

Armed Peasant



Creature — Human



Many for vengeance, some for restored faith, a few because they never lost hope; of any gender, age and social condition, those who answered Avacyn's call numbered in the thousands.

Gen Jun Miya
2/110

1/2

Moggie of Child's Wall



Creature — Cat



1 *, sacrifice Moggie of Child's Wall: Destroy target Spirit or enchantment.

May Avacyn guide you to the Blessed Sleep, little star - because in such a short time, you've been a blessing yourself.

Moka (it's the model, not the artist)
11/110

1/1

Effigy of Hope



Creature — Spirit Wall



Defender (This creature can't attack.)

Crusade - Whenever Effigy of Hope, an Aura or an Equipment enters the battlefield under your control, you gain 2 life.

lshgsk
7/110

2/3

Parishblade of Videns



Creature — Human Soldier



Crusade - Whenever Parishblade of Videns, an Aura or an Equipment enters the battlefield, target creature gains first strike until end of turn.

Videns was a relatively safe land even before the angels' return; still, cathars never cease patrolling the countryside, looking for signs of evil resurfacing.

Monolith Productions
15/110

3/1

Trained Cathar



Creature — Human Soldier



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

(pinterest)
19/110

3/2

Shadow of Light



Creature — Angel Shade



Whenever you gain life, Shadow of Light gains flying until end of turn.

During the Feast of Goldnight angels are forbidden to take flight by an ancient oath; in that day only, they allow their bodies to take rest from their fatigues.

RayArk Games (Demo)
16/110

2/2

Moorland Keeper



Creature — Human Scout



When Moorland Keeper dies, create a 1/1 white Spirit creature token with flying.

EthnicallyChallenged
13/110

2/2

Crusade Gryff



Creature — Hyppogriff



Flying

Crusade - Whenever Crusade Gryff, an Aura or an Equipment enters the battlefield under your control, you may tap or untap target creature.

sandara
5/110

2/2

Healer's Geist



Creature — Spirit Cleric



: Target creature gains lifelink until end of turn.

He decided that, unlike the wounds of his comrades, the Blessed Sleep could wait.

huaban.com
10/110

3/3

Cathedral Guards

3



Creature — Human Soldier



Crusade — Whenever Cathedral Guards, an Aura or an Equipment enters the battlefield under your control, put a +1/+1 counter on target creature.

"Many good men perished in the dark battle, but those who lived to witness Hope's return are now as unshakable as their faith."

—Thalia, Guardian of Thraben

me-illuminated

0/4

3/110

Fearless of the Siege

4



Creature — Angel



Flying

"In the name of Hope, neither fire, stone nor unholy flesh will stop our blade!"

—Gisela, Blade of Goldnight

Applibots

3/4

8/110

Anoint the Remains

3



Sorcery



Target creature gets +1/+1 and gains lifelink until end of turn.

Ward 3 (If you cast this spell for 3, exile it as it resolves, then create a white Aura enchantment token with "Enchant creature" and assign it to target creature. You may cast a warding spell from exile, choosing a creature enchanted by an Aura you control.)

"With oil and moonlight I consecrate this body, lest it leave its deserved rest, lest it walk in death among the living."

—Prayer of Blessed Sleep

Craig J. Spearing

1/110

Dutiful Watch

3



Enchantment — Aura



Target creature gets +2/+2 until end of turn.

Ward 1 (If you cast this spell for 1, exile it as it resolves, then create a white Aura enchantment token with "Enchant creature" and assign it to target creature. You may cast a warding spell from exile, choosing a creature enchanted by an Aura you control.)

On Innistrad, protecting the dead is a duty worthy of praise - even more so than protecting the living.

Applibot

6/110

Moonlight Armor

3



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+3.

Sacrifice Moonlight Armor: Exile target card from a graveyard.

"Soothing light, hope in the dark, show her the way."

(desktopnexus)

12/110

Sunlight Blade

1



Enchantment — Aura



Enchant creature

Enchanted creature gets +2/+1.

Sacrifice Sunlight Blade: Destroy target artifact or enchantment.

