

Silverlight Rider



Creature — Spirit Knight



Flash

When Silverlight Rider enters the battlefield, target creature you control gains protection from Vampires and Werewolves and Zombies until end of turn.

In the light of the moon reside all of men's hopes and terrors.

—Jonathon Earl Bowser

2/2

10/69

Protective Runes



Instant



Target permanent gains protection from a color of your choice until end of turn.

Ward - Tap two white creatures you control.

On a tombstone, they usually mean "get away quickly". On a weapon, they mean either "get away quickly" or "stay still".

—(www.wallhere.com)

8/69

Shield of Alabaster



Creature — Angel



Flying, defender

Crusade - Whenever Shield of Alabaster, an Aura or an Equipment enters the battlefield under your control, creatures you control lose defender and gain vigilance until end of turn.

"Even after our Lady's return, we cannot forget the pain of being left alone. For each pair of wings who goes to battle, let another stay back to protect the weak."

—(abstract.desktopnexus)

4/4

9/69

Converted Healer



Creature — Human Cleric



First strike

At the beginning of each end step, put a +1/+1 counter on Converted Healer if you gained life this turn.

He saved countless innocents in his long years of service: the angels now demand he evens up with an equal number of guilties.

—Yefumm

1/1

3/69

Mist Halo



Enchantment — Aura



Enchant creature

Enchanted creature has protection from creatures.

Crusade - Whenever Mist Halo, another Aura or an Equipment enters the battlefield, you may sacrifice Mist Halo. If you do, tap all creatures your opponents control.

"I rejoiced as She lifted the curse of the wild, yet when I glimpse them in the woods now, I feel nothing of the warmth of that day. The bloodthirst has left them, but all I see in their eyes is a chilling void."

—Cathrina, Springsage of Kessig

—Legendary

7/69

Angel of the Two Paths



Creature — Angel



Flying

2 ♣: Put a +1/+1 counter on target Human.

2 ♠: Return target Spirit you control to its owner's hand.

—Julia Kovalyova

2/2

1/69

Impetuous Purge



Sorcery



Destroy target artifact or enchantment.

If that permanent had converted mana cost 2 or less, you may cast Impetuous Purge from your graveyard until end of turn, then exile it.

"Destroy everything that looks suspect. Once you're done, destroy everything else."

—Dev Burmak

5/69

Smite the Leader



Instant



Destroy target creature with the highest converted mana cost among creatures on the battlefield.

Hit the right spot strong enough, and you might not need to hit again.

—(Paizo)

11/69

Wolfir of the Half Moon



Creature — Wolf Warrior



1 ♠: Target Human gains vigilance and lifelink until end of turn.

1 ♣: Another Wolf or Werewolf gains haste and trample until end of turn.

The bonds of faith are strong, but so is the call of the wild.

—(pinterest)

57/69

6/5

Hunter of Bower Passage 2 



Creature — Human 

Reach

When Hunter of Bower Passage enters the battlefield, you may sacrifice it; if you do, destroy target creature with flying.

Wrath 3   

If you're good at hiding, chances are you can land two arrows. If you're not, chances are you can land none.

— Sidharth Chaturvedi 1/4

51/69

Lambholt Herbalist 1 



Creature — Human 

: Add  to your mana pool. You gain 1 life.

The excommunication of the church extended to those springsages who refused to forsake their ancient knowledge of potions and herbs.

— Andrey Shishkin 2/1

52/69

Curse of Hilophobia 1 



Enchantment — Aura Curse 

Enchant player

Spells enchanted player controls can't target creatures he or she controls.

Don't try to rationalize: that shiver on your spine saved more people than any angel.

— (inklewriter.com) 37/69

Fury of the Oppressed 2 



Instant 

Distribute up to X +1/+1 counters among any number of creatures, where X is the number of Humans you control.

"For centuries we have been a trickle of civilization in an arid wasteland. The time has come for darkness to face the tide."

— Selenia, the Lunarch

— (pinterest) 39/69

Enigmatic Spirit 2 



Creature — Elf Spirit 

When Enigmatic Spirit dies, you may return target blue card from your graveyard to your hand.

"I saw them last when I was young, and their eyes filled me with sadness. Why did they return now, of all times? Have they come to warn us about something?"

