MTG_CARD_D

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COLLABORATORS

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1.2 Damping Field

Damping Field

  Does not prevent artifacts (such as Colossus) from untapping during upkeep.

  Artifact creatures are artifacts. When this in play, they untap as
    artifacts and not as creatures, so only one may untap.

  Card Information

1.3 Dance of Many

Dance of Many

  See the Copy Cards entry in the General Rulings for more information.

  See the Token Creatures entry in the General Rulings for more information.

+ As errata, the target is chosen when it is played and not when it comes
    into play. [WotC Rules Team 07/29/96]

  Treat the token as a just-summoned creature of the appropriate type. If
    that creature normally gets counters upon being cast, the token creature
    gets counters. [bethmo 08/10/94]

  Can be used on any creature which is a Summon card, even if the creature
    is in play only because of Animate Dead. In the case of Animate Dead,
    the copy does not have the -1 power penalty. [WotC Rules Team 09/30/94]

  Destroying the creature which was copied will not cause the token creature
    to be destroyed as well. [Aahz 10/21/94]

  This spell is targeted and checks the validity of the target when declared
    and when resolving. If the creature is not still there when the copy
    resolves, the spell fizzles. [WotC Rules Team 02/09/95]

The casting cost is copied. This makes Dance of Many the only exception to
  the rule that token creatures have a casting cost of zero.
  [Aahz 11/13/95]

The creature is still considered a token creature, so if you happen to copy
  a Drudge Skeleton, the Skeleton token would still be succeptible to
  Drudge Spell. [Aahz 03/02/96]

Card Information

1.4   Dance of the Dead

Dance of the Dead

  See Creature in the Graveyard in the General Rulings for more information.

  In general, an animated creature comes out as if it was just cast. Any X
    in the casting cost is zero. So animating a Rock Hydra gives you
    a hydra with zero heads. [PPG Page 92]

  You can Animate a creature which was discarded from a hand and therefore
    was never in play.

  Dance of the Dead is an "Enchant Creature" spell and so it does activate the
    Rabid Wombat and trigger other cards which use creature enchantments.
    [Duelist Magazine #6, Page 131] (Based on Animate Dead ruling)

  Animated creature cannot attack until it begins its controller's turn in
    play. [Page 30]

  Animating a dead Clone gets all the Clone's abilities but mimics at +1/+1.
    [D'Angelo 09/25/95]

  This is a targeted effect. Note that cards in the graveyard do not have
    Protection from Color abilities, but it may fizzle because the target
    is removed before the effect resolves. [WotC Rules Team 05/10/95]
    (Based on Animate Dead ruling)

  When Dance of the Dead is being destroyed, the creature it is on is not
    "on its way to the graveyard" so you can sacrifice the creature at this
    time. [WotC Rules Team 05/10/95] (Based on Animate Dead ruling)

  When Dance of the Dead leaves play, the creature it is on is put in the
    graveyard without a damage prevention step. A death event is still
    generated. [WotC Rules Team 05/10/95] This happens even if there is
    another Animate Dead or Dance of the Dead on the creature since if even
    one is removed, the buried immediately. [WotC Rules Team 09/22/95]

  Cannot be cast on dead creatures which are in play because of another
    Animate Dead or Dance of the Dead spell, but can be moved using
    Enchantment Alteration from one animated creature to another. If so, you
    gain control of that creature since your animate is more recent than the
    other one. [WotC Rules Team 11/16/94] (Based on Animate Dead ruling)

If more than one Dance of the Dead ends up on a creature, each contributes a
  +1/+1 and an additional 1B to the untap cost. [D'Angelo 09/25/95]

The caster of Dance of the Dead is not considered the "caster" of the
  creature that is brought back into play. The "caster" is always the
  "owner. [Duelist Magazine #5, Page 123] (Based on Animate Dead ruling)

Card Information

1.5 Dandan

Dandan

  As errata to the Arabian Nights version of this card, it should say
    "defending player" instead of "opponent". [Duelist Magazine #4, Page 64]