"Piercing light, herald of awakening, show me the truth."

Player-Designer

18/110

Charge of the Feather Riders

1



Instant



Put a +1/+1 counter on each Human you control.

Creatures you control get +1/+1 until end of turn.

Tomasz Jedruszek

4/110

Trial of the Moon

2



Enchantment — Aura



Enchant creature

Enchanted creature can't attack or block.

Whenever enchanted creature transforms, exile it.

(fantasy-art-engine.tumblr)

20/110

Invisible of the Chill

3



Creature — Spirit



When Invisible of the Chill enters the battlefield, target permanent doesn't untap during its controller's next untap step.

Wraith 3 (3, exile Invisible of the Chill from your graveyard: Create a token that's a copy of Invisible of the Chill, except it's a 1/1 black Spirit. Do this only when you could cast a sorcery).

Chill and frost would be optional, but he finds it easier to steal the air from your lungs in grains.

theeyoftheseen

29/110

1/1

Wardcrafter of the Ditch 1 U

Creature — Human Wizard

Aura and Equipment spells you control cost **1** less to cast.

The little tolerance the Church had for shady commences in Nephalia ended with the Crusade, forcing traffickers of illegal wards and counterfeit silver into the caves under the Erdwal.

Lilaccu
40/110

2/1

Grafbinding Wall 1 U

Creature — Wall

Defender

Discard Grafbinding Wall: Cards in your graveyard have hexproof until end of turn.

(pinterest)
26/110

0/4

Overcharged Skaab 2 U

Creature — Zombie

Prowess

☞: Target opponent puts X cards from the top of his or her library into his or her graveyard, where X is Overcharged Skaab's power.

In times when a mere hearsay can send a platoon of inquisitors to your door, electrocuting away the memories of intruders can save lives and unlives.

HELMUTT
32/110

1/4

Niblis of the Small Hours 1 U U

Creature — Spirit

Flying

It hovers on the roofs in the thin midnight air, when all is quiet and even dreams lie frozen.

Soft H
30/110

2/3

Rabid Sewermaw 3 U

Creature — Zombie Crocodile

Flash

As an additional cost to cast Rabid Sewermaw, you may exile a creature card from your graveyard. If you do, it enters the battlefield with a +1/+1 counter on it.

NuclearBeast
33/110

2/3

Cadaver Impervius 5 U

Creature — Zombie

Hexproof

As an additional cost to cast Cadaver Impervius, you may exile two noncreature cards from your graveyard. If you do, it enters the battlefield with two +1/+1 counter on it.

A few months after the angels' comeback, more than half of the skaberen labs in Nephalia had been burned to the ground; still, the half left over proved to be by far the most creative.

Sir Hanselot
23/110

3/4

Gryff Explorer 4 U

Creature — Human Knight

Flying, prowess

Jason Chan
27/110

3/3

Tear the Veil U

Instant

Choose one – Counter target enchantment spell; or return target enchantment to its owner's hand.

"Sorin Markov hid well its secrets: a beautiful lie shrouds this plane, hiding his shadow under candid wings."

—Dack Fayden

(pinterest)
38/110

Rite of Banishing 1 U

Instant

Return target creature to its owner's hand.

Ward 4 U (If you cast this spell for 4 U, exile it as it resolves, then create a white Aura enchantment token with "Enchant creature" and assign it to target creature. You may cast a warding spell from exile, choosing a creature enchanted by an Aura you control.)

"I'd rather play it safe – and extinguish the whole fengraf."

(pinterest)
35/110

Blessing of Alabaster



Instant



Until end of turn, target creature has “Whenever this creature deals damage to a player, draw a card.”

Ward 2 (If you cast this spell for 2, exile it as it resolves, then create a white Aura enchantment token with “Enchant creature” and assign it to target creature. You may cast a warding spell from exile, choosing a creature enchanted by an Aura you control.)

Kagaya
22/110

Spreading Madness



Sorcery



Target player puts the top five cards of his or her library into his or her graveyard.

1, exile Spreading Madness from your graveyard: Search your library for a card named Spreading Madness, Spreading Disease, Spreading Savagery or Spreading Rage and put it into your hand, then shuffle your library.

