

Homelands

Expansion set for Magic: The Gathering

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 Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

Rare cards are shown in bold text.
Uncommon cards are shown in italicized text.
 Common cards are shown in normal text.

There are 3 common cards sheets for each uncommon card sheet printed.
 The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon).

Land:

Card Name	Spell Type	Ability
<i>An-Havva Township</i> u3	Land	Get 1 colorless mana (Tap). Get one green mana (Tap+1) Get one red mana (Tap+2). Get one white mana (Tap+2).
<i>Aysen Abbey</i> u3	Land	Get 1 colorless mana (Tap). Get one white mana (Tap+1) Get one blue mana (Tap+2). Get one green mana (Tap+2).
<i>Castle Sengir</i> u3	Land	Get 1 colorless mana (Tap). Get one black mana (Tap+1) Get one blue mana (Tap+2). Get one red mana (Tap+2).
<i>Koskun Keep</i> u3	Land	Get 1 colorless mana (Tap). Get one red mana (Tap+1) Get one black mana (Tap+2). Get one green mana (Tap+2).
<i>Wizards' School</i> u3	Land	Get 1 colorless mana (Tap). Get one blue mana (Tap+1) Get one black mana (Tap+2). Get one white mana (Tap+2).

Artifacts:

Card Name	Spell Type	Cost	Ability
Apocalypse Chime u1	Artifact	2	Bury all <i>Homelands</i> cards (Tap+2+sacrifice this card)
Didgeridoo u1	Artifact	1	Play a Minotaur from your hand (3).
Feroz's Ban u1	Artifact	6	Summon spells cost 2 more mana to cast.
<i>Clockwork Gnomes</i> c1	Artifact Creature	4	2/2. Regenerate an artifact creature (Tap+3).
<i>Clockwork Steed</i> c1	Artifact Creature	4	0/3, Cannot be blocked by artifact creatures. Put four +1/+0 counters on it when it enters play. Remove one counter at end of any combat in which it attacks or blocks. During upkeep put X +1/+0 counters on this card (Tap+X). Cannot have more than 4 counters.
<i>Clockwork Swarm</i> c1	Artifact Creature	4	0/3, Cannot be blocked by walls. Put four +1/+0 counters on it when it enters play. Remove one counter at end of any combat in which it attacks or blocks. During upkeep put X +1/+0 counters on this card (Tap+X). Cannot have more than 4 counters.
<i>Ebony Rhino</i> c1	Artifact Creature	7	4/5, Trample
<i>Joven's Tools</i> u3	Artifact	6	Make a creature only blockable by walls this turn (Tap+4)
<i>Roterothopter</i> c1	Artifact Creature	1	0/2, Flying. +1/+0 until end of turn (2). Cannot spend more than 4 on this ability each turn.
<i>Serrated Arrows</i> c1	Artifact	4	Put a -1/-1 counter on a creature (Tap+remove a counter). Put three counters on when enters play. Bury during upkeep if no counters.

Black Spells:

Card Name	Spell Type	Cost	Ability
Baron Sengir u1	Summon Legend	BBB5	5/5, Flying. Regenerate a Vampire (Tap). Gets a +2/+2 counter whenever a creature goes to the graveyard the turn he damaged it.
Black Carriage u1	Summon Carriage	BB3	4/4, Trample. Does not untap as normal. Untap this card during upkeep (Sacrifice a creature).
Broken Visage u1	Instant	B4	Bury an attacking non-artifact creature and put a Shadow token creature with the same power/toughness as the creature that was buried into play. Bury token creature at end of turn.
Grandmother Sengir u1	Summon Legend	B4	3/3. Give a creature -1/-1 until end of turn (Tap+B1).
Koskun Falls u1	Enchant World	BB2	Players must pay 2 mana per creature that attacks you. Tap one of your creatures during upkeep or bury this card.
Sengir Autocrat u1	Summon Autocrat	B3	2/2. Put three 0/1 black Serf token creatures into play when this card enters play. Bury all Serf tokens if this card leaves play.
Timmerian Fiends u1	Summon Fiends	BB1	1/1. Bury artifact opponent owns in your graveyard and put this card in opponent's graveyard as a permanent change in ownership (BBB+Sacrifice this card). Effect is countered if opponent antes an additional card. Use only in ante games.
Veldrane of Sengir u1	Summon Legend	BB5	5/5. Forestwalk and -3/-0 until end of turn (BB1).
<i>Drudge Spell</i> u3	Enchantment	BB	Put a 1/1 black Skeleton token creature with "Regenerate (B)" ability into play (B+remove two creatures in your graveyard from the game). Bury all Skeleton tokens if this card leaves play.
<i>Funeral March</i> c1	Enchant Creature	BB1	Creature's controller must sacrifice another creature if this one leaves play.
<i>Ghost Hounds</i> u3	Summon Hounds	B1	1/1, Does not tap when attacking. Gets First Strike until end of turn if blocking or blocked by a white creature.
<i>Greater Werewolf</i> c1	Summon Lycanthrope	B4	2/4. At end of combat, put a -0/-2 counter on all creatures blocking or blocked by this creature.
<i>Headstone</i> c1	Instant	B1	Remove a card in any graveyard from the game. Draw a card at the beginning of the next upkeep.
<i>Ihsan's Shade</i> u3	Summon Legend	BBB3	5/5, Protection from White
<i>Irini Sengir</i> u3	Summon Legend	BB2	2/2. White and green enchantments cost 2 more to cast.
<i>Cemetery Gate</i> Gate Close Gate Far c4	Summon Wall	B2	0/5, Protection from Black
<i>Dry Spell</i> Skull Fish c4	Sorcery	B1	Does 1 damage to each creature and player.
<i>Feast of the Unicorn</i> Head Creatures c4	Enchant Creature	B3	Gives creature +4/+0.
<i>Sengir Bats</i> Two Bats One Bat c4	Summon Bats	BB1	1/2, Flying. Gets a +1/+1 counter whenever a creature goes to the graveyard the turn they damaged it.
<i>Torture</i> Marked Back Man in Mask c4	Enchant Creature	B	Put a -1/-1 counter on the creature (B1).