— Sigarda, Host of Herons

— GaudiBuendia 2/3

48/69

Gatstaf Slayers 4 



Creature — Human Soldier 

Crusade - Whenever Gatstaf Slayers, an Aura or an Equipment enters the battlefield under your control, target creature you control gets +1/+1 and gains trample until end of turn.

— Michal Ivan 4/4

50/69

Lash of Somberwald 



Instant 

Choose one —

- Lash of Somberwald deals 3 damage to target creature with flying.
- Creatures your opponents control lose flying until end of turn.

The forest neither loves nor hates wanderers: it tolerates them. And when they become too daring, it is then that she delivers punishment.

— (Pinterest) 33/69

Ritual of the Full Moon 4 



Sorcery 

Destroy up to two target artifacts and/or enchantments.

— Felipe Escobar Bravo 56/69

Predation 1 



Enchantment — Aura 

Enchant creature

Enchanted creature has deathtouch and trample.

Fang and poison, blade and claw: death takes the forms of each living being.

— (pinterest-ebay) 35/69

Undine of Kirch Falls 1



Creature — Nymph

Islandwalk (*This creature can't be blocked as long as defending player controls an Island.*)
 When Undine of Kirch Falls dies, you may have target land become an Island.
 Wraith 3

"Older than the angels is Stingy Jack, worn as a wilted tree his sack; older than the oldest of undine queens, who are older than any other thing!"
 —Gavonian children's rhyme

Wen Juinn 2/1

22/69

Voidpowered Skaab 4



Creature — Zombie

As an additional cost to cast Voidpowered Skaab, you may exile a creature card from your graveyard. If you do, it enters the battlefield with two +1/+1 counter on it.
 When Voidpowered Skaab dies, return another target creature to its owner's hand.
"Be wary of the ones buzzing loudly. I can't heal flesh obliterated from existence."
 —Hedon, Chaplain Lieutenant

Stepan Alekseev 3/3

23/69

Geist Bridler 3



Creature — Human Rogue

Geist Bridler can't be blocked as long as you control a Spirit.
"I'd wear warm clothes if I were you - especially from the waist down."

Carassius Vigorous 3/1

16/69

Pull the Strings 5



Enchantment — Aura

Enchant creature
 You control enchanted creature.
 When Pull the Strings leaves the battlefield, create a 1/1 white Spirit creature token with flying.
When fog invades the streets, possession becomes quite the literal word.

Pavel Kolomeyets 20/69

Grave Seal 2



Instant

Counter target spell with converted mana cost \times .
 That spell's controller puts the top X cards of his or her library into his or her graveyard.

hdwall.us 17/69

Renounce the Doubts 1



Instant

Look at the top two cards of your library; you may put those cards in your graveyard. If you do, scry 2; if you don't, put them back on the top of your library in any order, then draw a card.
"We've had enough of your degenerate heresy. Either you serve Avacyn's word in life, or you'll serve it with your death."

Elisa Canteras Jiménez 21/69

Winged Omen 1



Creature — Bird Zombie

Flying
 When Winged Omen enters the battlefield, scry 1.
 Whenever you cast a non-creature spell, return Winged Omen to its owner's hand.
Opening the door in the middle of night wasn't enough of a mistake, so you thought it was a good idea to question it about life and death.

(Dragon Magazine?) 2/2

24/69

Dreadful of the Hood 3



Creature — Spirit

4*: Other Spirits you control get +1/+1 until end of turn.
 4: Until end of turn, Zombies you control have "Whenever this creature attacks, defending player puts the top two cards of his or her library into his or her graveyard".

jekowekov 3/2

15/69

Gisa's Revenant 1



Creature — Zombie

Gisa's Revenant enters the battlefield tapped unless you control another Zombie.
 Wraith 1 (1, exile Gisa's Revenant from your graveyard: Put a token on the battlefield that's a copy of Gisa's Revenant, except it's a 1/1 black Spirit. Activate this ability only when you could cast a sorcery.)

Qiao An 2/1

32/69

Doomed Mentor 2

Creature — Zombie

When Doomed Mentor dies, put a +1/+1 counter on target creature. If that creature is a Zombie, put two +1/+1 counters on it instead.

