

The Dark

Expansion set for Magic: The Gathering

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 Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

Rare cards are shown in bold text.
Uncommon cards are shown in italicized text.
 Common cards are shown in normal text.

There are 3 common cards sheets for each uncommon card sheet printed.
 The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon).

Land:

Card Name	Spell Type	Ability
City of Shadows u1	Land	Tap and sacrifice one of your creatures (and remove it from the game) to put a counter on the City -or- Tap to get N colorless mana where N=number of counters on City.
Safe Haven u1	Land	Remove one of your creatures from the game to a safe place (Tap+2); Sacrifice Haven during upkeep to return all those creatures to play.
Sorrow's Path u1	Land	Tap to swap two of opponent's blocking creatures; You and your creatures each take 2 damage whenever Path is tapped.
<i>Maze of Ith</i> c1	Land	Tap to untap an attacking creature and it will not give or receive damage from this attack.

Multicolor Spells:

Card Name	Spell Type	Cost	Ability
Dark Heart of the Wood c3	Enchantment	BG	Sacrifice a Forest to gain 3 life.
Marsh Goblins c3	Summon Goblins	BR	1/1, SwampWalk
Scarwood Goblins c3	Summon Goblins	GR	2/2

Artifacts:

Card Name	Spell Type	Cost	Ability
Barl's Cage	u1 Artifact	4	Make a creature not untap during its next untap (3)
Bone Flute	u2 Artifact	3	-1/-0 to all creatures until end of turn (Tap+2)
Book of Rass	u2 Artifact	6	Draw one card (2+Lose 2 life)
Coal Golem	u2 Artifact Creature	5	3/3; Add RRR to your mana pool (3+Sacrifice this card)
Dark Sphere	u2 Artifact	0	Tap and sacrifice this card to prevent half (round down) the damage from one source to you.
Diabolic Machine	u2 Artifact Creature	7	4/4, Regenerates (3)
Fellwar Stone	u2 Artifact	2	Tap for one mana of any color opponent's lands can produce.
Fountain of Youth	u2 Artifact	0	Gain one life (Tap+2)
Living Armor	u2 Artifact	4	Tap and sacrifice this card to put a +0/+X counter on a creature where X is the creature's casting cost.
Necropolis	u2 Artifact Creature	5	0/1, Wall; Remove a creature in your graveyard from the game to get X +0/+1 counters on Necropolis where X is the casting cost of the creature removed.
Reflecting Mirror	u2 Artifact	4	Reflect a spell from targeting you to targeting another player (Tap+2 times cost of spell being redirected)
Runesword	u2 Artifact	6	+2/+0 to a creature (Tap+3); Creatures damaged by a Runesword wielding creature may not regenerate and leave the game if destroyed; Bury Runesword if creature using it is destroyed. { There is a variant of this card with a hair across the text box }
Scarecrow	u2 Artifact Creature	5	2/2; Reduce all damage done to you by Flying creatures to zero until end of turn (Tap+6)
Skull of Orm	u2 Artifact	3	Bring enchantment card from your graveyard to your hand (Tap+5)
Standing Stones	u2 Artifact	3	Gain 1 mana of any color (Tap+1+Lose 1 life)
Stone Calendar	u1 Artifact	5	Reduces casting cost of your spells by 1 colorless mana but will not go below zero colorless mana.
Tormod's Crypt	u2 Artifact	0	Tap and sacrifice this card to remove a player's graveyard from the game.
Tower of Coireall	u2 Artifact	2	Tap to make a creature unblockable by walls until end of turn.
Wand of Ith	u2 Artifact	4	Look at one random card from a player's hand (Tap+3), that player may discard the card or pay its casting cost in life to keep it. Lands cost 1 life.
War Barge	u2 Artifact	4	Give a creature IslandWalk until end of turn (3); Creature using Barge is buried if Barge leaves play.