Blue Spells:

Card Name	Spell Type	Cost	Ability
Baki's Curse u1	Sorcery	UU2	Does 2 damage to each creature in play for each enchantment on the creature.
Chain Stasis u1	Instant	U	Tap or untap a creature. Controller of affected creature can pay U2 to do it again.
Forget u1	Sorcery	UU	Make a player discard 2 cards then draw same number of cards that were discarded.
Marjhan u1	Summon Serpent	UU5	8/8. Does not untap as normal. During upkeep, untap this card (UU+Sacrifice a creature). Do 1 damage to a non-Flying attacking creature and give -1/-0 until end of turn to this card (UU). Cannot attack if defender controls no Islands. Bury this card if you control no Islands.
Mystic Decree u1	Enchant World	UU2	All creatures lose Flying and IslandWalk.
Narwhal u1	Summon Narwhal	UU2	2/2, First Strike, Protection from Red
Reveka, Wizard Savant u1	Summon Legend	UU2	0/1. Do 2 damage to a creature or player, and this card does not untap next untap (Tap).
Wall of Kelp u1	Summon Wall	UU	0/3. Put a Kelp 0/1 blue wall token creature into play (Tap+UU).
<i>Aether Storm</i> u3	Enchantment	U3	No summon spells can be cast. Players can pay 4 life to bury this card.
<i>Coral Reef</i> c1	Enchantment	UU	Put 4 counters on this card when enters play. Put a +0/+1 counter on a creature (U+Tap one of your blue creatures+remove a counter). Put 2 counters on this card (Sacrifice an Island).
<i>Giant Oyster</i> u3	Summon Oyster	UU2	0/3. Make a tapped creature not untap as normal and put a -1/-1 counter during each of your upkeeps for as long as this card is tapped (Tap). You can choose not to untap this card as normal. Remove all the -1/-1 counters if this card is untapped or leaves play.
<i>Jinx</i> c1	Instant	U1	Turn a land to any basic type until end of turn. Draw a card at the beginning of the next upkeep.
<i>Merchant Scroll</i> c1	Sorcery	U1	Bring a blue instant or interrupt to your hand from your library then shuffle the library. Show the card to all players.
<i>Sea Sprite</i> u3	Summon Faerie	U1	1/1, Flying, Protection from Red
<i>Sea Troll</i> u3	Summon Troll	U2	2/1. Regenerate if blocked or was blocked by a blue creature this turn (U).
Dark Maze c4 <i>Dead Warrior</i> <i>Defensive Warrior</i>	Summon Wall	U4	4/5. Allow this card to attack, but not on turn it enters play, and remove it from game at end of turn (0).
Giant Albatross c4 <i>In Air</i> <i>Above Ship</i>	Summon Albatross	U1	1/1, Flying. When this card is destroyed, opponent pays 2 life or buries each creature that damaged this card this turn (U1).
Labyrinth Minotaur c4 <i>Close-up</i> <i>With Pick</i>	Summon Minotaur	U3	1/4. Creatures it blocks do not untap as normal during their next untap.
Memory Lapse c4 <i>Woman</i> <i>Man</i>	Interrupt	U1	Counter spell and put it on top of the caster's library.
Reef Pirates c4 <i>Ships</i> <i>Pirates on Ship</i>	Summon Ships	UU1	2/2. Put top card of opponent's library in their graveyard when this card damages them.

