HL_RED

Tom de Ruyter

	COLLABORATORS		

	TITLE : HL_RED		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY	Tom de Ruyter	December 25, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

HL_RED

1.1 Homelands - Red Cards

```
            Homelands - Red Cards


    Aliban's Tower

    Ambush

    Ambush Party

    An-Zerrin Ruins

    Anaba Ancestor

    Anaba Bodyguard

    Anaba Shaman

    Anaba Spirit Crafter

    Chandler

    Dwarven Pony

    Dwarven Sea Clan

    Dwarven Trader

    Eron the Relentless

    Evaporate

    Heart Wolf

    Ironclaw Curse

    Joven
```

```
                   Orcish Mine

                   Retribution

                   Winter Sky
```

1.2 Aliban's Tower

```
Aliban's Tower

Color     = Red
Rarity    = HL(C2/C2)
Type      = Instant
Cost      = 1R
Artist    = Jeff A. Menges / Jeff A. Menges
Print Run = HL(2,492,750 each)

NOTE: There are TWO different artworks for this card.

Text(HL): Target blocking creature gets +3/+1 until end of turn.

Flavor Text: "The people of Aysen built their road with stones from these
              wonders. Aliban would be pleased with their ingenuity."
              ---Baki, Wizard Attendant

Flavor Text: "Those who hide in hollow towers would do
              well to remember the rain."
              ---Reyhan, Samite Alchemist

 NO RULINGS
```

1.3 Ambush

```
Ambush

Color     = Red
Rarity    = HL(C1)
Type      = Instant
Cost      = 3R
Artist    = Alan Rabinowitz
Print Run = HL(1,239,500)

Text(HL): All blocking creatures gain first strike until end of turn.

Flavor Text: "Don't these goons have anything better to do ?"
             ---Joskun, An-Havna Constable

 NO RULINGS
```

1.4   Ambush Party

Ambush Party

```
Color     = Red
Rarity    = HL(C2/C2)
Type      = Summon Ambush Party (3/1)
Cost      = 4R
Artist    = Mark Poole / Mark Poole
Print Run = HL(2,492,750 each)
```

NOTE: There are TWO different artworks for this card.

Text(HL): First strike
         Ambush party can attack the turn it comes into play on your side.

Flavor Text: "The roads to Koskun Keep are mostly safe these days. Mostly."
             ---Joskun, An-Havna Constable

Flavor Text: "Call it a cost of doing business. The best way to
              protect against thieves is to hire better thieves."
              ---Eron the Relentless

 NO RULINGS

1.5   An-Zerrin Ruins

An-Zerrin Ruins

```
Color     = Red
Rarity    = HL(U1)
Type      = Enchantment
Cost      = 2RR
Artist    = Dennis Detwiller
Print Run = HL(413,000)
```

Text(HL): Choose a creature type.   Creatures of that type do not untap
         during their controller's untap phase.

Flavor Text: "The An-Zerrins have served me well,
              ever since I first killed them."
              ---Baron Sengir

  Rulings

1.6   Anaba Ancestor

Anaba Ancestor

```
Color     = Red
Rarity    = HL(U1)
Type      = Summon Ghost (1/1)
```

```
Cost      = 1R
Artist    = Anson Maddocks
Print Run = HL(413,000)

Text(HL): <T>: Target Minotaur gets +1/+1 until end of turn.

Flavor Text: "The Ancestors are the wisdom of the tribe and the soul
              of the Homelands. I am eternally in their debt."
              ---Taysir
```

  NO RULINGS

1.7 Anaba Bodyguard

```
Anaba Bodyguard

Color     = Red
Rarity    = HL(C2/C2)
Type      = Summon Bodyguard (2/3)
Cost      = 3R
Artist    = Anson Maddocks / Anson Maddocks
Print Run = HL(2,492,750 each)

NOTE: There are TWO different artworks for this card.

Text(HL): First strike

Flavor Text: "Not all Minotaurs are tribal. Some are freelance."
              ---Eron the Relentless

Flavor Text: "Not someone to pick a fight with, unless you're fond of pain."
              ---Halina, Dwarven Trader
```

   Rulings

1.8 Anaba Shaman

```
Anaba Shaman

Color     = Red
Rarity    = HL(C2/C2)
Type      = Summon Minotaur (2/2)
Cost      = 3R
Artist    = Anson Maddocks / Anson Maddocks
Print Run = HL(2,492,750 each)

NOTE: There are TWO different artworks for this card.

Text(HL): <RT>: Anaba Shaman deals 1 damage to target creature or player.

Flavor Text: "Few master the powers of the earth as well
              as do the Shamans of the Minotaurs."
```

```
                 ---Baki, Wizard Attendant


Flavor Text: "The Shamans ? Ha ! They are mere craven
              cows not capable of true magic."
              ---Irini Sengir


 NO RULINGS
```

1.9 Anaba Spirit Crafter

```
Anaba Spirit Crafter

Color     = Red
Rarity    = HL(U1)
Type      = Summon Minotaur (1/3)
Cost      = 2RR
Artist    = Anson Maddocks
Print Run = HL(413,000)

Text(HL): All Minotaurs get +1/+0.

Flavor Text: "The Spirit Crafters sing of all our people. They sing of those
              lost, of those found, and of those who are yet to be."
              ---Onatah, Anaba Shaman


 NO RULINGS
```

1.10 Chandler

```
Chandler

Color     = Red
Rarity    = HL(C1)
Type      = Summon Legend (3/3)
Cost      = 4R
Artist    = Douglas Shuler
Print Run = HL(1,239,500)

Text(HL): <RRRT>: Destroy target artifact creature.

Flavor Text: "Never brag about the latest wonder you've created, students.
              Chandler might be listening."
              ---Reveka, Wizard Savant


 NO RULINGS
```

