

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
2/115

1/2

Moggie of Child's Wall



Creature — Cat

2*, 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)
13/115

1/1

Effigy of Hope



Creature — Spirit Wall

Defender

When Effigy of Hope enters the battlefield, ward target creature you control. (Put a red Ward Aura Enchantment token on the battlefield with "Enchant creature - Enchanted creature gets +1/+0. Whenever enchanted creature deals combat damage to a player, you may sacrifice this Aura; if you do, discard a card, then draw a card." and attach it to target creature you control.)

lshgsk
8/115

0/4

Parishblade of Videns



Creature — Human Soldier

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

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

Monolith Productions
16/115

3/1

Trained Cathar



Creature — Human Soldier

Trained Cathar gets +1/+1 as long as you control another Human.

All cathars know that strengthening the body and warding mind and soul are equally important, because weakness, just like evil, can take countless forms.

(pinterest)
20/115

2/1

Shadow of Light



Creature — Shade

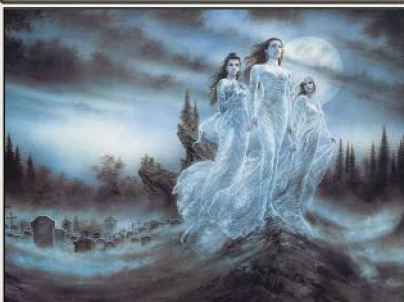
Whenever an enchantment enters the battlefield under your control, Shadow of Light gains flying until end of turn.

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 (Deemo)
17/115

2/1

Grafwarden Geists



Creature — Spirit

Flying

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

Under their restless gaze, no one can get close - and, what's more important, get away - unnoticed.

Luis Royo
10/115

1/1

Keeper of the Moorland



Creature — Human

When Keeper of the Moorland dies, choose one:
- Put a 1/1 white Spirit token with flying on the battlefield under your control.

- Ward target creature you control. (Put a red Ward Aura Enchantment token on the battlefield with "Enchant creature - Enchanted creature gets +1/+0. Whenever enchanted creature deals combat damage to a player, you may sacrifice this Aura; if you do, discard a card, then draw a card." and attach it to target creature you control.)

EthnicallyChallenged
12/115

2/2

Crusade Gryff



Creature — Hypogriff

Flying

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

6/115

2/2

Healer's Geist

3



Creature — Spirit

☞: Target creature gains lifelink until end of turn.

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

—huaban.com

11/115

3/3

Cathedral Guards

4



Creature — Human Soldier

Crusade — Whenever Cathedral Guards, an Aura or an Equipment enters the battlefield, you may exile target creature card from a graveyard.

"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

4/115

2/5

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

9/115

3/3

Anoint the Remains

1



Instant

Ward your graveyard. (Put a blue Ward Aura Enchantment token on the battlefield with "Enchant card in a graveyard — Sacrifice two enchantments: Until end of turn, you may play enchanted card from your graveyard." and attach it to target card in your graveyard.)

Gain 6 life.

"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

1/115

Dutiful Watch

1



Instant

Target creature gets +2/+2 until end of turn. If that creature is enchanted or equipped, untap it.

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

—

7/115

Moonlight Armor

1



Enchantment — Aura

Enchant creature

Enchanted creature gets +1/+3.

When you cast Armor of Moonlight, you may exile target card from a graveyard.

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

—(desktopnexus)

14/115

Sunlight Blade

2



Enchantment — Aura

Enchant creature

When you cast Sunlight Blade, you may destroy target enchantment.

Enchanted creature gets +2/+2.

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

—Player-Designer

18/115

Charge of the Feather Riders

1



Sorcery

Creatures you control get +2/+1 until end of turn. Ward target creature you control. (Put a red Ward Aura Enchantment token on the battlefield with "Enchant creature — Enchanted creature gets +1/+0. Whenever enchanted creature deals combat damage to a player, you may sacrifice this Aura; if you do, discard a card, then draw a card." and attach it to target creature you control.)

—Tomasz Jedruszek

5/115

Trial of the Moon

3



Enchantment — Aura

Enchant creature

Enchanted creature can't attack or block.

Whenever enchanted creature transforms, exile it.