Green Spells:

Card Name	Spell Type	Cost	Ability	
An-Havva Constable	u1	Summon Constable	GG1	2/1+* where *=number of green creatures in play.
Autumn Willow	u1	Summon Legend	GG4	4/4. Cannot be targeted by spells or effects. Allow a player to target this card with spells or effects (G).
Daughter of Autumn	u1	Summon Legend	GG2	2/4. Redirect 1 damage from a white creature to this card (W).
Faerie Noble	u1	Summon Noble	G2	1/2, Flying. All your Faeries get +0/+1. Give your Faeries +1/+0 until end of turn (Tap).
Mammoth Harness	u1	Enchant Creature	G3	Creature loses Flying. Creatures blocking or blocked by this creature gain First Strike until end of turn.
Primal Order	u1	Enchantment	GG2	Does 1 damage to a player during their upkeep for each non-basic land they control.
Rysorian Badger	u1	Summon Badger	G2	2/2. If attacks and not blocked, you can remove up to 2 creatures in opponent's graveyard from the game instead of dealing damage. Gain 1 life for each removed creature.
Willow Priestess	u1	Summon Faerie	GG2	2/2. Put a Faerie from your hand into play (Tap). Give a green creature Protection from Black until end of turn (G2).
<i>An-Havva Inn</i>	u3	Sorcery	GG1	Gain 1+* life where *=number of green creatures in play.
<i>Joven's Ferrets</i>	c1	Summon Ferrets	G	1/1. Gets +0/+2 when attacking. At end of combat, tap creatures that block this card and they do not untap as normal next untap.
<i>Leaping Lizard</i>	c1	Summon Lizard	GG1	2/3. Flying and -0/-1 until end of turn (G1).
<i>Renewal</i>	c1	Sorcery	G2	Sacrifice a land to bring a basic land from your library into play, then reshuffle your library. Draw a card at the beginning of the next upkeep.
<i>Roots</i>	u3	Enchant Creature	G3	Play on a non-Flying creature to tap it and make it not untap as normal.
<i>Root Spider</i>	u3	Summon Spider	G3	2/2. Gains First Strike and +1/+0 until end of turn when blocking.
<i>Spectral Bears</i>	u3	Summon Bears	G1	3/3. If attacks a player with no black cards, it does not untap as normal next untap.
<i>Carapace</i> <i>Man in Armor</i> <i>Woman with Sword</i>	c4	Enchant Creature	G	Gives creature +0/+2. Regenerate creature (Sacrifice this card).
<i>Folk of An-Havva</i> <i>Dancing</i> <i>Woman Alone</i>	c4	Summon Folk of An-Havva	G	1/1. Gets +2/+0 until end of turn when blocking.
<i>Hungry Mist</i> <i>Dead Woman</i> <i>Lantern in Window</i>	c4	Summon Mist	GG2	6/2. Pay GG during upkeep or bury this card.
<i>Shrink</i> <i>Tall Woman</i> <i>Person in Shadow</i>	c4	Instant	G	Creature gets -5/-0 until end of turn.
<i>Willow Faerie</i> <i>Faerie</i> <i>Faerie on Deer</i>	c4	Summon Faerie	G1	1/2, Flying

Red Spells:

Card Name	Spell Type	Cost	Ability	
Anaba Ancestor	u1	Summon Ghost	R1	1/1. Give a Minotaur +1/+1 until end of turn (Tap).
Anaba Spirit Crafter	u1	Summon Minotaur	RR2	1/3. Gives all Minotaurs +1/+0.
An-Zerrin Ruins	u1	Enchantment	RR2	Makes all creatures of a specific type not untap as normal.
Dwarven Pony	u1	Summon Pony	R	1/1. Give a Dwarf MountainWalk until end of turn (Tap+R1).
Dwarven Sea Clan	u1	Summon Dwarves	R2	1/1. Does 2 damage to an attacking or blocking creature at end of combat (Tap). Ability can only be used if target creature's controller has Islands.
Heart Wolf	u1	Summon Wolf	R3	2/2, First Strike. Give a Dwarf First Strike and +2/+0 until end of turn but bury this card if Dwarf leaves play this turn (Tap). Use ability only when announcing attack or defense.
Ironclaw Curse	u1	Enchant Creature	R	Gives creature -0/-1. Creature cannot block creatures with power greater than or equal to this creature's toughness.
Winter Sky	u1	Sorcery	R	Flip a coin. If coin is in your favor, each player and creature takes 1 damage. Else, each player draws a card.
<i>Ambush</i>	c1	Instant	R3	Gives all blocking creatures First Strike until end of turn.
<i>Chandler</i>	c1	Summon Legend	R4	3/3. Destroy an artifact creature (Tap+RRR).
<i>Eron the Relentless</i>	u3	Summon Legend	RR3	5/2, Can attack the turn he enters play. Regenerate (RRR).
<i>Evaporate</i>	u3	Sorcery	R2	Does 1 damage to all blue creatures and white creatures.
<i>Joven</i>	c1	Summon Legend	RR3	3/3. Destroy a non-creature artifact (Tap+RRR).
<i>Orcish Mine</i>	u3	Enchant Land	RR1	Put 3 counters on it when it enters play. Remove a counter when land is tapped and remove one during your upkeep. Destroys the land and does 2 damage to land's controller when the last counter is removed.
<i>Retribution</i>	u3	Sorcery	RR2	Choose two creatures controlled by one opponent. Opponent selects one to be buried and the other gets a -1/-1 counter.
Aliban's Tower	<i>Wizard</i> <i>Three Horses</i> c4	Instant	R1	Give a blocking creature +3/+1 until end of turn.
Ambush Party	<i>Inside</i> <i>On Cliff</i> c4	Summon Ambush Party	R4	3/1, First Strike, Can attack on the turn it comes into play on your side.
Anaba Bodyguard	<i>Crossbow</i> <i>Spear & Woman</i> c4	Summon Bodyguard	R3	2/3, First Strike
Anaba Shaman	<i>Looking Right</i> <i>Looking Left</i> c4	Summon Minotaur	R3	2/2. Do 1 damage to a creature or player (Tap+R).
Dwarven Trader	<i>Horse</i> <i>Two People</i> c4	Summon Dwarf	R	1/1

White Spells:

Card Name	Spell Type	Cost	Ability
Aysen Crusader	u1 Summon Crusader	WW2	2+*/2+* where * = number of Heroes you control.
Aysen Highway	u1 Enchantment	WWW3	Gives all white creatures Plainswalk.
Beast Walkers	u1 Summon Heroes	WW1	2/2. Banding until end of turn (G).
Hazduhr the Abbot	u1 Summon Legend	WW3	2/5. Redirect X damage from a white creature you control to this one (Tap+X).
Leeches	u1 Sorcery	WW1	Does one damage to a player for each poison counter they have then removes the counters.
Serra Aviary	u1 Enchant World	W3	Gives all Flying creatures +1/+1.
Soraya the Falconer	u1 Summon Legend	WW1	2/2. Gives all Falcons +1/+1. Give a Falcon Banding until end of turn (W1).
Truce	u1 Instant	W2	Each player may draw 2 cards or for each draw skipped they gain 2 life.
<i>Abbey Gargoyles</i>	u3 Summon Gargoyles	WWW2	3/4, Flying, Protection from Red
<i>Death Speakers</i>	u3 Summon Speakers	W	1/1, Protection from Black
<i>Prophecy</i>	c1 Sorcery	W	Show top card of an opponent's library to all players and gain 1 life if it is a land. Shuffle that library. Draw a card at the beginning of the next upkeep.
<i>Rashka the Slayer</i>	u3 Summon Legend	WW3	3/3, Can block Flying creatures. Gets +1/+2 until end of turn when blocking black creatures.
<i>Serra Bestiary</i>	c1 Enchant Creature	WW	Creature cannot attack, block or use an ability with 'Tap' in its activation cost. Pay WW during your upkeep or bury this card.
<i>Serra Inquisitors</i>	u3 Summon Inquisitors	W4	3/3. Gets +2/+0 until end of turn when blocking or blocked by a black creature.
<i>Serra Paladin</i>	c1 Summon Paladin	WW2	2/2. Prevent 1 damage to a creature or player (Tap). Make a creature not tap when attacking (Tap+WW1).
<i>Abbey Matron</i> <small>Pointing Down Pointing at You</small>	c4 Summon Cleric	W2	1/3. +0/+3 until end of turn (Tap+W).
<i>Aysen Bureaucrats</i> <small>One Man Two Men</small>	c4 Summon Bureaucrats	W1	1/1. Tap a creature of power <= 2 (Tap).
<i>Mesa Falcon</i> <small>On Tree In Air</small>	c4 Summon Falcon	W1	1/1, Flying. +0/+1 until end of turn (W1).
<i>Samite Alchemist</i> <small>Close-up Full Shot</small>	c4 Summon Alchemist	W3	0/2. Prevent up to 4 damage to one of your creatures and that creature does not untap as normal next untap (Tap+WW).
<i>Trade Caravan</i> <small>Spider Giraffe</small>	c4 Summon Caravan	W	1/1. Put a counter on this card during your upkeep. During an opponent's upkeep, untap a basic land (Remove two counters).