He used to say his students would bring him to the grave.

Les Edwards 30/69 3/2

Olivia's Darkblade 5

Creature — Vampire Knight

Haste

Whenever Olivia's Darkblade deals damage to a player, put a +1/+1 counter on it.

Wraith 2

Sinto-risky 33/69 4/4

Feast of Blood 1

Sorcery

Cast Feast of Blood only if you control two or more Vampires.

Destroy target creature. You gain 4 life.

To the frustration of Edgar, not even the defeat at Wollebank could diminish Olivia's passion for extravagant soirées.

Unknown 31/69

Runo's Infiltrator

Creature — Vampire Rogue

Runo's Infiltrator can't be blocked by creatures that share at least a creature type with him.

1: Until end of turn, creatures you control become Vampires in addition to their other types.

2: Choose target creature. Until end of turn, Runo's Infiltrator gains all the types of that creature.

Randy Vargas 34/69 2/2

Alchemist of the Manor 1

Creature — Human Artificer

1: Until end of turn, target Zombie has "1: Draw a card, then discard a card."

2: Until end of turn, target Vampire has "2: This creature deals 1 damage to target player."

Knowing they needed all the allies they could gather, vampire lords opened their manors to fugitive skaberen, offering protection in exchange for loyalty.

Jon Hodgson 25/69 1/2

Demonic Deal 2

Enchantment — Aura

Enchant creature

Whenever another creature dies, enchanted creature gets +1/+1 until end of turn.

When enchanted creature dies, return it to the battlefield tapped under your control.

"Once you've crossed all the names in your list, I'll erase yours from mine."

(pinterest) 29/69

Dark Investiture 3

Instant

As an additional cost to cast Dark Investiture, sacrifice a creature.

Put two 2/3 black Vampire Knight creature tokens with lifelink on the battlefield.

The appointment of one of Olivia's personal guards is celebrated with the exsanguination of eight adult humans: the enrollment of a platoon turned the villages around Lammas into ghost towns.

Magali Villeneuve 27/69

Spiral of Terror 3

Instant

Exile target card from a graveyard.

That graveyard's owner discards two cards.

Sheer, unadultered fear is thick like tar and dark as void.

(jmc813.wordpress.com) 35/69

Death Wind X

Instant

Target creature gets -X/-X until end of turn.

Currents of mephitic air exhale from the Ashmouth, bringing hallucinations, fever and death to those who get too close without protection.

lockinloadeadly 28/69

Tactical Strike 1

Sorcery

If you cast this card from your hand, enlist target creature you control. (Put a red *Recruit Aura Enchantment* token on the battlefield with “Enchant creature – Enchanted creature gets +1/+0.” and attach it to target creature you control.)

Target creature can't block this turn. Draw a card.

Perfect execution.

TSRodriguez

Wreckage Crew 2

Creature – Devil

When Wreckage Crew dies, put a 1/1 red Devil creature token with prowess on the battlefield.

Wraith 3

“After the twelfth wave, we had no choice but to retreat from the Breach. I don't think there was an actual end to them.”

—Ingrid Reichert, Avacynian cathar

(Diablo 3)

3/3

Goldnight Zealot 5

Creature – Human Soldier

Haste

Crusade - Whenever Goldnight Zealot, an Aura or an Equipment enters the battlefield under your control, you may have target creature gain double strike until end of turn.

His pain, his fear, his loss, his mercy: all devoured by the flame.

(floor-to-ceiling-books.com)

2/2

Flames of Inquisition 3

Instant

As an additional cost to cast Flames of Inquisition, sacrifice a creature.

Flames of Inquisition deals 3 damage to each of up to two target creatures and/or players.

“You will burn alongside your own iniquity.”

Eggie Yeen

Ferocious Swing X

Instant

Up to two target creatures get +X/+0 and gain haste until end of turn.

If those creatures are Vampires, they gain trample until end of turn.

Jeremy McHugh

Stensia Bloodmage 3

Creature – Vampire Wizard

When Stensia Bloodmage enters the battlefield, reveal the bottom card of your library. If it is an instant or sorcery card, you may put it into your hand.

Whenever Stensia Bloodmage deals damage to a player, put a 1/+1 counter on it.

