

# **HL\_ARTIFACT**

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<b>COLLABORATORS</b>
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	<i>TITLE :</i> HL_ARTIFACT	
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## Chapter 1

# HL\_ARTIFACT

### 1.1 Homelands - Artifact Cards

Homelands - Artifact Cards

Apocalypse Chime

Clockwork Gnomes

Clockwork Steed

Clockwork Swarm

Didgeridoo

Ebony Rhino

Feroz's Ban

Joven's Tools

Roterohopter

Serrated Arrows

### 1.2 Apocalypse Chime

Apocalypse Chime

Color = Colorless

Rarity = HL(U1)

Type = Artifact

Cost = 2

Artist = Mark Poole

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Text (HL): <2T>: Sacrifice Apocalypse Chime to bury all cards from the Homelands expansion.

Flavor Text: "One day, or another, perhaps I shall ring my pretty chime... loudly, so that all may hear."  
---Grandmother Sengir

Rulings

### 1.3 Clockwork Gnomes

Clockwork Gnomes

Color = Colorless  
Rarity = HL(C1)  
Type = Artifact Creature (2/2)  
Cost = 4  
Artist = Douglas Shuler

Text (HL): <3T>: Regenerate target artifact creature.

Flavor Text: "Until I came to the Floating Isle,  
I never had to oil the servants."  
---Baki, Wizard Attendant

NO RULINGS

### 1.4 Clockwork Steed

Clockwork Steed

Color = Colorless  
Rarity = HL(C1)  
Type = Artifact Creature (0/3)  
Cost = 4  
Artist = Amy Weber

Text (HL): Cannot be blocked by artifact creatures.  
When Clockwork Steed comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Steed attacked or blocked, remove one of these counters.  
<XT>: Put X +1/+0 counters on Clockwork Steed. You may have no more than four of these counters on Clockwork Steed. Use this ability only during your upkeep.

NO RULINGS

### 1.5 Clockwork Swarm

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### Clockwork Swarm

Color = Colorless  
Rarity = HL(C1)  
Type = Artifact Creature (0/3)  
Cost = 4  
Artist = Amy Weber

Text (HL): Cannot be blocked by walls.

When Clockwork Swarm comes into play, put four +1/+0 counters on it. At the end of any combat in which Clockwork Swarm attacked or blocked, remove one of these counters.

<XT>: Put X +1/+0 counters on Clockwork Swarm. You may have no more than four of these counters on Clockwork Swarm. Use this ability only during your upkeep.

NO RULINGS

## 1.6 Didgeridoo

### Didgeridoo

Color = Colorless  
Rarity = HL(U1)  
Type = Artifact  
Cost = 1  
Artist = Melissa Benson

Text (HL): <3>: Take a Minotaur from your hand and put it directly into play as though it were just summoned.

Flavor Text: "Play the song of he who delivered us.  
Play the song of Feroz."  
---Onatah, Anaba Shaman

Rulings

## 1.7 Ebony Rhino

### Ebony Rhino

Color = Colorless  
Rarity = HL(C1)  
Type = Artifact Creature (4/5)  
Cost = 7  
Artist = Amy Weber

Text (HL): Trample

Flavor Text: "That Rhino would fetch us a tidy sum, Joven.  
Perhaps it's time to make it ours."

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---Chandler

NO RULINGS

## 1.8 Feroz's Ban

Feroz's Ban

Color = Colorless  
Rarity = HL(U1)  
Type = Artifact  
Cost = 6  
Artist = Heather Hudson

Text(HL): Summon spells each cost an additional <2> to cast.

Flavor Text: "Without the protection of Feroz's Ban,  
I fear the Homelands are lost."  
---Daria

NO RULINGS

## 1.9 Joven's Tools

Joven's Tools

Color = Colorless  
Rarity = HL(U3)  
Type = Artifact  
Cost = 6  
Artist = Nicola Leonard

Text(HL): <4T>: Target creature cannot be blocked except by walls until end of turn.

Flavor Text: "If that thief Joven ever shows his head around here again,  
make sure he leaves without it."  
---Eron the Relentless

NO RULINGS

## 1.10 Roterohopter

Roterohopter

Color = Colorless  
Rarity = HL(C1)  
Type = Artifact Creature (0/2)  
Cost = 1  
Artist = Amy Weber

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Text (HL): Flying

<2>: +1/+0 until end of turn. You cannot spend more than <4> in this way each turn.

Flavor Text: "The Roterohopter is as insidious as it's ingenious. It is one of the few creations of our school that I take no pride in."  
---Baki, Wizard Attendant

Rulings

## 1.11 Serrated Arrows

Serrated Arrows

Color = Colorless  
Rarity = HL(C1)  
Type = Artifact  
Cost = 4  
Artist = David A. Cherry

Text (HL): When Serrated Arrows comes into play, put three arrowhead counters on it. During your upkeep, bury Serrated Arrows if there are no arrowhead counters on it.  
<T>: Remove an arrowhead counter from Serrated Arrows to put a -1/-1 counter on target creature.

NO RULINGS

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