

HL_RED

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COLLABORATORS

	<i>TITLE :</i> HL_RED		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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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

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

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

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

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

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

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

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."
---Irimi 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

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

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

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

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

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

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

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

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 Detwiler

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

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

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

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

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