—(fantasy-art-engine.tumblr)

21/115

Call the Hallowed

3



Instant

Put a 1/1 white Spirit token with flying onto the battlefield.

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

"You who still have a family 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 in tomorrow's battle, your loved ones will fight at your side."

—Odric, Master Tactician

3/115

Through the Heart

4



Sorcery

Destroy target tapped creature. If you control an Equipment, draw a card.

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

—Meyer, Elite Inquisitor

wraithdt
19/115

Invisible of the Chill

1



Creature — Spirit

When Invisible of the Chill enters the battlefield, tap target nonland permanent.

Wraith 3 (3), exile Invisible of the Chill from your graveyard: Put a token on the battlefield that's a copy of Invisible of the Chill, except it's a 1/1 black Spirit. Activate this ability 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.

theeyeoftheseen
33/115

1/1

Wardcrafter of the Ditch

1



Creature — Human Wizard

Enchantment and equipment spells you control cost 1 less to cast.

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

(pinterest)
42/115

2/1

Grafbinding Ward

1



Creature — Wall

Defender

3, sacrifice Grafbinding Ward: Return target noncreature card from your graveyard to your hand.

(pinterest)
28/115

0/3

Overcharged Skaab

2



Creature — Zombie

Prowess

Whenever Overcharged Skaab deals combat damage to a player, that player puts that many cards from the top of his or her library into his or her graveyard.

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 unlive.

HELMUTTT
37/115

1/4

Niblis of the Small Hours

1



Creature — Spirit

Flying

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

Soft H
35/115

2/3

Rabid Sewermaw

4



Creature — Zombie Crocodile

Flash

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

NuclearBeast
38/115

2/3

Cadaver Impervius

5



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 a +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
23/115

3/5

Gryff Explorer

3



Creature — Human Knight

Flying

When Gryff Explorer enters the battlefield, ward your graveyard. (Put a blue Ward Aura Enchantment token on the battlefield with "Enchant card in a graveyard — Sacrifice two enchantments: Until end of turn, you may play enchanted card from your graveyard." and attach it to target card in your graveyard.)

Jason Chan
30/115

3/2

Tear the Veil

1



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

41/115

Gift of the Seer

1



Enchantment — Aura

Enchant creature

When Gift of the Seer enters the battlefield, target opponent puts the top two cards of his or her library into his or her graveyard.

Enchanted creature has "Scry 1 (To scry 1, look at the top card of your library. You may put that card on the bottom of your library.)"

"A deep darkness overshadows our Hope! Don't you see the blood staining angels' wings?"

sforamitilcuore.tumblr
27/115

Rite of Banishing

1



Instant

Return target permanent to its owner's hand.

Ward your graveyard. (Put a blue Ward Aura Enchantment token on the battlefield with "Enchant card in a graveyard — Sacrifice two enchantments: Until end of turn, you may play enchanted card from your graveyard." and attach it to target card in your graveyard.)

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

(pinterest)
39/115

Blessing of Alabaster

1



Enchantment — Aura

Enchant creature

When Blessing of Alabaster enters the battlefield, draw a card.

When enchanted creature leaves the battlefield, ward your graveyard. (Put a blue Ward Aura Enchantment token on the battlefield with "Enchant card in a graveyard — Sacrifice two enchantments: Until end of turn, you may play enchanted card from your graveyard." and attach it to target card in your graveyard.)

Kagaya
22/115

Spreading Madness

1



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 upon the crowning of a life's work, my beloved Lisa! You will soon move again! You will breath again! You... will... LIVE!"

—Ludevic

innovari-d477il9
40/115

Hysterical Blindness

2



Instant

Creatures your opponents control get -4/-0 until end of turn.

"Those pitiful beings, who never broke free from the tyranny of a lone, pathetic sense will never cease to fear darkness... for they cannot listen to her voice, smell her fragrance, nor touch the dark velvet of her skin."

—Runo Stromkirk

Wayne England
32/115

Grave Seal

1



Instant

Counter target spell.