Black Spells:

Card Name	Spell Type	Cost	Ability
Banshee u2	Summon Banshee	BB2	0/1; Do half of X (round down) in damage to any player or creature but take half of X (round up) damage on yourself (Tap+X)
Curse Artifact u2	Enchant Artifact	BB2	Each upkeep take 2 damage or bury the artifact.
Eater of the Dead u2	Summon Eater	B4	3/4; Remove a creature in any graveyard from the game in order to untap Eater.
The Fallen u2	Summon Fallen	BBB1	2/3; Each upkeep does 1 damage to each opponent it has damaged previously.
Frankenstein's Monster u1	Summon Monster	BBX	0/1; Remove X creatures in your graveyard from the game when cast to get X counters of any combination of +2/+0, +1/+1 or +0/+2.
Grave Robbers u1	Summon Robbers	BB1	1/1, Remove one artifact in any graveyard from the game and gain 2 life (Tap+B)
Nameless Race u1	Summon Nameless Race	B3	*/*, Trample; Where *=number of life paid when brought into play and * cannot exceed the number of white cards opponents have in play and their graveyards.
Rag Man u1	Summon Rag Man	BB2	2/1, On your turn you can look at opponent's hand and make them discard a random creature card (Tap+BBB)
Season of the Witch u1	Enchantment	BBB	At end of each player's turn destroy all untapped creatures which could have attacked but did not; Each upkeep you lose 2 life or destroy this card.
Uncle Istvan u2	Summon Uncle Istvan	BBB1	1/3, All damage from creatures is reduced to zero.
Worms of the Earth u1	Enchantment	BBB2	No lands can be put into play; Any player can destroy Worms during their upkeep by sacrificing 2 lands or taking 5 damage.
Ashes to Ashes c3	Sorcery	BB1	Remove two non-artifact creatures from the game and take 5 damage on yourself.
Bog Imp c3	Summon Imp	B1	1/1, Flying
Bog Rats c3	Summon Rats	B	1/1, Cannot be blocked by Walls
Inquisition c3	Sorcery	B2	Look at opponent's hand; Does 1 damage to opponent for each white card in their hand.
Marsh Gas c3	Instant	B	-2/-0 to all creatures until end of turn.
Murk Dwellers c3	Summon Murk Dwellers	B3	2/2, +2/+0 if attacking and not blocked
Word of Binding c3	Sorcery	BBX	Tap X creatures.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Amnesia u2	Sorcery	UUU3	Look at opponent's hand and have them discard all non-Land cards.
Apprentice Wizard u1	Summon Wizard	UU1	0/1, Add 3 colorless mana to your pool (Tap+U)
Dance of Many u1	Enchantment	UU	Put token creature into play which copies all characteristics of a Summon card which is in play. Token leaves play if Dance does, and Dance leaves play if token does; Pay UU each upkeep or Dance is destroyed.
Electric Eel u2	Summon Eel	U	1/1, +2/+0 and take 1 damage (RR); Take 1 damage when putting Eel into play.
Flood u2	Enchantment	U	Tap a non-Flying creature (UU)
Leviathan u1	Summon Leviathan	UUUU5	10/10, Trample; Does not untap as normal, sacrifice 2 Islands during upkeep to untap it; Cannot attack unless 2 Islands are sacrificed; Enters play tapped.
Mana Vortex u1	Enchantment	UU1	All players must sacrifice a land each upkeep; Vortex is destroyed when there are no lands in play; Must sacrifice a land when casting Vortex or it is countered.
Merfolk Assassin u2	Summon Merfolk	UU	1/2, Tap to destroy an IslandWalking creature
Mind Bomb u1	Sorcery	U	Each player takes 3 damage but can discard up to 3 cards where each card prevents one point of damage.
Psychic Allergy u1	Enchantment	UU3	Select a color when casting; Opponent takes 1 damage during upkeep for each card of that color they have in play; Sacrifice 2 Islands during upkeep or Allergy is destroyed.
Tangle Kelp u2	Enchant Creature	U	Tap creature; Creature does not untap during untap phase if it attacked on its last turn.
Deep Water c3	Enchantment	UU	All your mana producing lands produce U instead of their normal mana until end of turn (U)
Drowned c3	Summon Zombies	U1	1/1, Regenerates (B)
Erosion c3	Enchant Land	UUU	Land's controller pays 1 colorless mana or 1 life point during upkeep or land is destroyed.
Ghost Ship c3	Summon Ship	UU2	2/4, Flying, Regenerates (UUU)
Giant Shark c3	Summon Shark	U5	4/4, +2/+0 and Trample until end of turn if blocked-by/blocking a creature which was already damaged this turn; Cannot attack if opponent has no Islands, Buried if you have no Islands.
Riptide c3	Instant	U	Taps all blue creatures.
Sunken City c3	Enchantment	UU	+1/+1 to all blue creatures; Pay UU during upkeep or City is destroyed.
Water Wurm c3	Summon Wurm	U	1/1, +0/+1 if opponent has at least one Island