League of Legends

1/3

Alluring Newborn 1

Creature – Vampire

1, remove a +1/+1 counter from another creature you control: Put a +1/+1 counter on Alluring Newborn, then untap it.

The first blood drunk by a newborn must belong to the vampire who sired him, and grants him all the powers of its bloodline.

Child of Winter

1/2

Alchemic Fire 1

Enchantment – Aura

Enchant creature

Flash

Enchanted creature has “: This creature deals 1 damage to target creature or player.”

A brilliant mind is the most important thing for a necroalchemist, but a good aim doesn't hurt, either.

(blog.naver.com)

Angelic Retribution 1

Sorcery

Any player may have Angelic Retribution deal 6 damage to him or her. If no one does, Angelic Retribution deals 6 damage to target creature.

“Angels of Goldnight have nothing of the kindness of Lady Sigarda. They hate guilt much more than they love innocence.”

— Hans Vogel, mayor of Lambholt

Hellstern

Ancient Blood 3

Artifact — Equipment

Ancient Blood enters the battlefield with three vial counters on it.

Equipped creature gains trample and “Whenever this creature deals damage to a player, put a +1/+1 counter on it.”

Equip—remove a vial counter from Ancient Blood.

One drop is all it takes to turn the most meek of men into a child of the night.

—(http://bloodborne.wikidot.com)

58/69

Geist-Fueled Golem 4

Artifact Creature — Golem

Trample

Geist-Fueled Golem doesn't untap during your untap step.

Sacrifice an artifact or an enchantment: Untap Geist-Fueled Golem.

“To hell with the Church and their decrees. I won't put the lives of my men in danger when we could fight corpse-nickers with their own devices.”

—MorkarDFC

5/3

62/69

Dreamcatcher 2

Artifact

Whenever one or more cards are exiled, you gain 1 life.

1, ♣, exile Dreamcatcher: Shuffle up to seven cards in your graveyard into their owner's library.

—Zasalamell

60/69

Silver Cornerstone 5

Artifact

Creatures your opponents control get -1/-0.

“She is the linchpin of our faith. On the stones of Her prison we'll build our legacy.”

—Selenia, the Lunarch

—Mateus Koda'g (?)

66/69

Heap Doll 1

Artifact Creature — Scarecrow

Sacrifice Heap Doll: Exile target card from a graveyard.

Parents of Stensia always force their children to toss away dolls long lost and found again. Who knows what they could have learnt while away?

—JMC813

1/1

63/69

Holy Water 2

Artifact — Equipment

Holy Water enters the battlefield with three vial counters on it.

Equipped creature gets +0/+1 and gains “♣: Target Vampire or Zombie can't attack or block this turn.”

Equip—remove a vial counter from Holy Water.

“My grandson's creation was never meant to be capable of sadness. All the more amusing this by-name, Avacyn's tears.”

—Edgar Markov

—(vk.com)

64/69

Bloody Halberd 4

Artifact — Equipment

Equipped creature gets +2/+1.

4, sacrifice a creature: Return Bloody Halberd from your graveyard to the battlefield.

Equip 2

Forgotten or taken? Blood still fresh or long-dried? Will you run or stay frozen? Will you live or you'll die?

—Bruno Cerkvenik

59/69

Inquisitor's Attendant 1

Creature — Human

2*, ♣: Exile up to two target cards from a graveyard.

To behead the fiend is, actually, the fun part. The ugly part is to clean the mess.

—(talesofendora.purforum.com)

2/1

6/69

Through the Heart 3

Sorcery

Choose one - exile target tapped creature; or exile target creature card in a graveyard, then draw a card.

“I've seen headless ghouls crawling for hours and werewolves crippled by silver taking out a group of hunters... but I have yet to see something with a stake in the chest standing on its feet.”

—Meyer, Elite Inquisitor

—wraithdt

12/69

Embers of Ostentation 3

Instant

Destroy target land. If that land was nonbasic or enchanted, Embers of Ostentation deals 2 damage to that land's controller.

— Helmutt
10/69

Curse of Persecution

Enchantment — Aura Curse

Enchant player

☠☠☠, reveal Curse of Persecution from your hand: Target enchanted player loses 2 life.

