

Avacyn's Masterpiece

3



Enchantment — Aura



Enchant artifact or creature
When Avacyn's Masterpiece enters the battlefield, you may search your library for an Aura card, reveal it, then shuffle your library and put that card on top of it.
Enchanted permanent is indestructible.

When She opened her eyes for the first time, her spear laid on the ground, waiting for her. This is a lesson for the faithful: She didn't create justice and hope, but She's the one who keeps them high, for men to follow.

NikuSenpai

2/50

Caleb, Founder of Goldnight

2



Legendary Creature — Spirit Soldier



First strike
☞, reveal an Aura card from your hand and pay its mana cost: Create a 1/1 white Spirit creature token with flying, then put the revealed Aura on the battlefield under your control and attach it to target Spirit. Activate this ability only any time you could play a sorcery.

When the Cursemute sealed countless tombstones there was one which shattered instead, allowing a long lost soul to shine against darkness one last time.

(rolwow.foroac.com)

3/50

2/3

Cursemute

3



Sorcery



Exile all non-land permanents. You gain 1 life for each permanent exiled this way.

At the beginning of the next end step, return to the battlefield all creatures exiled this way under the control of their owners.

Nobody except Gisela heard Avacyn's words over the roar of the thunder, but even blind people saw the light.

(www.fondosni.com)

4/50

Gavony Archbishop

*



Creature — Human Cleric



Protection from black (This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.)

Crusade - Whenever Gavony Archbishop, an Aura or an Equipment enters the battlefield under your control, create a 1/1 red Human creature token.

(Legend of the Cryptids)

5/50

0/1

Loft Keeper

4



Creature — Angel



Flying

When Loft Keeper dies, you may return target creature with converted mana cost 2 or less from your graveyard to the battlefield.

(Pinterest)

6/50

4/3

Reverent Riddle

4



Enchantment — Aura



Enchant creature
Enchanted creature gets +4/+4 and has flying.
Whenever an Angel becomes the target of a spell or ability controlled by an opponent, you may cast Feral Riddle for *.

Two wings to fly high, and to protect the pious. Two eyes to see the truth, and guilt inside the devious. Two arms to bless the meek, and to extirpate sin. One faith in a pure heart, in my lady Avacyn.

Johannes Voss

7/50

Unflinching Cathar

1



Creature — Human Soldier



Lifelink
Spells and abilities your opponents control can't cause you to discard cards.

Cathars know that strengthening the body and warding the soul are equally important: weakness, just like evil, can take countless forms.

Rob Joseph

9/50

2/2

Crucible of Storms

6



Creature — Elemental Spirit



When Crucible of Storms enters the battlefield, return all other creatures to its owner's hand.

Wraith 2

As the cathars laid siege to Drumau, his ancient bond with the sea was of great help to Runo Stromkirk, hindering his enemies' capability to attack from the coast.

Nitrox Marquez

10/50

6/6

Drowsy Riddle

2



Enchantment — Aura



Enchant creature
Enchanted creature gets +2/+2 and gains "Whenever this creature becomes the target of a spell, return that creature and all the Auras attached to that creature to your hand."

Whenever a permanent returns to its owner's hand, you may cast Drowsy Riddle for *.

You suddenly realize you're fully bare; you come right back to life if you die there. A dark thing follows you, but you can't run; the world dies and is reborn at the first sun.

Rolando Cyril

12/50

Engraved Colossus 3



Creature — Zombie Giant

Trample

As an additional cost to cast Engraved Colossus, you may exile any number of creatures from your graveyard. Engraved Colossus enters the battlefield with that many +1/+1 counters on it.

1, remove a +1/+1 counter from Engraved Colossus: Draw a card.

Tadayasu Ginho 0/0

Herald of Alabaster 3



Creature — Drake

Flash, flying

Crusade - Whenever Herald of Alabaster, an Aura or an Equipment enters the battlefield under your control, the second spell you cast this turn costs 2 less to cast. This effect reduces only the amount of colored mana you pay.

(Seventh Sundial) 3/4

Masked Abominion 1



Creature — Zombie Rogue

Whenever a creature card is exiled from a graveyard, you may have Masked Abominion become a copy of that creature and gain this ability.