Green Spells:

Card Name	Spell Type	Cost	Ability	
Elves of Deep Shadow	u2	Summon Elves	G	1/1, Tap to add B to your mana pool and take 1 damage
Hidden Path	u1	Enchantment	GGGG2	Gives all green creatures ForestWalk
Lurker	u1	Summon Lurker	G2	2/3, Cannot be targeted by spells unless it attacked or blocked this turn
Niall Silvain	u1	Summon Niall Silvain	GGG	2/2, Regenerate a creature (Tap+GGGG)
People of the Woods	u2	Summon People of the Woods	GG	1/* where *=number of Forests you control
Scarwood Bandits	u1	Summon Bandits	GG2	2/2, ForestWalk; Take control of an artifact (Tap+G2), opponent can counter this by paying 2 colorless mana; Lose control of artifact if Bandits leave play.
Scarwood Hag	u2	Summon Hag	G1	1/1, Tap to remove ForestWalk from a creature until end of turn; Give ForestWalk to a creature until end of turn (Tap+GGGG)
Spitting Slug	u2	Summon Slug	GG1	2/4, First Strike (G1); If do not use First Strike ability, all blocking/blocked-by creatures get First Strike.
Tracker	u1	Summon Tracker	G2	2/2, Do power in damage to a creature and take that creature's power in damage to itself (Tap+GG)
Whippoorwill	u2	Summon Whippoorwill	G	1/1, Make a creature so damage cannot be prevented or redirected from it plus it cannot regenerate and if destroyed it leaves the game (Tap+GG)
Wormwood Treefolk	u1	Summon Treefolk	GG3	4/4; Gets ForestWalk and you take 2 damage (GG); Gets SwampWalk and you take 2 damage (BB)
Carnivorous Plant	c3	Summon Wall	G3	4/5, Wall
Gaea's Touch	c3	Enchantment	GG	May play one Forest in addition to normal land each turn; Sacrifice this card to get GG added to mana pool. { A variant of this card has the name and text shifted to the left }
Land Leeches	c3	Summon Leeches	GG1	2/2, First Strike
Marsh Viper	c3	Summon Viper	G3	1/2; If damages opponent, give opponent 2 poison tokens; If opponent ever has 10 or more poison tokens they lose.
Savaen Elves	c3	Summon Elves	G	1/1, Destroy an Enchant Land card (Tap+GG)
Scavenger Folk	c3	Summon Scavenger Folk	G	1/1, Destroy an artifact (Tap+G+Sacrifice this card)
Venom	c3	Enchant Creature	GG1	Makes it so non-Wall creatures blocking/blocked-by this creature are destroyed at end of combat.