As long as Curse of Persecution is in your graveyard, lands you control are Swamps in addition to their other land types.

— Ramses Melendez
26/69

Believers' Tactics 2

Enchantment

Whenever you cast a non-creature spell, create a 1/1 red Human creature token.

1: Target creature has prowess until end of turn.

On that fateful day, cathars fought like angels and angels fought like suns.

— Aleks Brictor
39/69

Perplexing Warp 3

Sorcery

Put a token on the battlefield that's a copy of a token you control.

Return target exiled card to its owner's graveyard.

Once you are lost in the wood, you'll meet the wolf. With the wolf comes the moon. With the moon comes the vision. In the vision, They whisper: "Beware the Blood King."

— Inscription on a rock near the Bower Passage

— (silverwitch.tumblr.com)
54/69

Parasite's Daughter 3

Artifact — Equipment

Equipped creature gets +1/+1 and has lifelink.

Equip Vampire 1

Equip 3

The most cherished of Markov's heirlooms were two twin blades: Markov's grandson stole one of them, while the other was broken into shards and shared among the worthy.

— Yang Mansik
65/69

Simulacrum of Hope 6

Artifact

Tap two untapped creatures you control: Simulacrum of Hope becomes a 5/5 white Angel artifact creature with flying until end of turn.

"This I tell you, if you have faith even as small as a grain of wheat, you could say to this statue: rise and smite the ranks of the unholy, and it would."

— Archbishop Aldeger

— Frank Hong
67/69

Moonlight Stream

Land

☞: Add 1 to your mana pool.

Sacrifice Moonlight Stream: Add one mana of any color to your mana pool. Spend this mana only to cast an enchantment spell.

(http://www.wall321.com)
69/69

Aetheric Vortex 2

Instant

Return target nonland permanent to the top of its owner's library.

If that permanent had converted mana cost 3 or less, you may cast Aetheric Vortex from your graveyard until end of turn, then exile it.

A geist forced to leave the world releases a huge amount of energy. With the right incantation, it is possible to produce a chain reaction.

— Depingo
13/69

Moonsilver Purifier 1

Creature — Human

Equip and ward costs you pay cost 1 less.

1, ☞: Return target Aura or Equipment you control to its owner's hand.

It is said that each blade contains a sliver of its maker's soul. The forging of some, however, requires a much larger portion.

(www.100freedownloads.com) 1/2
19/69

Grafwarden Geists 2



Creature — Spirit

Flying

When Grafwarden Geist enters the battlefield, you may return target Aura from your graveyard to your hand.

Under their restless gaze, nobody can get close — and, what's more important, get away — unnoticed.

Luis Royo 1/1

Call the Hallowed 4



Instant

Create two 1/1 white Spirit creature token with flying.

Prevent all damage that would be dealt this turn by non-Spirit creatures.

"You who still have a family and a home where to return, rejoice: tomorrow you will fight for their lives. But you who have lost all you held dear: I call you lucky, because tomorrow your loved ones will fight at your side."

—Odric, Master Tactician

Depingo 2/69

Mesmeric Grasp 3



Enchantment — Aura

Enchant creature

When Mesmeric Grasp enters the battlefield, tap enchanted creature. It doesn't untap during its controller's untap step.

At the beginning of your upkeep, if you control a Zombie, enchanted creature's controller loses 1 life.

Antonio José Manzanedo 18/69

Fierceblood Gauntlet 2



Artifact — Equipment

Equipped creature gets +1/+1.

Whenever equipped creature becomes blocked by one or more creatures, you may destroy an Aura attached to one of those creatures.

Equip 2

Forged by vampire smiths and tempered in werewolf blood, it carries all the hate the creatures of night harbor against humanity.

Andrew Bosley 61/69

Conclusion 1



Instant

Switch target creature's power and toughness until end of turn. If you didn't cast this card from your hand, switch the power and toughness of up to two target creatures.

Ward - 1, Tap a blue creature you control.

We trade slumber for dreams, and spring for fall; the end for the beginning, and a little for the whole.

Kan Liu 14/69

Skinweaver 3



Artifact Creature — Scarecrow

As Skinweaver enters the battlefield, choose a creature type.

Skinweaver is the chosen type in addition to its other types.

Brigette Marino 2/2 68/69