

# **HL\_BLUE**

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**COLLABORATORS**

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# Chapter 1

## HL\_BLUE

### 1.1 Homelands - Blue Cards

#### Homelands - Blue Cards

AEther Storm  
Baki's Curse  
Chain Stasis  
Coral Reef  
Dark Maze  
Forget  
Giant Albatross  
Giant Oyster  
Jinx  
Labyrinth Minotaur  
Marjhan  
Memory Lapse  
Merchant Scroll  
Mystic Decree  
Narwhal  
Reef Pirates  
Reveka, Wizard Savant

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Sea Sprite

Sea Troll

Wall of Kelp

## 1.2 AETHER Storm

AETHER Storm

Color = Blue  
Rarity = HL(U3)  
Type = Enchantment  
Cost = 3U  
Artist = Mark Tedin

Text(HL): No summon spells may be cast. Any player may pay 4 life to bury AETHER Storm. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Flavor Text: "I do love the rain... but this storm feels somehow wrong, Taysir."  
---Daria

Rulings

## 1.3 Baki's Curse

Baki's Curse

Color = Blue  
Rarity = HL(U1)  
Type = Sorcery  
Cost = 2UU  
Artist = Nicola Leonard

Text(HL): Baki's Curse deals 2 damage to each creature for each creature enchantment on that creature.

Flavor Text: "Those who fling spells too quickly should have reason to regret it."  
---Baki, Wizard Attendant

NO RULINGS

## 1.4 Chain Stasis

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### Chain Stasis

Color = Blue  
Rarity = HL(U1)  
Type = Instant  
Cost = U  
Artist = Pat Morrissey

Text (HL): Tap or untap target creature. Whenever any player uses Chain Stasis to tap or untap a creature, that creature's controller may pay <2U> to use Chain Stasis to tap or untap any target creature.

Flavor Text: "Here we go again."  
---Kakra, Sea Troll

### Rulings

## 1.5 Coral Reef

### Coral Reef

Color = Blue  
Rarity = HL(C1)  
Type = Enchantment  
Cost = UU  
Artist = Amy Weber

Text (HL): When Coral Reef comes into play, put four polyp counters on it.  
<0>: Sacrifice an island to put two polyp counters on Coral Reef.  
<U>: Tap target blue creature you control and remove a polyp counter from Coral Reef to put a +0/+1 counter on any target creature.

### Rulings

## 1.6 Dark Maze

### Dark Maze

Color = Blue  
Rarity = HL(C2/C2)  
Type = Summon Wall (4/5)  
Cost = 4U  
Artist = Rob Alexander / Rob Alexander

NOTE: There are TWO different artworks for this card.

Text (HL): <0>: Dark Maze can attack this turn. At end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control.

Flavor Text: "Stray not into the path of darkness, or be lost forever."  
---Baki, Wizard Attendant

Flavor Text: "The path of faith is fortunately fraught with failure."  
---Irimi Sengir

Rulings

## 1.7 Forget

Forget

Color = Blue  
Rarity = HL(U1)  
Type = Sorcery  
Cost = UU  
Artist = Michael Kimble

Text (HL): Target player chooses and discards 2 cards from his or her hand. If that player does not have enough cards in that hand, his or her entire hand is discarded. The player then draws as many cards as he or she discarded in this way.

NO RULINGS

## 1.8 Giant Albatross

Giant Albatross

Color = Blue  
Rarity = HL(C2/C2)  
Type = Summon Albatross (1/1)  
Cost = 1U  
Artist = David A. Cherry / David A. Cherry

NOTE: There are TWO different artworks for this card.

Text (HL): Flying  
<1U>: Bury all creatures that damaged Giant Albatross this turn. The controller of any of those creatures may pay 2 life to prevent that creature from being buried. Effects that prevent or redirect damage cannot be used to counter this loss of life. Use this ability only when Giant Albatross is put into the graveyard from play.

Rulings

## 1.9 Giant Oyster

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## Giant Oyster

Color = Blue  
Rarity = HL(U3)  
Type = Summon Oyster (0/3)  
Cost = 2UU  
Artist = Nicola Leonard

Text (HL): You may choose not to untap Giant Oyster during your untap phase.  
<T>: Target tapped creature does not untap during its controller's untap phase as long as Giant Oyster remains tapped. During your upkeep, put a -1/-1 counter on that creature. If Giant Oyster becomes untapped or leaves play, remove all of these counters from the creature.

Rulings

## 1.10 Jinx

### Jinx

Color = Blue  
Rarity = HL(C1)  
Type = Instant  
Cost = 1U  
Artist = Michael Kimble

Text (HL): Target land becomes a basic land type of your choice until end of turn. Draw a card at the beginning of the next turn's upkeep.

Flavor Text: "What wizards upset, the land soon rights."  
---Gemma, Willow Priestess

NO RULINGS

## 1.11 Labyrinth Minotaur

### Labyrinth Minotaur

Color = Blue  
Rarity = HL(C2/C2)  
Type = Summon Minotaur (1/4)  
Cost = 3U  
Artist = Anson Maddocks / Anson Maddocks

NOTE: There are TWO different artworks for this card.

Text (HL): Creatures Labyrinth Minotaur is assigned to block do not untap during their controller's next untap phase.

