

Edgar Markov 4

Legendary Creature — Vampire

Whenever a Vampire you control deals damage to a player, put a +1/+1 counter on it.
Sacrifice two Mountains, remove a total of eight +1/+1 counters from one or more Vampires you control: Take another turn after this one.

"Aren't you blood of my blood, my wandering heir? We're both immortals. We both gave birth to immortals. We both strive to save what we love: the dark heart of this shadow-clad world."

Jason Engle 5/5

Garruk, Hand of Avacyn 3

Planeswalker — Garruk

+2: Choose a creature type. Reveal the top three cards of your library: Put all cards of the chosen type into your hand, then put the rest into your graveyard.

-2: Create a 2/2 green Wolf creature token.

-X: Choose target creature and put X +1/+1 counter on it. That creature has trample and vigilance until end of turn.

Pierre Droal 12/14 4

Ludevic, Maker of Souls 2

Planeswalker — Ludevic

+2: Each player puts the top three cards of his or her library into his or her graveyard, then creates a 2/2 black Zombie creature token.

-2: Exile target creature card in your graveyard under a creature token you control. That token becomes a copy of the exiled card, except it's a Zombie in addition to its other creature types.

-X: Create an emblem with "Whenever a Zombie you control would deal combat damage to a player, instead that player puts X cards from the top of his or her library into his or her graveyard."

Marta De Andres 13/14 3

Bruna, Keeper of the Wards 4

Legendary Creature — Angel

Flying, vigilance

Whenever a non-legendary, non-token enchantment enters the battlefield under your control, put a token on the battlefield that's a copy of that enchantment. If that enchantment is an Aura, attach the token to target permanent, player or zone it could enchant.

NikuSenpai 11/14 4/4

Tovolar, Silverbane 2

Legendary Creature — Werewolf

Trample

Whenever a Werewolf you control would transform, you may pay 2. If you do, that Werewolf gains menace until end of turn instead.

2: Transform target Werewolf.

"I won't exale my last breath until I've wiped off those traitor watchdogs from the face of Kessig."

Huggernaut 14/14 5/5

Hour of Triumph 2

Sorcery

You may put an Equipment card from your hand onto the battlefield.

At the beginning of this turn's combat phase, for each Equipment you control, attach that Equipment to target creature you control.

(pinterest) 2/14

Gloomwing Dragon 4

Creature — Dragon

Flying

Non-Dragon creatures can't block.

"It landed like the night on the cathars chasing us, scattering many and killing many more. It didn't spare a glance for our tattered troops, and I still wonder what drove it to save our lives back there."

—Lutwine, Falkenrath survivor

Fyentezi Armija (?) 3/14 6/6

Hearth Exile 1

Creature — Elemental

Whenever a Human dies, put a +1/+1 counter on Hearth Exile.

Creatures you control with power 5 or more have vigilance, trample, deathtouch and menace.

Driven away from the house he protected for generations, the spirit of the hawthorn sought to take revenge on the ungrateful offenders.

(pinterest) 3/14 2/2

Curse of Cold Sweat 2

Enchantment — Aura Curse

Enchant player

During enchanted player's turn, whenever the fourth spell of the turn is cast, end the turn. (Exile all spells and abilities on the stack. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)

It requires a lot of concentration to resist a geist's icy hands prying your conscience for a way in - just the thing you lack the most while a geist is probing you with its icy hands.

TyphonArt 3/14

Townlet Defences 5

Enchantment — Aura

Enchant creature
Creatures you control have hexproof.
Whenever enchanted creature attacks or blocks, it gets +X/+X until end of turn, where X is the number of attacking or blocking creatures you control.

Samarskiy
10/14

Endless Research

Sorcery

Put a 2/2 black Zombie creature token on the battlefield tapped.
3, exile Endless Research from your graveyard: Search your library for a card and put that card into your hand. Then shuffle your library.

Dopaprime
5/14

Shadow of Regret 3

Creature — Shade

When Shadow of Regret enters the battlefield, each opponent reveals his or her hand.
For each opponent, you may exile a creature card from his or her hand.
Shadow of Regret gets +X/+Y, where X is the total power of the exiled cards and Y is their total toughness.

Chris Rahn
6/14

1/1

Avacyn, Legacy of Innistrad 3

Legendary Creature — Angel

Flying
When Avacyn, Legacy of Innistrad enters the battlefield under your control, reveal the first seven cards of your library. Put all Human cards among them in your hand and all Angel cards among them in your hand, then put the rest on the bottom of your library in any order.
Avacyn, Legacy of Innistrad's power and toughness are each equal to the number of creatures you control.

JB Casacop
1/14

★/★

Stillgeist 2

Creature — Spirit

Flash, flying
Spirit cards you own that aren't on the battlefield have flash.
Whenever a Spirit enters the battlefield under your control, counter target spell with converted mana cost X, where X is the Spirit's converted mana cost.

Eryk Szczygiel
4/14

2/2