“Look! The crowning of a life’s work, my beloved Lisa! You will move again! You will breath again! You... will... LIVE!”
—Ludevic

innovari-d47719
37/110

Ward Off



Instant



Counter target spell.

“There are things out there, hungry for mortal flesh and immortal souls. The problem is, they can’t get rid of all the curious.”

—Jenrik, to Tamiyo

hdwall.us
39/110

Curse of the Unblinking Eye



Enchantment — Aura Curse



At the beginning of enchanted player’s upkeep, that player puts the top card of his/her library into his or her graveyard, then all other players scry 1.

By sunset, Marcus was less worried about being watched than he was about the things that watched whatever was watching him, and about the things that watched those things, and about...

Jan Parker
25/110

Contrition



Enchantment — Aura



Enchant creature
Enchanted creature gets -6/-0.

Angelic tribunals had no more time to deal with people guilty of minor heresies. A formal abjuration was deemed enough for the repentant; the obstinate was sent on his way after a formal branding.

visualkid-n
24/110

Oath of the Featherbond



Enchantment — Aura



Enchant creature
Enchanted creature has flying.

When Oath of the Featherbond enters the battlefield, draw two cards.

As the words of the oath poured out of her mouth, Anna felt herself suddenly aware of the way her mount looked at things: a brief glimpse of a world wrapped in clouds and dotted with roofs and treetops.

KaiserFlames
31/110

Harness the Nebelgast



Sorcery



Return up to two target creatures to their owner’s hand. Create two 1/1 white Spirit creature token with flying.

“To keep ghoulcallsers away by binding angry geists to gravestones? Now that means combining business with pleasure.”

—Seran, Mausoleum Guard

(www.magic4walls.com)
28/110

Pilgrim of the Lost Way



Creature — Human Monk



Sacrifice Pilgrim of the Lost Way: Add or to your mana pool.

“Avacyn’s eyes can’t reach everywhere. Deep into the woods and under the earth lie forces that angels can’t hope to understand.”

Kevin Hour
94/110

1/1

Faithful Springsage



Creature — Human Cleric



When Faithful Springsage enters the battlefield or dies, put a +1/+1 counter on another target creature.

“I never lost my faith, and great has been my reward: now, my duty is to share both with those in need.”

Gian Li
88/110

1/1

Bentglade Hunter 1



Creature — Wolf Horror

3 ♣♣: Bentglade Hunter gets +3/+3 until end of turn.

The wolfirs' presence has an eerie effect on the Ulvenwald: its boundaries are being cleansed from murk and evil spirits, but in the deep of the forest shadows get darker, twisting fauna and plant life.

— Martin Deschanbault

2/2

Dryad of Wittal 1



Creature — Dryad

When Dryad of Wittal dies, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle your library.

Wraith — Sacrifice a land (Sacrifice a land, exile Dryad of Wittal from your graveyard: Put a token on the battlefield that's a copy of Dryad of Wittal, except it's a 1/1 black Spirit instead of its normal colors and types. Activate this ability only when you could cast a sorcery.)

— Kyria

0/2

Horror Seeker 2



Creature — Human Scout

Crusade — Whenever Horror Seeker, an Aura on an Equipment card enters the battlefield, put a +1/+1 counter on target Human.

After the werewolves' disappearance, many trappers focused their training on hunting other kinds of abominations lurking in the woods.

— Cristi-B

1/2

Hollowenge Apparition 4



Creature — Spirit

Wraith 2 ♣♣ (2 ♣♣, exile Hollowenge Apparition from your graveyard: Put a token on the battlefield that's a copy of it, except it's a 1/1 black Spirit instead of its normal colors and types. Activate this ability only when you could cast a sorcery.)

When Hollowenge Apparition enters the battlefield, destroy target artifact or enchantment.

"As you circle the ruins, stay away from the outer ring. Never stop and never run. If you hear any voices, don't turn your head. Pray throughout the journey, and thank the angels when you can't see the town anymore."