  The Chronicles version is buried if you have no Islands, the Arabian Nights
    version is just destroyed. [Duelist Magazine #7, Page 101]

  Card Information

1.6 Dark Heart of the Wood

Dark Heart of the Wood

  The text on the card explaining the color is considered to be explanatory
    and not characteristic text. This means that it cannot be affected by
    Sleight of Mind. [Duelist Magazine #3, Page 22]

  This card can have its color changed by a lace spell but not by
    Sleight of Mind. This is a REVERSAL of a ruling in Duelist Magazine #2
    on page 86. [WotC Rules Team 09/15/94]

  Card Information

1.7 Darkness

Darkness

  See the Fog Effects entry in the General Rulings for more information.

  As errata, the effect only lasts until the end of the turn.
    [WotC Rules Team 09/22/95]

  Card Information

1.8   Darkpact

Darkpact

   If you use some spell or effect (like Natural Selection) which allows you
     to peek at cards in the library, you can still use Darkpact.

   Has been on the Duelists' Convocation banned list (not allowed in a deck)
     for tournaments since 01/25/94 because it is only used in games for Ante.

   Card Information

1.9   Dark Ritual

Dark Ritual

   Changed to use mana symbols instead of the word black mana between the
     Limited/Unlimited Edition and the Revised Edition versions of the card.
     The Revised and Fourth Edition cards can not be affected by Sleight of
     Mind.

   Card Information

1.10   Dark Sphere

Dark Sphere

   Multiple Dark Spheres multiply in effect. So two of them will result in
     1/4 damage, not zero damage. [Duelist Magazine #3, Page 7]

   Card Information

1.11   D'Avenant Archer

D'Avenant Archer

   Does damage immediately and may kill the creature before damage dealing.
     [Aahz 06/17/94]

   Card Information

1.12   Deathgrip

Deathgrip

   The Limited/Unlimited Edition version of the card says "destroys a green
     spell as it is being cast" but should be read as "counters a green

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  spell". [bethmo]
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  Card Information

1.13 Deathlace

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Deathlace
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  See Chaoslace for rulings.

  Card Information

1.14 Deep Spawn

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Deep Spawn
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  The two cards put into the graveyard are not discards from your hand and so
    Library of Leng does not apply. [Aahz 11/30/94]

  Does not cause enchantments on it to be removed when the effect is
    activated. An enchantment in play is neither a spell or an effect.
    [Duelist Magazine #4, Page 7]

  Does not prevent enchantments already on it from being used.
    [Duelist Magazine #5, Page 122]

  Card Information

1.15 Deep Water

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Deep Water
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  All affected lands produce just one blue mana regardless of how many it
    might normally generate. [Duelist Magazine #3, Page 7] So a storage land
    produces one blue even if you remove zero or three counters. Other lands
    which produce more than one mana are similarly restricted.

  Mana Flare will make the lands provide one extra blue mana.
    [Duelist Magazine #3, Page 7]

  Will remove restrictions on how mana generated by the land is used.
    [Duelist Magazine #6, Page 131] For example, the blue mana from a
    Mishra's Workshop can be used for any purpose.

  Card Information

1.16   Deflection

Deflection

  Only targets the spell being Deflected and not the original or new target
    of the spell it is affecting. [Aahz 07/09/95]

  You cannot choose an invalid target for the new spell. You have to pick
    a valid target on announcement. If the target of the spell being
    Deflected is not valid on resolution, then Deflection fails.
    [WotC Rules Team 09/22/95]

  Deflection targets a spell with a single target. If the spell being
    Deflected is not a single target spell when Deflection resolves, then
    Deflection fizzles. [D'Angelo 09/28/95] Note that this only happens
    if someone redirects a Deflection.

