DK_RED

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COLLABORATORS			
	TITLE : DK_RED		
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                    The Dark - Red Cards


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1.2 Ball Lightning

```
Ball Lightning

Color     = Red
Rarity    = DK(U1) / 4E(R)
Type      = Summon Ball Lightning (6/1)
Cost      = RRR
Artist    = Quinton Hoover
Print run = DK(128,000) / 4E(353,500)

Text(4E): Trample
          Ball  Lightning  can  attack the turn it comes into play.  At the
          end of any turn, bury Ball Lightning.

Text(DK): Trample
          Ball  Lightning  may  attack  on  the  turn  during  which  it  is
          summoned.  Ball Lightning is buried at the end of the turn during
          which it is summoned.

   Rulings
```

1.3 Blood Moon

```
Blood Moon

Color     = Red
Rarity    = DK(U1) / CR(U1)
Type      = Enchantment
Cost      = 2R
Artist    = Tom Wanerstrand
Print run = DK(128,000) / CR(516,500)

Text(CR): All non-basic lands become mountains.

Text(DK): All non-basic lands are now basic mountains.

   Rulings
```

1.4 Brothers of Fire

```
Brothers of Fire

Color     = Red
Rarity    = DK(U2) / 4E(C)
Type      = Summon Brothers (2/2)
Cost      = 1RR
Artist    = Mark Tedin
```

Print run = DK(256,000) / 4E(3,600,000)

Text(4E): <1RR>:   Brothers of Fire deals 1 damage to target creature or
         player and 1 damage to you.

Text(DK): <1RR>:   Brothers of Fire do 1 damage to any target and 1 damage
         to you.

 NO RULINGS

1.5 Cave People

Cave People

Color   = Red
Rarity   = DK(U2) / 4E(U)
Type   = Summon Cave People (1/4)
Cost   = 1RR
Artist   = Drew Tucker
Print run = DK(256,000) / 4E(1,060,500)

Text(4E): When attacking, Cave People gets +1/-2 until end of turn.
         <1RRT>: Target creature gains mountainwalk until end of turn.

Text(DK): If declared as an attacker, Cave People get +1/-2 until end of
         turn. <1RRT>:   Target creature gains mountainwalk until end of
         turn.

  Rulings

1.6 Eternal Flame

Eternal Flame

Color   = Red
Rarity   = DK(U1)
Type   = Sorcery
Cost   = 2RR
Artist   = Mark Poole
Print run = DK(128,000)

Text(DK): Eternal Flame does an amount of damage to your opponent equal to
         the number of mountains you control, but it also does half that
         amount of damage to you, rounding up.

  Rulings

1.7 Fire Drake

```
Fire Drake

Color     = Red
Rarity    = DK(U2) / CR(U3)
Type      = Summon Drake (1/2)
Cost      = 1RR
Artist    = Christopher Rush
Print run = DK(256,000) / CR(1,549,500)

Text(CR): Flying
          <R>:  +1/+0  until end of turn.  You cannot spend more than R in
          this way each turn.

Text(DK): Flying
          <R>:  +1/+0 until end of turn.  No more than <R> may be spent in
          this way each turn.

 NO RULINGS
```

1.8 Fissure

```
Fissure

Color     = Red
Rarity    = DK(C3) / 4E(C)
Type      = Instant
Cost      = 3RR
Artist    = Douglas Shuler
Print run = DK(1,153,000) / 4E(3,600,000)

Text(4E): Bury target land or creature.

Text(DK): Target land or creature is buried.

  Rulings
```

1.9 Goblin Caves

```
Goblin Caves

Color     = Red
Rarity    = DK(C3)
Type      = Enchant Land
Cost      = 1RR
Artist    = Drew Tucker
Print run = DK(1,153,000)

Text(DK): If target land is a basic mountain, all Goblins gain +0/+2.

  Rulings
```

1.10   Goblin Digging Team

```
Goblin Digging Team

Color     = Red
Rarity    = DK(C3) / CR(C3)
Type      = Summon Goblins (1/1)
Cost      = R
Artist    = Ron Spencer
Print run = DK(1,153,000) / CR(4,649,500)

Text(CR): <T>: Sacrifice Goblin Digging Team to destroy target wall.

Text(DK): <T>: Sacrifice Goblin Digging Team to destroy target wall.
```

 NO RULINGS

1.11   Goblin Hero

```
Goblin Hero

Color     = Red
Rarity    = DK(C3)
Type      = Summon Goblin (2/2)
Cost      = 2R
Artist    = Mark Tedin
Print run = DK(1,153,000)
```