— Saaed Ramez

2/2

Moonclaw Wolfir 3



Creature — Wolf Warrior

Whenever Moonclaw Wolfir attacks, Humans you control get +1/+1 until end of turn.

Wolfirs move swiftly in the underwood, watching over the villages where they lived from afar.

— Vasylna

4/4

Wrecking Wurm 3



Creature — Wurm

Trample

"It's my weapon of choice for assaulting a vampire manor: its hide is too hard for biting, its brain too small for glamer, and their walls are too thin for its head."

— Captain Eric Hurnst

— Alex Konstad

6/7

Village Trailseekers 3



Creature — Human

Reach

Discard an enchantment or an artifact: Village Trailseekers gains deathtouch until end of turn.

"With a firm heart, in the heart of the forest, to the heart of the beast."

— Trailseekers' saying

— Felix Ortiz

2/4

Blessing of Herons 1



Enchantment — Aura

Enchant land

Enchanted land has "♣: Add one mana of any color to your mana pool."

Sacrifice Blessing of Herons: Put a +1/+1 counter on target Human.

— Liang-Xing

8/11

Wild Surge 4



Enchantment — Aura

Enchant creature

Enchanted creature gets +3/+3 and has trample.

The cathars planned their attack at the zenith of the full moon, in order to exploit the remnants of rage that still linger in their wolfir companions.

— AlectorFencer

9/11

Thin Topsoil 1 



Sorcery 

Put the top three cards of your library into your graveyard, then you may return target enchantment or artifact card from your graveyard to your hand.

"The priests of Avacyn say we must look at the sky for answers, but the Devoured knew better: in Mother Earth we'll find protection and insight."
—Reim, Archdruid of the Lost Way

(silverwitch.tumblr.com)
87/110

Blackthorn Embrace 1 



Enchantment — Aura 

Enchant creature
Flash
Enchanted creature gets +1/+2 and has reach.

Before embarking on a demon hunt, it's highly recommended that you arm yourself.

Astur Mosca
83/110

Natural End 2 



Instant 

Destroy target artifact or enchantment. You gain 3 life.

The haunted blade shattered, and the Geist drifted gratefully to the Blessed Sleep.

Scott Chou
92/110

Shining Mist 2 



Instant 

Transform all creatures. Prevent all damage that would be dealt this turn by creatures other than Horrors, Wolves and Werewolves.

(hellhorror.com)
93/110

Alpha's Rampage 2 



Sorcery 

Put a +1/+1 counter on target creature you control if it is a Werewolf. Then that creature fights target creature you don't control. (Each creature deals damage equal to its power to the other.)

Where the alpha leads, the pack follows.

Dusan Markovic
81/110

Curse of the Savage Hunt 3 



Enchantment — Aura Curse 

Enchant player
Whenever a creature deals combat damage to enchanted player, put a +1/+1 counter on it.

They taste hunger. They smell blood.

(pinterest)
86/110

Charge of the Blessed 3 



Sorcery 

Creatures you control get +1/+1 and gain trample until end of turn.

If commander Odric knows where the Hand of Avacyn came from, he didn't reveal it to anyone; the imposing giant seems to lead the wolfir in battle, his axe opening a path of slaughter through the enemies' ranks.

Karl Kopinski
83/110

Ashmouth Jester 2 



Creature — Devil 

Sacrifice Ashmouth Jester: Ashmouth Jester deals 1 damage to target creature or player.

1/1

dungeoninspiration.tumblr
67/110

Goldnight Vanguard 1 



Creature — Human Soldier 

First strike
Crusade — Whenever Goldnight Vanguard, an Aura or an Equipment enters the battlefield under your control, you may have Goldnight Vanguard deal 1 damage to target creature.

Personally chosen by Gisela, members of the Feather Riders' vanguard are the most valiant and renowned among the cathars, eager to sink their blades into the horrors plaguing the world.

Applibot
74/110

1/2

Crusader of the Lesser Bloodline 



Creature — Vampire Knight 

Prowess
Whenever Crusader of the Lesser Bloodline deals damage to a player, put a +1/+1 counter on him.