  Cannot deflect any spell to the Deflection itself since when you are
    announcing it (and choosing its targets), it is not yet a spell. It
    becomes a spell once all the costs and targets are successfully chosen.
    [Duelist Magazine #7, Page 9]

  If you create an infinite loop with a circle of interrupts targeting each
    other, then they are all just placed in the graveyard with no effect.
    They are, however, considered 'successfully cast'.
    [WotC Rules Team 08/17/95] No effect, means no effect. If one of them
    was a Power Sink, then the player would not have to tap lands for mana.
    This situation is possible with say Counterspell at a summoning,
    Red Elemental Blast at the Counterspell, then Deflection on the
    Counterspell to have it target the Red Elemental Blast. Now neither
    could legally resolve because an interrupt cannot resolve until all
    interrupts targeting it resolve. This ruling is a simple patch.

  Can deflect a counterspell to target itself, but the counterspell will
    fall under the infinite loop rule and although 'successfully cast' it
    just fizzles. [Duelist Magazine #10, Page 44]

  You can deflect a Deflection to any other target spell. This will not
    change the choice for that Deflection's target change and may cause that
    Deflection to fail if the new target spell is not a "spell which has
    a single target". [WotC Rules Team 09/22/95]

  Card Information

1.17   Delif's Cone

Delif's Cone

  As errata, it should say "defending player" instead of "opponent".
    [Duelist Magazine #4, Page 64]

  Card Information

1.18   Delif's Cube

Delif's Cube

  Can be used at any point up until damage is dealt as long as the creature
    is not blocked. [Aahz 12/02/94]

  As errata, it should say "defending player" instead of "opponent".
    [Duelist Magazine #4, Page 64]

  Card Information

1.19   Demonic Attorney

Demonic Attorney

  You choose one target player. That player can either concede or you and
    he both ante an additional card. It does not affect all players.
    [Duelist Magazine #4, Page 64]

  Has been on the Duelists' Convocation banned list (not allowed in a deck)
    for tournaments since 01/25/94 because it is only used in games for Ante.

  Card Information

1.20   Demonic Consultation

Demonic Consultation

  The spell fails if you do not find the card before your library is empty.
    You do not lose the game at that point. You lose on the next time you
    have to draw. [Aahz 06/08/95]

  Because choosing the card to draw for is a casting decision, you cannot
    change this decision when you Fork this spell. You must dig for the
    same card. [Aahz 09/05/95]

  You must name a card that actually exists in the game. [Aahz 10/07/95]

  There is no way to make this card affect your opponent. It affects "you",
    and "you" means the caster. [Duelist Magazine #7, Page 9]

  Card Information

1.21   Demonic Hordes

Demonic Hordes

  May not use its ability until its upkeep is paid for that turn. [bethmo]

Paying the Hordes is optional. You may choose not to pay them but then
    you take the consequences. [bethmo]

The lands destroyed by not paying the Hordes are considered to be
    sacrificed. [WotC Rules Team 09/22/95]

In multiplayer games, you can choose a different player each time a land is
    to be destroyed due to not paying upkeep. [Duelist Magazine #4, Page 64]

The Alpha printing version of this card had 'B's where the black mana
    symbols are in later printings.

Card Information

1.22 Demonic Tutor

Demonic Tutor

This is not a draw and may not be used with Aladdin's Lamp.
    [D'Angelo 02/27/95]

You do not show the card you pick out of your library to your opponent.
    [bethmo]

This is not a targeted spell. You pick a card on resolution.
    [D'Angelo 07/21/95] Because you pick on resolution, this spell can be
    Forked so that the Fork's caster can pick a different card.
    [Aahz 09/05/95]

The artist's name, Shuler, was misspelled on the Limited/Unlimited Edition
    versions of this card.

Has been on the Duelists' Convocation restricted list (only 1 per deck)
    for tournaments since 03/23/94.

Card Information

1.23 Desert

Desert

No, this is not a basic land type. [Snark]

As errata to the card, it should be read as "Tap: Add 1 to your mana pool.
    Tap: Target attacking creature takes 1 damage at the end of combat. Play
    the ability before damage is dealt." [Duelist Magazine #4, Page 136]

You have to choose a target creature when tapping the desert.