As the writhing shape he mistook for Ingrid's father shifted to look like the lost souls he saw on Theros, Dack started to question his own sanity.

Art of Misc 2/1

Play for Time 1



Instant

Choose one – Untap target land; or return target spell to its owner's hand; or counter target triggered ability.

Good generals trade days of planning for an hour of battle; good soldiers trade one second of danger for a minute of life.

Lorraine Schleiter 16/50

Aristocratic Riddle 3



Enchantment

Enchant creature

Enchanted creature gets +2/+3 and has lifelink.

Whenever a Vampire becomes the target of a spell or ability controlled by an opponent, you may cast Feral Riddle for 1.

A sip of wine from you, I'll live, but you will dry; a sip of wine from me, and you will never die.

Lilian-art 18/50

Clearing Sovereign 5



Creature — Demon

Flying

When Clearing Sovereign enters the battlefield, destroy target non-Demon creature.

Wraith

Like the leaf fall, he delights in remembering his guests that life is as short as the summer.

img.programm.com 19/50 5/4

Darksmith of Maurer Estate 1



Creature — Vampire Artificer

Deathtouch

2, : Put a hex counter on target Equipment. That Equipment has "At the beginning of each end step, if this Equipment is attached to a creature, destroy that creature."

Josh Calloway 20/50 2/2

Seashore Offering 1



Instant

As an additional cost to cast Seashore Offering, you may sacrifice up to three creatures.

For each creature sacrificed this way, draw a card.

For each Human sacrificed this way, draw two cards and lose 2 life instead.

Marek Kwapiulinski 22/50

Shriveling Remains 2



Creature — Zombie

Protection from green (This creature can't be blocked, targeted, dealt damage, or enchanted by anything green.)

Whenever a Zombie you control dies, you may sacrifice a land. If you do, create a 2/2 black Zombie creature token.

(Pinterest) 23/50 3/3

Spirit Hunter 1



Creature — Demon

At the beginning of your upkeep, sacrifice a creature unless you discard a card and pay 1 life.

3 exile a creature card from your graveyard: Create a 1/1 white Spirit creature token with flying.

AUS 24/50 4/5

Curse of the Boiling Veins 2



Enchantment — Aura Curse

At the beginning of enchanted player's upkeep, that player exiles the first card of his or her library face-up.

He or she may play that card as if it were in his or her hand until end of turn; if he or she doesn't, Curse of the Boiling Veins deals damage to him or her equal to that card's converted mana cost.

(Pinterest) 25/50

Diabolic Diversion 3



Enchantment — Aura

Enchant creature

Enchanted creature must attack each turn, if able.

Whenever enchanted creature dies, return Diabolic Diversion to the battlefield and attach it to another target creature, then create a 1/1 red Devil creature token with prowess.

Matt Cavotta 26/50

Enthralling Sire 2



Creature — Vampire

Protection from blue (*This creature can't be blocked, targeted, dealt damage, or enchanted by anything blue.*)

X , remove X counters from any number of creatures you control: Gain control of target creature with converted mana cost X or less.

(http://animalia-life.club) 27/50 2/2

Feather's Martyr 2



Creature — Human Soldier

Haste

Crusade - At the beginning of your end step, sacrifice Feather's Martyr unless he, an Aura or an Equipment entered the battlefield under your control this turn.

"To die for nothing, or to die for something: the only difference is Hope."

(Pinterest) 28/50 2/1

Gisela's Masterpiece 4



Sorcery

Reveal cards from the top of your library until you reveal an Aura or Equipment card. Gisela's Masterpiece deals damage equal to twice the revealed card's converted mana cost to target creature. Put that card in your hand and the rest on the bottom of your library in any order.

"One day, I will meet the most wicked of hearts. That day I'll ignite the most perfect of flames."

—Gisela, Blade of Goldnight

League of Legends 30/50

Impact Resonance 1



Instant

Impact Resonance deals X damage divided as you choose among any number of target creatures, where X is the greatest amount of damage dealt by a source to a permanent or player this turn.