After the fall of Castle Falkenrath and the extinction of two minor bloodlines, the remnants of the lesser households gathered around Edgar Markov's guidance.

—(posthumanart.tumblr)
69410

2/1

Feather Riders 



Creature — Human Knight 

Crusade — Whenever Feather Riders, an Aura or an Equipment enters the battlefield under your control, target creature you control gets +1/+0 and gains haste until end of turn.

The dream of a Gavony free from monsters gets closer with each battle they win.

—IceQueen654123
69410

2/3

Feral Ridgewolf 



Creature — Wolf 

Trample

1 : Feral Ridgewolf gets +2/+0 until end of turn.

"The wolves no longer hunt just to feed. They kill for sport, or for some madness behind their eyes."

—Elmut, crossway watcher

—Martina Pilcerova
69410

1/2

Frantic Assailant 



Creature — Vampire 

When Frantic Assailant enters the battlefield, target creature can't block this turn.

Wraith 1  (1 , exile Frantic Assailant from your graveyard: Put a token on the battlefield that's a copy of Frantic Assailant, except it's a 1/1 black Spirit. Activate this ability only any time you could cast a sorcery.

"If the first hit lands, drop the crossbow and pull out the blade: a vampire seized by bloodlust can reach your throat before even realizing to be dead."

—kir-tar
73410

3/4

Daring Spearsage 



Creature — Human Cleric 

Haste

: Target creature gains haste until end of turn.

—(pinterest)
67410

2/2

Spite 



Enchantment — Aura 

Enchant creature

When Spite enters the battlefield, create a 1/1 red Devil creature token with prowess.

Enchanted creature gets +1/+0.

"Hateful devil, never kind, keep your nose out of my mind. Hopping devil please don't come, you're not welcome in my home."

—Popular warding rhyme

—dungeoninspiration.tumblr
79410

Skillful Lunge 



Instant 

Target creature gets +3/+0 and gains first strike until end of turn.

Ward 2  (If you cast this spell for 2 , exile it as it resolves, then create a white Aura enchantment token with "Enchant creature" and assign it to target creature. You may cast a warding spell from exile, choosing a creature enchanted by an Aura you control.)

"Heart, then neck. Again! Heart, then neck. One more time! Heart..."

—Johannes Voß
88410

Spreading Rage 



Instant 

Target creature gains +2/+0 and must attack this turn if able.

, exile Spreading Rage from your graveyard: Search your library for a card named Spreading Madness, Spreading Rage, Spreading Disease or Spreading Famine and put it into your hand, then shuffle your library.

—Artem Demura
80410

Blazing Spear 



Instant 

Blazing Spear deals 3 damage to target creature or player. If that creature would die this turn, exile it instead.

The "masterpiece" of the skaberen conveniently stepped up in order to protect its master. As the lab burned, Mitta wondered if the writhing composition pinned to the door could be considered a form of art too.

—(pinterest)
62410

Desperate Assault 1 



Instant 

Target creature gets +2/+1 and gains trample until end of turn. Whenever a Vampire you control deals damage to a player this turn, put a +1/+1 counter on it.

"We are predators, not quarry. If I can't defend my manor from those rats, I'll take as many as I can in the grave with me."

—Raymond Swanland
68/110

Blessing of Goldnight 2 



Enchantment — Aura 

Enchant creature
Enchanted creature gets +2/+2.

Crusade — Whenever Blessing of Goldnight, another Aura or an Equipment enters the battlefield under your control, enchanted creature gains first strike until end of turn.

—(pinterest)
63/110

Forceful Constriction 2 



Sorcery 

Gain control of target creature until end of turn. Untap that creature. That creature gains haste until end of turn.

Ward 4  (If you cast this spell for 4 , exile it as it resolves, then create a white Aura enchantment token with "Enchant creature" and assign it to target creature. You may cast a warding spell from exile, choosing a creature enchanted by an Aura you control.)

—Young June Choi
71/110

Searing Mark 2 



Sorcery 

Searing Mark deals 5 damage to target creature. Destroy all Equipments attached to that creature.