Flavor Text: "I doubt any Labyrinth Minotaurs still live - but then again,

we Minotaurs are stubborn beings."  
 ---Onatah, Anaba Shaman

Flavor Text: "Legend says they got a treasure cave,  
 but it don't say where to find it."  
 ---Zeki, Reef Pirate

Rulings

## 1.12 Marjhan

Marjhan

Color = Blue  
 Rarity = HL(U1)  
 Type = Summon Serpent (8/8)  
 Cost = 5UU  
 Artist = Daniel Gelon

Text (HL): Does not untap during your untap phase. Marjhan cannot attack if defending player controls no islands. If at any time you control no islands, bury Marjhan.

<UU>: Sacrifice a creature to untap Marjhan. Use this ability only during your upkeep.

<UU>: -1/-0 until end of turn. Marjhan deals 1 damage to target attacking creature without flying.

NO RULINGS

## 1.13 Memory Lapse

Memory Lapse

Color = Blue  
 Rarity = HL(C2/C2) / MI(C)  
 Type = Interrupt  
 Cost = 1U  
 Artist = Mark Tedin (HL) / Mark Tedin (HL) / Rebecca Guay (MI)

NOTE: The Homelands version has TWO different artworks for this card.

Text (MI): Counter target spell. Put that spell on top of owner's library.

Text (HL): Counter target spell. Put that spell on top of its owner's library.

Flavor Text: "Um... oh... what was I saying ?"  
 ---Reveka, Wizard Savant

Flavor Text: "Oh, I had a conscience once. But alas, I seem to have forgotten where I put it."  
 ---Chandler

Rulings

## 1.14 Merchant Scroll

Merchant Scroll

Color = Blue  
Rarity = HL(C1)  
Type = Sorcery  
Cost = 1U  
Artist = Liz Danforth

Text (HL): Search your library for a blue instant or interrupt. Reveal that card to all players and put it into your hand. Reshuffle your library afterwards.

Flavor Text: "There's no trade without trust."  
---Eron the Relentless

NO RULINGS

## 1.15 Mystic Decree

Mystic Decree

Color = Blue  
Rarity = HL(U1)  
Type = Enchant World  
Cost = 2UU  
Artist = Liz Danforth

Text (HL): All creatures lose flying and islandwalk.

Flavor Text: "Curse Reveka, and curse her coddled conjurers.  
Their sorcerer's school shall yet be ours."  
---Irimi Sengir

NO RULINGS

## 1.16 Narwhal

Narwhal

Color = Blue  
Rarity = HL(U1)  
Type = Summon Narwhal (2/2)  
Cost = 2UU  
Artist = David A. Cherry

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Text(HL): First strike, protection from red

Flavor Text: "Who needs a spear ? Ya break off the horn,  
and ya stab the fish with it. Easy !"  
---Kakra, Sea Troll

NO RULINGS

## 1.17 Reef Pirates

Reef Pirates

Color = Blue  
Rarity = HL(C2/C2)  
Type = Summon Ships (2/2)  
Cost = 1UU  
Artist = Tom Wanerstrand / Tom Wanerstrand

NOTE: There are TWO different artworks for this card.

Text(HL): Whenever Reef Pirates damages any opponent, take the top card of his or her library and put it into his or her graveyard.

Flavor Text: "Zeki sails with a dead crew not out of villainy, but pragmatism."  
---Baron Sengir

Flavor Text: "Corpses for crew don't sit well with me. Zeki and his dead ship had best keep their distance."  
---Joskun, An-Havna Constable

NO RULINGS

## 1.18 Reveka, Wizard Savant

Reveka, Wizard Savant

Color = Blue  
Rarity = HL(U1)  
Type = Summon Legend (0/1)  
Cost = 2UU  
Artist = Susan Van Camp

Text(HL): <T>: Reveka deals 2 damage to target creature or player and does not untap during your next untap phase.

Flavor Text: "It's nice to see a sister Dwarf in a position of such power, but why'd it have to be one of those seafaring muleheads ?"  
---Halina, Dwarven Trader

NO RULINGS

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## 1.19 Sea Sprite

Sea Sprite

Color = Blue  
Rarity = HL(U3)  
Type = Summon Faerie (1/1)  
Cost = 1U  
Artist = Susan Van Camp

Text(HL): Flying, protection from red

Flavor Text: "No one can catch what won't be caught."  
---Kakra, Sea Troll

NO RULINGS

## 1.20 Sea Troll

Sea Troll

Color = Blue  
Rarity = HL(U3)  
Type = Summon Troll (2/1)  
Cost = 2U  
Artist = Daniel Gelon

Text(HL): <U>: Regenerate.  
Use this ability only during a turn in which Sea Troll blocked a blue creature or a blue creature blocked Sea Troll.

Flavor Text: "I've seen those Trolls devour a drowning sailor faster than his lungs could fill with water."  
---Zeki, Reef Pirate

NO RULINGS

## 1.21 Wall of Kelp

Wall of Kelp

Color = Blue  
Rarity = HL(U1)  
Type = Summon Wall (0/3)  
Cost = UU  
Artist = Alan Rabinowitz

Text(HL): <UUT>: Put a Kelp token into play. Treat this token as a 0/1 blue wall.

Flavor Text: "Ya can eat it or ya can weave it,  
but ya can't fight in it."

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---Zeki, Reef Pirate

NO RULINGS

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