1.11 Dwarven Pony

```
Dwarven Pony

Color     = Red
Rarity    = HL(U1)
Type      = Summon Pony (1/1)
Cost      = R
Artist    = Margaret Organ-Kean
Print Run = HL(413,000)

Text(HL): <1RT>: Target Dwarf gains mountainwalk until end of turn.

Flavor Text: "I hear Halina's got a pony that can count to six -
              and likes to eat meat."
              ---Chandler

 NO RULINGS
```

1.12   Dwarven Sea Clan

```
Dwarven Sea Clan

Color     = Red
Rarity    = HL(U1)
Type      = Summon Dwarves (1/1)
Cost      = 2R
Artist    = Amy Weber
Print Run = HL(413,000)

Text(HL): <T>:  At  the  end of combat, Dwarven Sea Clan deals 2 damage to
        target  attacking or blocking creature.  Use this ability only if
        that creature's controller controls any islands.

Flavor Text: "No Dwarf alive can best one of my crew dead."
             ---Zeki, Reef Pirate

 NO RULINGS
```

1.13   Dwarven Trader

```
Dwarven Trader

Color     = Red
Rarity    = HL(C2/C2)
Type      = Summon Dwarf (1/1)
Cost      = R
Artist    = Margaret Organ-Kean / Margaret Organ-Kean
Print Run = HL(2,492,750 each)

NOTE: There are TWO different artworks for this card.

Flavor Text: "They wouldn't sell their own families -
```

```
                      at least not for cheap."
                      ---Zeki, Reef Pirate
```

Flavor Text: "Their definition of 'fair profit' is certainly novel."
            ---Reveka, Wizard Savant

  NO RULINGS

1.14 Eron the Relentless


```
Eron the Relentless

Color     = Red
Rarity    = HL(U3)
Type      = Summon Legend (5/2)
Cost      = 3RR
Artist    = Christopher Rush
Print Run = HL(1,239,500)
```

Text(HL): <RRR>: Regenerate
          Eron the Relentless can attack the turn it comes into play on
          your side.

Flavor Text: "Eron would be much less of a hassle if only he were mortal."
             ---Reyhan, Samite Alchemist

  NO RULINGS

1.15 Evaporate


```
Evaporate

Color     = Red
Rarity    = HL(U3)
Type      = Sorcery
Cost      = 2R
Artist    = Alan Rabinowitz
Print Run = HL(1,239,500)
```

Text(HL): Evaporate deals 1 damage to each blue creature and white
          creature.

Flavor Text: "The body is a temple with a foundation of sand."
             ---Autumn Willow

  Rulings

1.16 Heart Wolf

```
Heart Wolf

Color     = Red
Rarity    = HL(U1)
Type      = Summon Wolf (2/2)
Cost      = 3R
Artist    = Margaret Organ-Kean
Print Run = HL(413,000)

Text(HL): First strike
          <T>:  Target Dwarf gains first strike and gets +2/+0 until end of
          turn.  If that Dwarf leaves play this turn, bury Heart Wolf.  Use
          this ability only when attack or defense is announced.
```

  NO RULINGS

1.17 Ironclaw Curse

```
Ironclaw Curse

Color     = Red
Rarity    = HL(U1)
Type      = Enchant Creature
Cost      = R
Artist    = Dennis Detwiller
Print Run = HL(413,000)

Text(HL): Target  creature gets -0/-1.  That creature cannot be assigned to
          block  any  creature  with  power  greater  than  or equal to the
          toughness of the creature Ironclaw Curse enchants.
```

  NO RULINGS

1.18 Joven

```
Joven

Color     = Red
Rarity    = HL(C1)
Type      = Summon Legend (3/3)
Cost      = 3RR
Artist    = Douglas Shuler
Print Run = HL(1,239,500)

Text(HL): <RRRT>: Destroy target non-creature artifact.

Flavor Text: "Joven, you're almost as good a thief as I.
             But Eron hates you even more."
             ---Chandler
```

  NO RULINGS

1.19 Orcish Mine

```
Orcish Mine

Color     = Red
Rarity    = HL(U3)
Type      = Enchant Land
Cost      = 1RR
Artist    = Kaja Foglio
Print Run = HL(1,239,500)
```

Text(HL): When Orcish Mine comes into play, put three ore counters on it.
          During your upkeep and whenever target land becomes tapped,
          remove an ore counter from Orcish Mine. When the last ore
          counter is removed from Orcish Mine, destroy the land Orcish Mine
          enchants; Orcish Mine deals 2 damage to that land's controller.

   NO RULINGS

1.20 Retribution

```
Retribution

Color     = Red
Rarity    = HL(U3)
Type      = Sorcery
Cost      = 2RR
Artist    = Mark Tedin
Print Run = HL(1,239,500)
```

Text(HL): Choose two target creatures controlled by an opponent. Bury one
          of those creatures and put a -1/-1 counter on the other. That
          opponent chooses which creature is buried.

    Rulings

1.21 Winter Sky

```
Winter Sky

Color     = Red
Rarity    = HL(U1)
Type      = Sorcery
Cost      = R
Artist    = Michael Kimble
Print Run = HL(413,000)
```

Text(HL): Flip a coin; target opponent calls heads or tails while coin is
          in the air. If the flip ends up in your favor, Winter Sky deals
          1 damage to each creature and player. Otherwise each player
          draws a card.

NO RULINGS

NO RULINGS