flying

Flavor Text: On guard for larger dangers, we underestimated the power and speed of the Imp's muck-crusted claws.

NO RULINGS

1.5 Bog Rats

Bog Rats

Color = Black
Rarity = DK(C3) / CR(C3)
Type = Summon Rats (1/1)
Cost = B
Artist = Ron Spencer

Text (CR): Cannot be blocked by walls.

Text (DK): Cannot be blocked by walls.

Flavor Text: Their stench was vile and strong enough, but not nearly as powerful as their hunger.

Rulings

1.6 Curse Artifact

Curse Artifact

Color = Black
Rarity = DK(U2)
Type = Enchant Artifact
Cost = 2BB
Artist = Mark Tedin

Text (DK): During his or her upkeep, controller of target artifact may choose to bury target artifact. If controller chooses not to bury target artifact, Curse Artifact does 2 damage to him or her.

Flavor Text: Voska feared the artifact had come too easily.

NO RULINGS

1.7 Eater of the Dead

Eater of the Dead

Color = Black
Rarity = DK(U2)
Type = Summon Eater (3/4)
Cost = 4B
Artist = Jesper Myrfors

Text (DK): <0>: Take one creature from any graveyard and remove it from the game. Untap Eater of the Dead.

Flavor Text: Even the putrid muscles of the dead can provide strength to those loathsome enough to consume them.

Rulings

1.8 Frankenstein's Monster

Frankenstein's Monster

Color = Black
Rarity = DK(U1)
Type = Summon Monster (0/1)
Cost = XBB
Artist = Anson Maddocks

Text (DK): When Frankenstein's Monster is brought into play, if you do not take X creatures from your graveyard and remove them from the game, Frankenstein's Monster is countered. For each creature removed from your graveyard in this way, you may choose to give Frankenstein's Monster a permanent +2/+0, +1/+1, or +0/+2.

Rulings

1.9 Grave Robbers

Grave Robbers

Color = Black
Rarity = DK(U1)
Type = Summon Robbers (1/1)
Cost = 1BB
Artist = Quinton Hoover

Text (DK): <BT>: Take one artifact from any graveyard and remove it from

the game. Gain 2 life.

Flavor Text: "If you don't have your health, you don't have anything."
---Proverb

Rulings

1.10 Inquisition

Inquisition

Color = Black
Rarity = DK(C3)
Type = Sorcery
Cost = 2B
Artist = Anson Maddocks

Text (DK): Look at target player's hand. Inquisition does 1 damage to target player for each white card in his or her hand.

Flavor Text: Many of those entrusted to Primata Delphine's care tended to express themselves with screams.

Rulings

1.11 Marsh Gas

Marsh Gas

Color = Black
Rarity = DK(C3) / 4E(C)
Type = Instant
Cost = B
Artist = Douglas Shuler

Text (4E): All creatures get -2/-0 until end of turn.

Text (DK): All creatures get -2/-0 until end of turn.

Flavor Text: "Comes right outta th' ground. If ya can smell it, it's too late."
---Keevy Bogsbury

NO RULINGS

1.12 Murk Dwellers

Murk Dwellers

Color = Black

Rarity = DK(C3) / 4E(C)
Type = Summon Murk Dwellers (2/2)
Cost = 3B
Artist = Drew Tucker

Text (4E): When attacking and not blocked, Murk Dwellers gets +2/+0 until end of turn.

Text (DK): When attacking, Murk Dwellers gain +2/+0 if not blocked.

Flavor Text: When Raganorn unsealed the catacombs, he found more than the dead and their treasures.

Rulings

1.13 Nameless Race

Nameless Race

Color = Black
Rarity = DK(U1)
Type = Summon Nameless Race (*/*)
Cost = 3B
Artist = Quinton Hoover

Text (DK): Trample
Pay * life when bringing Nameless Race into play. Effects that prevent or redirect damage may not be used to counter this loss of life. When Nameless Race is brought into play, * may not be greater than the total number of white cards all opponents have in play and in their graveyards.

Rulings

1.14 Rag Man

Rag Man

Color = Black
Rarity = DK(U1) / 4E(R)
Type = Summon Rag Man (2/1)
Cost = 2BB
Artist = Daniel Gelon

Text (4E): <BBBT>: Look at target opponent's hand. If that player has any creature cards in hand, he or she discards one of them at random. Use this ability only during your turn.

Text (DK): <BBBT>: Look at opponent's hand. If opponent has any creature cards in hand, he or she discards one of them at random. This ability can only be used during controller's turn.

Flavor Text: "Aw, he's just a silly, dirty little man.
What's to be afraid of?"

Rulings

1.15 Season of the Witch

Season of the Witch

Color = Black
Rarity = DK(U1)
Type = Enchantment
Cost = BBB
Artist = Jesper Myrfors

Text (DK): At the end of each player's turn, all of his or her untapped creatures that could have attacked but did not are destroyed. If you do not pay 2 life during your upkeep, Season of the Witch is destroyed. Effects that prevent or redirect damage may not be used to counter this loss of life.

Rulings

1.16 The Fallen

The Fallen

Color = Black
Rarity = DK(U2) / CR(U3)
Type = Summon Fallen (2/3)
Cost = 1BBB
Artist = Jesper Myrfors

Text (CR): During your upkeep, The Fallen deals 1 damage to each opponent it has previously damaged.

Text (DK): During its controller's upkeep, The Fallen does 1 damage to each opponent it has previously damaged.

Flavor Text: Magic often masters those who cannot master it.

Rulings

1.17 Uncle Istvan

Uncle Istvan

Color = Black
Rarity = DK(U2) / 4E(U)
Type = Summon Uncle Istvan (1/3)

Cost = 1BBB
Artist = Daniel Gelon

Text (4E): All damage done to Uncle Istvan by creatures is reduced to 0.

Text (DK): All damage done to Uncle Istvan by creatures is reduced to 0.

Flavor Text: Solitude drove the old hermit insane. Now he only
keeps company with those he can catch.

Rulings

1.18 Word of Binding

Word of Binding

Color = Black
Rarity = DK(C3) / 4E(C)
Type = Sorcery
Cost = XBB
Artist = Ron Spencer

Text (4E): Tap X target creatures.

Text (DK): X target creatures become tapped.

Flavor Text: "That was the worst experience of my days, standing
there helpless as they killed my whole troop."
---Maeveen O'Donagh, Memoirs of a Soldier

NO RULINGS

1.19 Worms of the Earth

Worms of the Earth

Color = Black
Rarity = DK(U1)
Type = Enchantment
Cost = 2BBB
Artist = Anson Maddocks

Text (DK): No new land may be brought into play. During any player's
upkeep, any player may destroy Worms of the Earth by sacrificing
two lands or taking 5 damage from Worms of the Earth.

Flavor Text: The ground collapsed, leaving nothing but the
great Worms' mucous residues.

Rulings