The cathars found unnerving the screams of Rygar Falkenrath as he slowly burned inside his armor; on his part, Commander Odric himself felt uneasy looking at Gisela's hateful smile.

—(starwars.wikia.com)
77/110

Curse of Paranoia 4 



Enchantment — Aura Curse 

Whenever a creature attacks enchanted player, that creature gets +1/+0 and gains menace until end of turn.

Some vampires toy with their victims for months before striking, their fear an appetizer for the pain of the first bite.

—Grzegorz Kryszinski
69/110

Foundation of Mischief 4 



Sorcery 

Target opponent sacrifices an artifact and a land. Create two 1/1 red Devil creature token with prowess.

From petty theft to unrequested surgery, there is no art devils have mastered to the levels of «taking away the right thing at the wrong moment» - at times, with spectacular results.

—(hd4desktop.online)
72/110

Doomed Blooddrinker 



Creature — Vampire 

When Doomed Blooddrinker dies, you may have target creature get -1/-1 until end of turn.

"As our numbers decline, slayers pay a higher and higher price with each murder; they feared the wrath of the ancient among us, but even newborns these days fight with the strength of despair."

—Runo Stromkirk

—Yinton J
49/110 1/1

Dogged Rats 1 



Creature — Rat 

Wraith 4  (4 , exile Dogged Rats from your graveyard: Create a token that's a copy of Dogged Rats, except it's a 1/1 black Spirit. Do this only any time you could cast a sorcery.)

Deathtouch

Despite their efforts, exterminators weren't able to get rid of rats in the deepest levels of the Dutch; rats, on their part, were quite successful in getting rid of exterminators.

—Tenebraestudios
48/110 1/1

Swaying Corpse 1 



Creature — Zombie 

"...a trademark of the amateur ghoulcaller is the tendency to yell like a pig at the abattoir during the first phase of the chant - inevitably running out of breath just before the verses concerning locomotion..."

—De fundamentibus necromantiae, vol. I

—(Guild Wars concept)
59/110 2/2

Voldaren Assayer 2



Creature — Vampire

Whenever you gain life, Voldaren Assayer deals 1 damage to each opponent.

“Ah, this aftertaste of cinnamon will definitely please our mistress.”

(art-of-fantasy.org) 1/3

Deranged Cannibal 2



Creature — Human Rogue

Whenever a creature dies, tap Deranged Cannibal.

“Why, I’ll be happy to have you for dinner!”

Alex Alexandrov 3/3

Prostration 1



Enchantment — Aura

Enchant creature

When Prostration enters the battlefield, you may put a +1/+1 counter on target Vampire.

Enchanted creature takes -1/-1 and its activated abilities can’t be activated.

Marco Bucci 58/110

Duelist Slayer 3



Creature — Vampire Rogue

First strike

Whenever Duelist Slayer deals damage to a player, put a +1/+1 counter on her.

She vowed to not consume blood anymore other than that dripping from her blade.

(pinterest) 3/1

Diregraf Liege 2



Creature — Zombie Soldier

When Diregraf Liege enters the battlefield, if a creature died this turn, create a 2/2 black Zombie creature token.

Expiring has enhanced his aptitude at inspiring.

Helmutt 47/110 2/4

Falkenrath Survivor 4



Creature — Vampire

Flying

Wraith 2 (2, exile Falkenrath Survivor from your graveyard: Create a token that’s a copy of Falkenrath Survivor, except it’s a 1/1 black Spirit. Do this only any time you could cast a sorcery.)

(pinterest) 52/110 3/2

Hound of the Moorlands 4



Creature — Zombie Hound

Sacrifice a creature: Hound of the Moorlands gains menace until end of turn.

Inquisitors who die in the moorlands often take the form of ghastly hounds, chasing forever prey both living and undead.

Antonio José Manzanedo 55/110 3/5

Ashmouth Scourge 6



Creature — Demon

When Ashmouth Scourge enters the battlefield or dies, he deals 1 damage to each player.

Wraith (6, exile Ashmouth Scourge from your graveyard: Create a token that’s a copy of Ashmouth Scourge, except it’s a 1/1 black Spirit. Do this only any time you could cast a sorcery.)