Does not do damage to a creature if that creature is retroactively removed
    from the combat after the Desert targets it. One way a creature may be

removed includes the Arabian Nights version of Ebony Horse. If the
creature is just removed from the attack by some other means, it will
still be damaged. [Aahz 07/05/95]

Can be used on any player's attacking creatures. This includes your own
and creatures in an attack you are not involved in (multiplayer games).
[bethmo]

Multiple deserts can be used to damage the same attacker. [bethmo]

Will do damage even if Fog is played since Fog only prevents creatures from
damaging each other. There is still a damage dealing step and Desert
does damage at that time. [Aahz 03/08/95]

If the Desert leaves play before the end of the attack, the creature still
gets damaged. [D'Angelo 04/12/95]

Can still target a creature in a Banding group. Banding only distributes
combat damage.

Card Information

1.24   Desert Twister

Desert Twister

The Arabian Nights and Revised Edition versions only can target cards while
the Fourth Edition on can target any permanent (including tokens).
[Duelist Magazine #5, Page 10]

Card Information

1.25   Detonate

Detonate

The damage is from Detonate, and therefore is a red source. [bethmo]

If the artifact becomes an illegal target before resolution, then no
damage is done. [Duelist Magazine #5, Page 23]

X is the artifact's casting cost. [Card Text] You cannot choose to pay
anything other than this value when targeting an artifact.

Card Information

1.26   Diamond Valley

Diamond Valley

  The sacrifice puts the creature in the graveyard and all effects triggered
    by sending a creature to the graveyard work (i.e. Soul Net, Rukh Egg).
    [bethmo]

  A sacrifice cannot be prevented by either player. [Page 62]

  Can only use this ability when fast effects are allowed. Note that fast
    effects are not allowed during the damage dealing portion of the attack
    phase and during damage prevention steps. [bethmo]

  Card Information

1.27   Didgeridoo

Didgeridoo

  Bringing a Minotaur into play is a normal instant speed effect and it can be
    used at any time instants are allowed. [D'Angelo 04/12/96]

  Card Information

1.28   Diminishing Returns

Diminishing Returns

  You (and the other players) decide upon announcement how many cards to draw.
    [WotC Rules Team 06/27/96]

  You can choose any number from 0 to 7. [Aahz 05/21/96] You are not forced
    to draw 7 cards.

  Card Information

1.29   Dingus Egg

Dingus Egg

  If multiple lands are destroyed at once, each land causes the Egg to do 2
    points of damage. These are all from the same source but come in
    separate packets. [bethmo]

  Triggers by any effect which puts a land into the graveyard from play.
    [WotC Rules Team 12/15/94]

  Was on the Duelists' Convocation restricted list (only 1 per deck)
    for tournaments from 01/25/94 to 05/01/94. It was removed once
    Antiquities and Revised Edition made it easier to destroy artifacts.

Card Information

1.30   Disenchant

Disenchant

  Regenerating artifacts can regenerate from destroy effects like this one.

  The Limited and Unlimited Edition versions said "discard" and they should
    be read as destroy. [PPG Page 113]

  Card Information

1.31   Disharmony

Disharmony

  If the attacking creature was under the effects of Siren's Call, Nettling
    Imp or similar effect, it will die at the end of the turn because this
    spell makes the creature as if it never attacked. [bethmo 06/22/94]

  Works even if the attacker was not tapped to attack. [Aahz 12/13/94]

  Can work on creatures you control. [Aahz 06/13/96] (REVERSAL)

  You get them untapped regardless of the original tap state of the creature.
    [Aahz 12/13/94]

  The artist is actually Byron Wackwitz, not Phil Foglio.
    [Duelist Magazine #2, Page 7]