"Our Lady gave us power so we can wield it. Casualties are acceptable if this war has to come to an end."

—Alrich, Archmage of Avacyn

Peter C. Lee 31/50

Spoor of Cataclysm 4



Creature — Elemental

When Spoor of Cataclysm enters the battlefield, it deals damage equal to its power to each creature.

Wraith 2

In his insatiable hunger the Malignus ended up consuming itself, but its spawn lingers on the land, blazing a path of devastation across Gavony.

Santiago Iborra 32/50 4/5

Feral Riddle 1



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+1, has double strike and must attack

Whenever a Human becomes the target of a spell or ability controlled by an opponent, you may cast Feral Riddle for .

Deep down into my heart, two wolves fight each other: one white and good and gentle, blood-red and cruel its brother. They howl and claw and screech, they bite and scratch and bleed; the one who wins the battle - is whom I choose to feed.

(Pinterest) 29/50

Ancient Devourer

3



Creature — Horror



At the beginning of your upkeep, each opponent sacrifices an artifact or an enchantment he or she controls.

Whenever a creature dies, Ancient Devourer gains trample until end of turn.

Aenamit
33/50

6/9

Arboreal Riddle

2



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+2 and has vigilance and reach.

Whenever an opponent attacks with a creature with flying, you may cast Arboreal Riddle for $\{C\}$.

Colorful clothes in spring, let's see you try your guess: it's only when it's cold, that she will have to undress.

Adam Andrearczyk
34/50

Cemetery Wolfir

3



Creature — Wolf Warrior



Vigilance

2 $\{C\}$, $\{C\}$: Search your library for a land card, reveal it and put it into your hand, then shuffle your library. Activate this ability only if a creature has died this turn.

A growl in the night, a flash of silver and the graverobber got a fresh grave, all for himself.

stoudan
33/50

2/5

Coy Springsage

1



Creature — Human Cleric



$\{C\}$: Add $\{W\}$ or $\{U\}$ to your mana pool. Coy Springsage deals 1 damage to you.

At the beginning of your upkeep, you may sacrifice Coy Springsage. If you do, target creature gets +2/+2 until end of turn.

Klaus Piffon
36/50

1/1

Echoing Beyond

3



Instant



Creatures you control get +X/+X and gain vigilance until end of turn, where X is the number of exiled creatures you own.

Through the veil of death, they whisper. Under the bark of life, they keep watch.

Carlo Bocchio
37/50

Feral Challenge

1



Enchantment — Aura



Enchant creature

Enchanted creature has " $\{C\}$: This creature fights another target creature."

At the beginning of your upkeep, if at least a creature has higher power than enchanted creature, attach Feral Challenge to the creature with the highest power. (If one or more creatures are tied for the greatest power, choose one of them.)

Fishsticks Games
38/50

Heron's Grace Exemplar

2



Creature — Human Warrior



Crusade - Whenever Heron's Grace Exemplar, an Aura or an Equipment enters the battlefield under your control, put a +1/+1 counter on Heron's Grace Exemplar for each other creature you control.

"No more feasts for you, bloodsucker. The next celebration these walls will see will be our toast to Lady Sigarda."

Matthias de Mulder
39/50

1/1

Clockwork Golem

3



Artifact Creature — Construct



At the beginning of your upkeep, put a +1/+1 counter on Clockwork Golem.

At the beginning of your end step, you may pay $\{X\}$, where X is the number of +1/+1 counters on Clockwork Golem. If you do, target opponent gains control of Clockwork Golem. If you don't, put the top X cards of your library into your graveyard.

Axel Medellin
42/50

1/1

Cursecleaver

1



Artifact — Equipment



Equipped creature has protection from enchantments and from enchanted creatures.

Whenever equipped creature deals combat damage to a player, you may destroy target enchantment.

Equip 2

Aminoapps.com
43/50

Inscribed Whistle 2



Artifact

2 : Put the bottom card of your library into your graveyard. If that card was a land card, sacrifice Inscribed Flute. Otherwise, create a 1/1 white Spirit creature token with flying.

Who is this one who is coming?