(www.walldevil.com) 41/110 5/5

Brain Graft



Sorcery

Exile target card from a graveyard, then put a 2/2 black Zombie creature token on the battlefield.

“The soul walks a tiny alley in the infinite maze of the mind: to trap it forever is the dream of any necromancer.”

—Ludevic, necroalchemist

Jon Lomberg 42/110

Grim Trade 1

Sorcery

Put the top two cards of your library into your graveyard, then you may return target creature card at random from your graveyard to your hand.

"The only good thing about all of this is the rise of the prices."

Joakim Ericsson
54/110

Curse of Solitude 1

Enchantment — Aura Curse

Enchant player

At the beginning of enchanted player's upkeep, if that player controls more than one creature, he or she may sacrifice a creature. If he or she doesn't, he loses 1 life and you gain 1 life.

(unknown)
43/110

Buried Knowledge 2

Sorcery

You draw two cards and you lose 2 life.

"I was wrong, after all: my grandson doesn't answer my call, and his creation is out of control. We may be forced to end what we started two thousand years ago."

—Edgar Markov, letter to the vampire lords

Antonio José Manzanedo
43/110

Essence Drain 1

Instant

Essence Drain deals 3 damage to target creature or player and you gain 3 life.

"The kiss is the quintessence of our way of life, but in these bright times, charm and manners must give way to... efficiency."

—Olivia Voldaren

Peter Jaworowski
51/110

Curse of Oblivion 3

Enchantment — Aura Curse

Enchant player

At the beginning of enchanted player's upkeep, that player exiles two cards from his or her graveyard.

The first step to peace is to learn how to forget.

Jana Schirmer & Johannes Voss
44/110

Midnight Banquet 4

Instant

Destroy target creature. You gain 1 life for each creature card in your graveyard.

"Authentic bloodlust is quite difficult to bestow upon the living dead; that's why most of us settle for simple - and quite effective - hunger."

—Gisa, the Ghoullcaller

Jee-Hyung Lee
56/110

Grave Exchange 4

Sorcery

Return target creature card from your graveyard to your hand. Target player sacrifices a creature.

"I knew a world where living things are inlaid with metal, and one where metal is given semblance of life. I knew a world where dreams take life, and one where dreams lasted for centuries. But metal rusts, and dreams come to an end, and there's no world where life lasts longer than death."

—Ludevic, necroalchemist

(wallpapers.wallhave.cc)
53/110

Essence of Mandragora 2

Artifact

Essence of Mandragora enters the battlefield tapped.

•: Each player puts the first card of his or her library into his or her graveyard, then choose a color of one of those cards. Add one mana of that color to your mana pool.

Once you get past the brain-melting wailing and the vicious bites, the mandragora is the most efficient panacea known to man - and a delicious sidedish, to top.

artnest (vk.com)
102/110

Ominous Scalpel 1

Artifact — Equipment

Equipped creature gets +1/+0.

Equip 1

What do artisans, healers and skaberen all have in common?

(roosterteeth.com)
105/110

Skinjacket Scarecrow 4



Artifact Creature

As an additional cost to cast Skinjacket Scarecrow, you may exile a creature card from your graveyard. If you do, it enters the battlefield with a +1/+1 counter on it.

Skinjacket Scarecrow has defender and reach as long as it has a +1/+1 counter on it.

Pumpkin had never been so happy. The jacket the farmer made him scared his friends away, but the jacket he made from the farmer kept his friends around him for all day.

—FabValle

108/110 **2/3**

Sinister Cauldron 4



Artifact

When Sinister Cauldron enters the battlefield, it deals 1 damage to all creatures.

2, ♣, sacrifice Sinister Cauldron: Transform target creature.

That moment when you realize you ran out of frog tails.

—(pinterest)

107/110

Moonsilver Spark



Instant

Moonsilver Spark deals 1 damage to target creature and 1 damage to target player.

Hallowed blade and unholy flesh clashed in the midnight sky, staining darkness with red.