  Card Information

1.32   Disintegrate

Disintegrate

  If creature is not killed by the Disintegrate but is later in the turn
    given enough damage to kill it, it may not regenerate. This is true
    even if all damage from the Disintegrate is prevented or if zero damage
    is done in the first place (X=0). [WotC Rules Team 02/07/94]

  Creatures killed with Disintegrate cannot regenerate during this turn. The
    "cannot regenerate" is an effect of Disintegrate targeting the creature
    and not an effect of the damage. So it works even if the damage is
    prevented or redirected away. If redirected, the damage does not take
    this effect with it. [WotC Rules Team 02/07/94]

  Disintegrated creatures do not go to the graveyard at all before

leaving the game. They do not trigger effects which happen due to
a creature going to the graveyard. [WotC Rules Team 09/15/94]

As always "a target" means any creature or player.

As errata, add "and cannot be regenerated" to the Revised Edition version
of this card. [Duelist Magazine #3, Page 79]

The Limited, Unlimited and Revised Edition versions of this card do not
allow the creature to regenerate during this turn (even if all the damage
is prevented or redirected) and if the creature is destroyed by any
means, it leaves the game instead of going to the graveyard.
[Duelist Magazine #2, Page 68] The Fourth Edition version only removes
the creature from the game if it dies due to lethal damage. Any other
destroy effect will send it to the graveyard as normal.
[Duelist Magazine #5, Page 10]

Card Information

1.33 Disrupting Scepter

Disrupting Scepter

Forces discard from a player's hand and not from cards in play.

Can only be used during your turn. [Card Text]

As errata to the Limited, Unlimited and Revised Edition versions of this
card, it should read "target player" instead of "opponent". This means
you can use it on yourself. In multiplayer games this allows you to
choose a different player each time it is used.
[Duelist Magazine #4, Page 64] The Fourth Edition is worded correctly.

Can be used on a player with no cards with no effect.
[Duelist Magazine #5, Page 23]

Card Information

1.34 Divine Intervention

Divine Intervention

Has been on the Duelists' Convocation banned list (not allowed in a deck)
for tournaments since 08/01/94 because it forces a tie and this messes
up tournaments.

Card Information

1.35 Divine Offering

Divine Offering

  This is not a sacrifice. You may regenerate the creature without losing
    the life bonus. [Duelist Magazine #2, Page 8]

  It can be used on your opponent's artifacts. [bethmo 09/05/94]

  If the target artifact becomes illegal before resolution, you do not gain
    any life. [Duelist Magazine #5, Page 23]

  Card Information

1.36   Draconian Cylix

Draconian Cylix

  As of 06/01/96, the cards are discarded from your hand during announcement
    and as a cost instead of being discarded on resolution. It is not a
    forced discard, so it cannot be used with Library of Leng.
    [WotC Rules team 05/08/96]

  Card Information

1.37   Dragon Engine

Dragon Engine

  As errata, the Revised Edition version of this card should have "until end
    of turn" added to the ability. [WotC Rules Team 09/22/95]

  You cannot pump for more than one use in a single activation. It must be
    in separate activations. [WotC Rules Team 06/27/96] (REVERSAL)

  Card Information

1.38   Dragon Whelp

Dragon Whelp

  As errata, the Revised Edition version should have "until end of turn"
    added to the ability. [WotC Rules Team 09/22/95]

  Can spend up to RRR each turn without it dying. It does not remember
    between turns as to how much was spent on it. [Chris Page]

  Card Information

1.39   Drain Life

Drain Life

  As errata to the card, the following text should be added: "If you drain
    life from a player, you cannot gain more life than that player's life
    total." [Duelist Magazine #4, Page 131]

  You can put as much Black mana as you want into this spell, but you
    cannot drain more life than the creature's toughness. You may gain up
    to the total toughness of the creature even if it was already damaged.
    [PPG Page 70]

  The amount of mana put into the spell is determined at time of casting,
    and is spent at that time but is not considered part of the casting cost.
    [bethmo]

  The artist's name, Shuler, was misspelled on the Limited/Unlimited Edition
    versions of this card.

