

DK_RED

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COLLABORATORS

	<i>TITLE :</i> DK_RED		
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Chapter 1

DK_RED

1.1 The Dark - Red Cards

The Dark - Red Cards

Ball Lightning

Blood Moon

Brothers of Fire

Cave People

Eternal Flame

Fire Drake

Fissure

Goblin Caves

Goblin Digging Team

Goblin Hero

Goblin Rock Sled

Goblin Shrine

Goblin Wizard

Goblins of the Flarg

Inferno

Mana Clash

Orc General

Sisters of the Flame

1.2 Ball Lightning

Ball Lightning

Color = Red
Rarity = DK(U1) / 4E(R) / 5E(R)
Type = Summon Ball Lightning (6/1)
Cost = RRR
Artist = Quinton Hoover

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

Text (5E): Trample
Ball lightning is unaffected by summoning sickness.
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 Wauerstrand

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

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

Flavor Text: Heavy light flooded across the landscape, cloaking everything in deep crimson.

Rulings

1.4 Brothers of Fire

Brothers of Fire

Color = Red
Rarity = DK(U2) / 4E(C) / 5E(C)
Type = Summon Brothers (2/2)
Cost = 1RR
Artist = Mark Tedin

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

Text (5E): <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.

Flavor Text: Fire is never a gentle master.

NO RULINGS

1.5 Cave People

Cave People

Color = Red
Rarity = DK(U2) / 4E(U) / 5E(U)
Type = Summon Cave People (1/4)
Cost = 1RR
Artist = Drew Tucker (DK/4E) / Steve Luke (5E)

Text (5E): If Cave People attacks, it gets +1/-2 until end of turn.
<1RRT>: Target creature gains mountainwalk until end of turn (If defending player controls any mountains, that creature is unblockable.)

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

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) / 5E(U)
Type = Summon Drake (1/2)
Cost = 1RR
Artist = Christopher Rush

Text (5E): Flying.
<R>: +1/+0 until end of turn. No more than <R> may be spent in this way each turn.

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.

Flavor Text: Brimstone marks this drake's territory. Unfortunately for travelers, all of the Burning Isles smell likewise.

NO RULINGS

1.8 Fissure

Fissure

Color = Red
Rarity = DK(C3) / 4E(C)
Type = Instant
Cost = 3RR
Artist = Douglas Shuler

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

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

Flavor Text: "Must not all things at the last

be swallowed up in death?"
---Plato

Rulings

1.9 Goblin Caves

Goblin Caves

Color = Red
Rarity = DK(C3)
Type = Enchant Land
Cost = 1RR
Artist = Drew Tucker

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

Flavor Text: The stench of countless generations of unspeakable activities was enough to loosen both our footing and our stomachs.

Rulings

1.10 Goblin Digging Team

Goblin Digging Team

Color = Red
Rarity = DK(C3) / CR(C3) / 5E(C)
Type = Summon Goblins (1/1)
Cost = R
Artist = Ron Spencer (DK/CR) / Phil Foglio (5E)

Text(5E): <T>: Sacrifice Goblin Digging Team: Destroy target Wall.

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

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

Flavor Text: "From down here we can make the whole wall collapse!"
"Uh, yeah, boss, but how do we get out?"

NO RULINGS

1.11 Goblin Hero

Goblin Hero

Color = Red
Rarity = DK(C3) / 5E(C)

Type = Summon Goblin (2/2)
Cost = 2R
Artist = Mark Tedin (DK) / Pete Venters (5E)

Flavor Text: "When you're a goblin, you don't have to step forward to be a hero ---everyone else just has to step back!"
---Biggum Flodrot, goblin veteran

Flavor Text: They attacked in an orgy of rage and madness, but only one seemed as focused on killing us as on the sheer joy of battle.

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 Detwiler

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

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.

Flavor Text: "I knew it weren't no ordinary pile of - you know."
---Norin the Wary

Rulings

1.14 Goblin Wizard

Goblin Wizard

Color = Red
Rarity = DK(U1)
Type = Summon Goblin (1/1)
Cost = 2RR
Artist = Daniel Gelon

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

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) / 5E(R)
Type = Instant
Cost = 5RR
Artist = Randy Asplund-Faith (DK/4E) / Mike Kerr (5E)

Text (5E): Inferno deals 6 damage to each creature or player.

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

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

Flavor Text: "Some have said there is no subtlety to destruction.
You know what? They're dead."
---Jaja Ballard, task mage

Flavor Text: "Any scrap of compassion that still existed in my
soul was permanently snuffed out when they cast
me out into the flames."
---Mairsil, called the Pretender

NO RULINGS

1.17 Mana Clash

Mana Clash

Color = Red
Rarity = DK(U1) / 4E(R) / 5E(R)
Type = Sorcery
Cost = R
Artist = Mark Tedin

Text (5E): You and target opponent each flip a coin. Mana Clash deals 1 damage to each player whose coin comes up tails. Repeat this process until both players' coins come up heads at the same time.

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

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

Flavor Text: "Your army must fear you more than the enemy.
Only then will you triumph."
---Malga Phlegmtooth

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

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.

Flavor Text: We are many wicks sharing a common tallow; we feed the skies with the ashes of our prey.

Rulings