—KypcaHT

104/110

Bloodthirsty Falconer



Creature — Vampire

“Brecht Falkenrath was in life a renowned falconer, and his offspring lives up to his name. Watch out for the eyes.”

—Elsa, ranger of Somberwald

—(otherworldrealms.tumblr)

64/110 **4/1**

Warded Chapel



Land

♣: Add 1 to your mana pool.

4, ♣, sacrifice Warded Chapel: Return target Aura from your graveyard to your hand.

Forgotten by decades, the chapels of abandoned villages often hide dangerous secrets.

—(pinterest)

110/110

Hamlet Gallows



Land

♣: Add 1 to your mana pool.

♣, sacrifice a token: Add one mana of any color to your mana pool.

—svenart

109/110

Ostracism 3



Instant

Destroy target non-land permanent with converted mana cost 3 or less. You gain 3 life.

“May you wander in the wilderness, where no man will see your shame, where no angel will heed your cry, where the eyes of the unspeakables will be aimed at you alone.”

—Matt Dixon

147/110

Heavy Mace 5



Artifact — Equipment

Equipped creature gets +3/+3.

Equip 5

“I leave tiptoeing with a foil in hand to duelists.”

—Daniel Kamrudin

103/110

Necrotic Surge 1



Instant

Target creature gets +X/+0 until end of turn, where X is the number of cards in your graveyard. If that creature is a Zombie, it gains lifelink until end of turn.

—faroldjo

57/110

Outer Wall Patrol 2



Creature — Human Soldier

Despite it being the safest position among the cathars, only the best trainees get the chance to serve in the city guard, tasked with the duty to protect the cathedral, the bishops and the upper crust.

(Pinterest) 3/3
93/110

Manic Vandal 2



Creature — Human Warrior

When Manic Vandal enters the battlefield, destroy target artifact.

Some of those who suffered under the vampires' domination developed a deep hatred for any kind of luxury, joining the Crusade with the express purpose of reducing their ex-tyrants' goods to dust.

Randy Vargas 2/2
75/110

Savant of the Lost Way 4



Creature — Human Monk

1, discard Savant of the Lost Way: Target Spirit gets +2/+3 until end of turn.

"In the deep of their hope, a dark seed could well dwell. Under myrth and incense, is it blood what I smell?"

Homoseptimus 2/3
36/110

Strength of the Wolf 2



Instant

You may sacrifice an artifact or an enchantment. If you do, target creature gets +4/+4 until end of turn instead. Otherwise, that creature gets +2/+2 until end of turn.

wallpaper.com 1/2
96/110

Backyard Shovel 2



Artifact — Equipment

Equipped creature has "sacrifice a creature: Search your library for a basic land card, reveal it and put it into your hand, then shuffle your library."

Equip 2

The Bastard Son 1/1
101/110

Scavenging Homunculus 3



Artifact Creature — Homunculus

Whenever a permanent you control or a card in your graveyard is exiled, put a +1/+1 counter on Scavenging Homunculus.

PumpkinPie92 1/2
106/110

Stockpile Steed 4



Creature — Horse

sacrifice, put Stockpile Steed on the bottom of your library: Search your library for an Aura or Equipment card and put it into your hand. Then shuffle your library.

Charles Michel Maria Verlat 3/3
17/110

Gather the Feathers 1



Instant

Put two 1/1 red Human creature tokens on the battlefield.

A single feather only fall, but the wings of justice soar high in the sky.

Michael Komarck 9/110

Anatomical Survey 2



Instant

Draw two cards. Then, if you don't control a Zombie, discard a card.

"Yes, yes, there are no screams, the conversation is boring, formaline prices are through the roof... the fact remains that dead people stay still."

Kerem Beyit 21/110

Reality Leak



Enchantment — Aura



Enchant creature

Enchanted creature gets -1/-0, can't block and can't be blocked.

"I am more than you are. And you are less than you were."

—Ludevic, to Jenrik

JinMengYuan Shi

34/110

Heron Crest



Artifact



When the Heron Crest enters the battlefield, you gain 2 life.

☞, sacrifice the Heron Crest: Put a +1/+1 counter on target creature.

Hael's Jewelry

104/110