Ward your graveyard. (Put a blue Ward Aura Enchantment token on the battlefield with "Enchant card in a graveyard — Sacrifice two enchantments: Until end of turn, you may play enchanted card from your graveyard." and attach it to target card in your graveyard.)

hdwall.us
29/115

Curse of the Unblinking Eye

2



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
26/115

Contrition

3



Instant

Tap up to two target creatures. Those creatures don't untap during their controller's next untap step.

Most angelic tribunals had no time to deal with people guilty of minor heresies. A formal abjuration was often all that was demanded from the repentant; the obstinate was sent on his way after a formal branding.

visuallkid-n
25/115

Mesmeric Grasp

3



Enchantment — Aura

Enchant creature

Enchanted creature 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
34/115

Oath of the Featherbond

4



Instant

Draw two cards.

Target creature you control gains flying until end of turn.

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
36/115

Harness the Nebelgast

4



Sorcery

Return up to two target creatures to their owner's hand. Put two 1/1 white Spirit token with flying on the battlefield.

"To keep ghoullcallers away by binding angry geists to gravestones? Now that means combining business with pleasure."

—Seran, Mausoleum Guard

(www.magic4walls.com)
31/115

Pilgrim of the Old Way

1



Creature — Human Monk

Sacrifice Pilgrim of the Old 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 Hou
99/115

1/1

Faithful Springsage

1



Creature — Human Cleric

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

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

Oian Li
93/115

1/2

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 slowly cleansed from murk and evil spirits, but in the deep of the forest shadows get darker, twisting fauna and plant life.

Martin-Deschanbault
26/115

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
92/115

0/2

Horror Seeker

2



Creature — Human

Crusade — Whenever Horror Seeker, an Aura on an Equipment card enters the battlefield, target creature gets +2/+2 until end of turn.

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

Cristi-B
95/115

2/2

Hollowhenge Apparition

4



Creature — Spirit

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

Wraith 2 (2), exile Hollowhenge 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.)

"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

As long as Moonclaw Wolfir is equipped, he has trample.

As long as Moonclaw Wolfir is enchanted, he has vigilance.

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

Vasylna

4/4

Wrecking Wurm

3



Creature — Wurm

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

— Captain Eric Hurnst

Alex Konstad

6/7

Village Hunters

3



Creature — Human Soldier

When Village Hunters enters the battlefield, you gain life equal to the highest power among creatures your opponents control.

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

88/115

Wild Surge

1



Instant

Target creature gets +3/+3 until end of turn. If that creature is enchanted or equipped, it gains trample until end of turn.

The Feather Riders planned their attacks at the zenith of the full moon, in order to exploit the remnants of rage that still lingered in their wolfir companions.

AlectorFencer

104/115

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 only at the sky for answers, but we know better: the Earth holds many secrets, and in her we'll find protection and solace."

—Reim, Archdruid of the Lost Way

Felipe Escobar Bravo

101/115

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.

89/115

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

97/115

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)
100/115

Oath of the Ranger

2



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+3.

Whenever a Human enters the battlefield under your control, you may pay $\{\text{blue}\}$. If you do, return Oath of the Ranger from your graveyard to your hand.

"May I die alone in the woods, far from those I swore to protect. May I die a death worthy of the lives I saved."

Eirian
98/115

Alpha Assault

3



Sorcery

Put a 2/2 green Wolf creature token on the battlefield, then target creature you control 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
85/115

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)
91/115

Charge of the Blessed

3



Sorcery

Distribute up to three +1/+1 counters amongst any number of creatures you control.

Creatures with power 1 or less can't block this 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 wolf in battle, his axe opening a path of slaughter through the enemies' ranks.

Karl Kopinski
90/115

Ashmouth Jester

2



Creature — Devil

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

dungeoninginspiration.tumblr
64/115

1/1

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
74/115

1/2

Crusader of the Lesser Bloodline

2



Creature — Vampire Knight

Prowess

Whenever Crusader of the Lesser Bloodline deals combat 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)
65/115

2/1

Feather Riders

2



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
72/115

2/3

Feral Ridgewolf

2



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

1/2

Frantic Assailant

3



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-tat

3/3

Daring Spearsage

2



Creature — Human Cleric

Haste

When Daring Spearsage enters the battlefield, ward target creature you control. (Put a red Ward Aura Enchantment token on the battlefield with "Enchant creature — Enchanted creature gets +1/+0. Whenever enchanted creature deals combat damage to a player, you may sacrifice this Aura; if you do, discard a card, then draw a card." and attach it to target creature you control.)