  The Alpha printing version of this card had a 'B' where the black mana
    symbol is in later printings.

  Card Information

1.40   Drain Power

Drain Power

  Since this is a sorcery, your opponent may use instants and interrupts in
    response to this spell before you get the mana from their mana pool and
    lands.

  If a land can draw more than one color of mana (by choice) then the
    target player (not the caster of this spell) chooses which colors are
    drawn. [bethmo]

  If a land has different amounts of mana that can be drawn, the maximum will
    be drawn from the land. This may cause the land to sacrifice itself (in
    the case of some lands) or to remove counters in the case of other lands.
    [D'Angelo 02/15/95] Note that such lands can be tapped by your opponent
    at interrupt speeds for the lesser amount of mana prior to Drain Power
    resolving. If this happens, all you get is what is in their pool.

  As errata to the card, it should read "target player" instead of "opponent".
    This means you can use it on yourself. [Duelist Magazine #4, Page 64]

  The Limited/Unlimited Edition versions of this card required tapping of all
    lands, not just mana producing ones. [Aahz 07/29/94] The Revised and
    Fourth Edition versions only tap lands for mana.

  Card Information

1.41   Dream Coat

Dream Coat

  The color change can be used once per turn (either player's turn) and lasts
    only until the end of that turn. [bethmo 06/21/94] Note that it's common
    to just assume a player is every turn declaring the creature to be of the
    last color declared instead of forcing them to do so constantly, but if
    a timing question comes up, this might be important.

  The color change is not part of the enchantment and so it will not go away
    if the enchantment does. It will still last until the end of the turn.
    [WotC Rules Team 11/10/95] (This is a REVERSAL)

  Even though it works at the speed of an interrupt, its effects are not
    permanent. [Duelist Magazine #2, Page 8]

  Setting the color is not a casting decision. [Aahz 07/25/94]

  Since this effect is not permanent, it will not be copied by a Clone.
    [D'Angelo 05/19/95]

  Card Information

1.42   Dreams of the Dead

Dreams of the Dead

  See Creature in the Graveyard in the General Rulings for more information.

  Removes the creature from the game no matter how it leaves play, including
    Unsummoning or being killed. [D'Angelo 11/15/95]

  If it is removed from the game by Safe Haven, then this effect will take
    place and will remove it from the game instead of sending it to the
    Haven. [Aahz 06/13/96] (REVERSAL)

  Card Information

1.43   Drop of Honey

Drop of Honey

  Ignore creatures with Protection from Green in choosing which creature it
    destroys. [WotC Rules Team] Actually ignores any creature it cannot
    target, like Autumn Willow. [D'Angelo 05/03/96]

  Creatures with Protection from Green count in determining if Drop of
    Honey stays in play. [WotC Rules Team] Actually, any creature which
    could not be targeted by Drop of Honey, like Autumn Willow, is still
    counted. [D'Angelo 05/03/96]

   If the target becomes invalid after declaration of target, you must choose
     another target. [WotC Rules Team 09/30/94]

   You cannot choose to use the destroy creature effect when there are no
     targets. The rule is that you can end upkeep without dealing with it
     if there are no targets at that time, but if there is a target at that
     time then you must deal with it. [WotC Rules Team 07/19/95]

   The word "discarded" should read "destroyed". [PPG Page 113]

   Card Information

1.44   Drought

Drought

   You have to sacrifice a Swamp for each black mana in the activation cost.
     If you use Pestilence with BBBB, that's 4 activations with B each so you
     sacrifice 4 Swamps. [D'Angelo 06/28/96] (REVERSAL based on WotC Rules
     Team 06/27/96) Before, you could multiply pump an effect and sacrifice
     only one activation's worth of Swamps.