Red Spells:

Card Name		Spell Type	Cost	Ability
Ball Lightning	u1	Summon Ball Lightning	RRR	6/1, Trample, May attack on turn it enters play; Buried at end of turn in which it enters play.
Blood Moon	u1	Enchantment	R2	All non-basic lands become Mountains.
Brothers of Fire	u2	Summon Brothers	RR1	2/2, Do 1 damage to a target and 1 damage to you (RR1)
Cave People	u2	Summon Cave People	RR1	1/4, +1/-2 when attacking; Give a creature MountainWalk (Tap+RR1)
Eternal Flame	u1	Sorcery	RR2	Does 1 damage to opponent for each Mountain you control and you take half (round up) that amount.
Fire Drake	u2	Summon Drake	RR1	1/2, Flying, +1/+0 (R) but maximum of R each turn
Goblin Wizard	u1	Summon Goblin	RR2	1/1, Tap to bring a Goblin from you hand into play; Give a Goblin Protection from White (R)
Inferno	u1	Instant	RR5	Does 6 damage to all players and creatures.
Mana Clash	u1	Sorcery	R	You and opponent flip coins until both of you get Heads; A player takes 1 damage each time they get Tails.
Orc General	u2	Summon General	R2	2/2, Tap and sacrifice an Orc or Goblin to give all Orcs +1/+1 until end of turn
Sisters of the Flame	u2	Summon Sisters	RR1	2/2, Tap to add R to your mana pool
Fissure	c3	Instant	RR3	Bury one land or creature
Goblin Caves	c3	Enchant Land	RR1	Gives all Goblins +0/+2 if on a basic Mountain.
Goblin Digging Team	c3	Summon Goblins	R	1/1, Tap and sacrifice this card to destroy a Wall
Goblin Hero	c3	Summon Goblin	R2	2/2
Goblin Rock Sled	c3	Summon Rock Sled	R1	3/1, Trample; Cannot attack if opponent has no Mountains; Does not untap as normal if attacked last turn.
Goblin Shrine	c3	Enchant Land	RR1	Gives all Goblins +1/+0 if on a basic Mountain; Does 1 damage to all Goblins if it leaves play.
Goblins of the Flarg	c3	Summon Goblins	R	1/1, MountainWalk; Buried if you control any Dwarves

White Spells:

Card Name	Spell Type	Cost	Ability
Angry Mob u2	Summon Mob	WW2	(2+*)(2+*), Trample; Where *= zero when it is not your turn and the number of Swamps opponents control when it is your turn.
Blood of the Martyr u2	Instant	WWW	You may redirect damage done to any number of creatures to yourself until end of turn.
Cleansing u1	Sorcery	WWW	Destroys all lands unless 1 life is lost for each land a player want to prevent from being destroyed.
Exorcist u1	Summon Exorcist	WW	1/1, Destroy a black creature (Tap+W1)
Fasting u2	Enchantment	W	May skip draw phase to gain 2 life; Destroy Fasting if you draw a card for any reason; Destroy Fasting on fifth upkeep after it enters play.
Fire and Brimstone u2	Instant	WW3	Cast on opponent's turn after an attack is declared to do 4 damage to you and your opponent.
Knights of Thorn u1	Summon Knights	W3	2/2, Banding, Protection from Red
Martyr's Cry u1	Sorcery	WW	Remove all white creatures from the game; Players draw 1 card for each of their creatures removed.
Preacher u1	Summon Preacher	WW1	1/1, Tap to get control of an opponent's creature of their choosing; May choose not to untap Preacher as normal; Lose control of creature if becomes untapped or if leaves play.
Tivadar's Crusade u2	Sorcery	WW1	Destroys all Goblins in play.
Witch Hunter u1	Summon Hunter	WW2	1/1, Tap to do 1 damage to a player; Send one of opponent's creatures to their hand (Tap+WW1)
Brainwash c3	Enchant Creature	W	Creature now costs 3 mana to declare as an attacker.
Dust to Dust c3	Sorcery	WW1	Remove 2 artifacts from the game.
Festival c3	Instant	W	Play during opponent's upkeep to prevent an attack that turn.
Holy Light c3	Instant	W2	Gives -1/-1 to all non-white creatures until end of turn.
Miracle Worker c3	Summon Miracle Worker	W	1/1, Tap to destroy an enchantment on one of your creatures.
Morale c3	Instant	WW1	Gives +1/+1 to all attacking creatures until end of turn.
Pikemen c3	Summon Pikemen	W1	1/1, Banding, First Strike
Squire c3	Summon Squire	W1	1/2