— binoraito
44/50

Viscus Vitae 4



Artifact — Equipment

Viscus Vitae enters the battlefield with two vial counters on it.

Equipped creature gets +2/+2 and has “Whenever this creature dies, create a 2/2 black Zombie creature token.”

Equip—remove a vial counter from Viscus Vitae.

— Matt Hansen
45/50

Ashmouth Threshold



Land

When Ashmouth Threshold, a Demon or a Zombie enters the battlefield, each land becomes a Swamp in addition to its other land types until end of turn.

☞ : Add ♠ to your mana pool.

The flaming pit where Griselbrand met his end is twice cursed - by demonic hatred, and the magic of the Veil.

— (forums.frontier.co.uk)
46/50

Cathedral Yard



Land

When Cathedral Yard, an Angel or a Human enters the battlefield, each land becomes a Plains in addition to its other land types until end of turn.

☞ : Add * to your mana pool.

The fragments of the Helvauld still shine under the moon, marking a sanctuary blessed for all eternity.

— Fermina Alsop
47/50

Crimson Ruins



Land

When Crimson Ruins, a Devil or a Vampire enters the battlefield, each land becomes a Mountain in addition to its other land types until end of turn.

☞ : Add ⚡ to your mana pool.

The blackened skeleton of the place where human pain was infused with devil's blood.

— Rasmus Berggreen
48/50

Hollowenge



Land

When Hollowenge, a Wolf or a Werewolf enters the battlefield, each land becomes a Forest in addition to its other land types until end of turn.

☞ : Add ♣ to your mana pool.

The most overwhelming victory of the wild on the whole plane.

— <https://abstract.desktopnexus.com>
49/50

Tower of Silver Beach



Land

When Tower of Silver Beach, a Spirit or a Wizard enters the battlefield, each land becomes an Island in addition to its other land types until end of turn.

☞ : Add ♠ to your mana pool.

A lighthouse on the sea of knowledge, lightened by the flame of genius and a planewalker's spark.

— Gordillo
50/50

Pick Clean 3



Instant

You gain 3 life for each non-Human creature that died this turn.

Create a 2/2 green Wolf creature token for each Human that died this turn.

— Erik Kainsson
40/50

Second Sunrise 1



Instant

Each player returns to the battlefield all artifact, creature, enchantment, and land cards that were put into his or her graveyard from the battlefield this turn.

On Innistrad, the Feast of Goldnight is the holiest recurrence of the year; for two whole days the sun doesn't set, keeping darkness at bay and hope high in the hearts of men.

— Vladimir Kush
8/50

Disturbing Return X  



Sorcery 

Destroy all creatures with converted mana cost X or less, then return target creature with converted mana cost X or less from your graveyard to your hand.

Christian Quinol
21/50

Angel of Confinement 6 



Creature — Angel 

Flying

Crusade - Whenever Angel of Confinement, an Aura or an Equipment enters the battlefield, you may exile target non-land permanent until Angel of Confinement leaves the battlefield.

The Helvauld doesn't exist anymore, but angels and archmages keep studying its fragments, hoping to understand one day its magical properties.

(Arunnath.com)
1/50

5/7

Post Scriptum X X 



Stregoneria 

Draw X cards, then discard X cards.

Exile up to X creature cards from your graveyard. For each card exiled this way, create a token that's a copy of that card, except it's a 1/1 black Spirit.

"When you get there, would you kindly tell my sister that the whole wolfbane stuff has been a mere accident?"

Sarah Finnigan
17/50

Curse of the Fogs 1  



Enchantment — Aura Curse 

Spells enchanted player controls that target permanents you control cost 1 more to cast. Creatures attacking enchanted player can't be blocked by creatures with higher strength.

"Stay calm! This time I'm sure, it was this way..."

Oleg Saakyan
11/50

Dead Question 3  



Sorcery 

Destroy target creature. Its controller puts the top X cards of his or her library into his or her graveyard, where X is the total converted mana cost of all creatures that died this turn.

Ward -  , sacrifice two creatures.

"Now, I'll ask you one more time..."

Nghi Vo
41/50