   The sacrifice is technically made just prior to the announcement (that's
     what the "before" on the text means) but this works out the same as
     "during the announcement" cases except death effects can take place prior
     to the actual announcement. [Aahz 06/13/96]

   Card Information

1.45   Drudge Spell

Drudge Spell

   Buries all Skeleton tokens from all sources if it leaves play. It does not
     just bury ones generated by this Drudge Spell or just ones you control.
     [Aahz 10/23/95]

   As of 06/01/96, the creatures in the graveyard are removed from the game
     during announcement and as a cost instead of being removed on resolution.
     [WotC Rules team 05/08/96]

   The fact that Skeleton tokens are buried is an aspect of the enchantment
     and not of the tokens. Thus, only Skeleton tokens which are in play when
     it leaves play are buried. Ones which are going to appear due to use
     of the effect but which have not yet appeared are safe.
     [WotC Rules Team 02/06/96]

   Card Information

1.46   Dust to Dust

Dust to Dust

  Since this is "removal from game", it does not count as destruction and is
    therefore not preventable by Guardian Beast or any form of regeneration.
    [Aahz 09/01/94]

  Must have 2 targets at time of casting in order to be declared.
    [Duelist Magazine #3, Page 6]

  If one target is removed or becomes invalid after declaration, the other
    target is still affected. [Aahz 08/12/94]

  Card Information

1.47 Dwarven Armorer

Dwarven Armorer

  As of 06/01/96, the cards are discarded from your hand during announcement
    and as a cost instead of being discarded on resolution. It is not a
    forced discard, so it cannot be used with Library of Leng.
    [WotC Rules team 05/08/96]

 Card Information

1.48 Dwarven Armory

Dwarven Armory

  Can be used during your opponent's upkeep as well as your own.
    [Duelist Magazine #7, Page 100] The upkeep restriction is there to avoid
    its use during combat.

  Card Information

1.49 Dwarven Catapult

Dwarven Catapult

  Count the number of creatures on resolution of the spell and divide X by
    that number at that time. [WotC Rules Team 12/15/94] If the number of
    creatures changes before resolution, the damage done may be different
    than what you expected.

  Targets one opposing player. [Duelist Magazine #4, Page 64]

  Card Information

1.50   Dwarven Hold

Dwarven Hold

  See Bottomless Vault for rulings.

  Card Information

1.51   Dwarven Ruins

Dwarven Ruins

  When Drain Power or Power Sink are resolve and you are forced to
    "draw all mana" from your lands, you must sacrifice this land if it
    is untapped. [D'Angelo 02/15/95] Note that you can tap the land for
    one mana in response to the Power Sink or Drain Power before they
    resolve and keep the land.

  Card Information

1.52   Dwarven Soldier

Dwarven Soldier

  An Orc blocking or blocked by this card by any means, including being part
    of a band which is blocked or by being moved into blocking or being
    blocked by an effect such as General Jarkeld, will immediately give the
    +0/+2 bonus to this card. The bonus is not removed if the Orc is removed
    from the blocking situation by an effect like General Jarkeld.
    [WotC Rules Team 09/22/95]

  Card Information

1.53   Dwarven Warriors

Dwarven Warriors

  Can be tapped at any time to make a creature unblockable. For example,
    if you had Orcish Oriflamme in play, you could tap the Dwarves to make
    a 2/2 creature unblockable before you declare an attack. Once the
    attack is declared, the creature is 3/2 because the Oriflamme.
    [bethmo]

  Can enhance the creature any way you want after the Dwarves make it
    unblockable without losing the effect. [bethmo/Revised Card Text]

  Can be used after a creature is blocked but has no effect. Once a
    creature is blocked, it cannot be unblocked by anything other than
    False Orders. [bethmo]

Card Information

1.54   Dwarven Weaponsmith

Dwarven Weaponsmith

  The Antiquities version cannot use the ability unless you have an artifact
    to sacrifice. It is part of the cost. [Aahz]
  The "place in the graveyard" statement on the Antiquities version is
    actually a "sacrifice" and is a cost which cannot be prevented.
    [Duelist Magazine #2, Page 14]

  Card Information