 NO RULINGS

1.12   Goblin Rock Sled

```
Goblin Rock Sled

Color     = Red
Rarity    = DK(C3) / 4E(C)
Type      = Summon Rock Sled (3/1)
Cost      = 1R
Artist    = Dennis Detwiller
Print run = DK(1,153,000) / 4E(3,600,000)

Text(4E): Trample
          Cannot  attack  if  defending player controls no mountains.  Rock
          Sled does not untap during your untap phase if it attacked during
          your last turn.

Text(DK): Trample
          Rock  Sled  may  not attack unless opponent controls at least one
          mountain.  Rock  Sled does not untap as normal during your untap
          phase if it attacked during your last turn.
```

  Rulings

1.13   Goblin Shrine

```
Goblin Shrine

Color     = Red
Rarity    = DK(C3) / CR(C3)
Type      = Enchant Land
Cost      = 1RR
Artist    = Ron Spencer
Print run = DK(1,153,000) / CR(4,649,000)

Text(CR): As  long as target land is a mountain, all Goblins get +1/+0.  If
          Goblin Shrine leaves play, it deals 1 damage to each Goblin.

Text(DK): If  target  land  is  a  basic  mountain,  all Goblins gain +1/0.
          Goblin Shrine does 1 damage to all Goblins if it leaves play.

   Rulings
```

1.14   Goblin Wizard

```
Goblin Wizard

Color     = Red
Rarity    = DK(U1)
Type      = Summon Goblin (1/1)
Cost      = 2RR
Artist    = Daniel Gelon
Print run = DK(128,000)

Text(DK): <T>:  Take a Goblin from your hand and put it directly into play.
          Treat this goblin as if it were just summoned.
          <R>: Target Goblin gains protection from white until end of turn.

 NO RULINGS
```

1.15   Goblins of the Flarg

```
Goblins of the Flarg

Color     = Red
Rarity    = DK(C3) / CR(C3)
Type      = Summon Goblins (1/1)
Cost      = R
Artist    = Tom Wanerstrand
Print run = DK(1,153,000) / CR(4,649,000)

Text(CR): Mountainwalk
          If  at  any  time  you  control  any Dwarves, bury Goblins of the
          Flarg.

Text(DK): Mountainwalk
```

```
              Goblins  of  the  Flarg  are  buried  if  controller  controls  any
              Dwarves.
```

   NO RULINGS

1.16   Inferno

```
Inferno

Color     = Red
Rarity    = DK(U1) / 4E(R)
Type      = Instant
Cost      = 5RR
Artist    = Randy Asplund-Faith
Print run = DK(128,000) / 4E(353,500)
```

Text(4E): Inferno deals 6 damage to all players and creatures.

Text(DK): Inferno does 6 damage to all players and all creatures.

   NO RULINGS

1.17   Mana Clash

```
Mana Clash

Color     = Red
Rarity    = DK(U1) / 4E(R)
Type      = Sorcery
Cost      = R
Artist    = Mark Tedin
Print run = DK(128,000) / 4E(353,500)
```

Text(4E): You and target opponent each flip a coin. Mana Clash deals 1
          damage to any player whose coin comes up tails. Repeat this
          process until both players' coins come up heads at the same time.

Text(DK): You and target player each flip a coin. Mana Clash does 1 damage
          to any player whose coin comes up tails. Repeat this process
          until both players' coins come up heads at the same time.

   Rulings

1.18   Orc General

```
Orc General

Color     = Red
Rarity    = DK(U2)
Type      = Summon General (2/2)
```

```
Cost     = 2R
Artist   = Jesper Myrfors
Print run = DK(256,000)

Text(DK): <T>:   Sacrifice  one  Orc or Goblin to give all Orcs +1/+1 until
         end of turn.
```

 NO RULINGS

1.19 Sisters of the Flame

```
Sisters of the Flame

Color    = Red
Rarity   = DK(U2) / 4E(C)
Type     = Summon Sisters (2/2)
Cost     = 1RR
Artist   = Jesper Myrfors
Print run = DK(256,000) / 4E(3,600,000)

Text(4E): <T>:   Add  <R>  to  your  mana  pool.  Play  this ability as an
         interrupt.

Text(DK): <T>:   Add  <R>  to your mana pool.  This ability is played as an
         interrupt.
```

 NO RULINGS