(pinterest)

2/2

Spite

2



Enchantment — Aura

Enchant creature

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

Enchanted creature gets +1/+1.

"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

Skillful Lunge

1



Instant

Target creature gains double strike until end of turn.

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

Johannes Voß

Spreading Rage

1



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

Blazing Spear

2



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)

Desperate Assault

2



Instant

Target creature gains +3/+0 until end of turn. Whenever a Vampire you control deals combat 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

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 gets another +1/+1 and gains first strike until end of turn.

(pinterest)

Forceful Conscription

1



Sorcery

Gain control of target creature until end of turn. Untap that creature and ward it. (Put a red Ward Aura Enchantment token on the battlefield with "Enchant creature - Enchanted creature gets +1/+0. Whenever enchanted creature deals combat damage to a player, you may sacrifice this Aura; if you do, discard a card, then draw a card." and attach it to that creature.)

That creature gains haste until end of turn.

"By order of the Lunarch, we need five young men or women from the village, healthy and uncursed, for joining the corps."

—Young June Choi

74/115

Searing Mark

3



Sorcery

Searing Mark deals 4 damage to target creature. Destroy all Equipments attached to that creature.

To the cathars, the screams of Rygar Falkenrath as he slowly burned inside his armor were quite unnerving; on the other hand, Commander Odric himself felt uneasy looking at Gisela's hateful smile.

—(starwars.wikia.com)

80/115

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 weeks or even months before striking, their fear an appetizer for the pain of the first bite.

—Grzegorz Krysiński

69/115

Foundation of Mischief

4



Sorcery

Target opponent sacrifices an artifact and a land. Put two 1/1 red Devil creature token with prowess on the battlefield.

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)

75/115

Doomed Blooddrinker

1



Creature — Vampire

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

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

—Runo Stromkirk

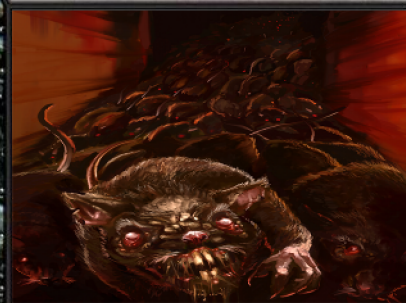
—Yinton J

51/115

1/1

Dogged Rats

1



Creature — Rat

Deathtouch

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

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

—Tenebraestudios

50/115

1/1

Swaying Corpse

1



Creature — Zombie

"... as such, a trademark of the amateur ghoullcaller 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)

62/115

2/2

Voldaren Assayer

2



Creature — Vampire

When Voldaren Assayer enters the battlefield, target opponent loses 1 life and you gain 1 life.

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

—(art-of-fantasy.org)

63/115

1/3

Deranged Cannibal

2



Creature — Human

Whenever a creature dies, tap Deranged Cannibal.

"Why, I'll be happy to have you for dinner!"

—Alex Alexandrov

48/115

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 61/115

Duelist Slayer 3



Creature — Vampire Rogue

First strike

Whenever Duelist Slayer deals combat 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 52/115

Diregraf Liege 2



Creature — Zombie Soldier

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

Expiring has enhanced his aptitude at inspiring.

Helmutter 2/4 49/115

Falkenrath Survivor 3



Creature — Vampire

Flying

Wraith 2 (2, exile Falkenrath Survivor from your graveyard: Put a token on the battlefield that's a copy of Falkenrath Survivor, except it's a 1/1 black Spirit. Activate this ability only any time you could cast a sorcery.)

(pinterest) 3/2 54/115

Hound of the Moorlands 4



Creature — Zombie Hound

Menace

It is said that inquisitors who die on a hunt in the moorlands take the form of ghastly hounds, chasing forever prey both living and undead.

Antonio José Manzanedo 3/5 58/115

Ashmouth Scourge 6



Creature — Demon

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

Wraith (5, exile Ashmouth Scourge from your graveyard: Put a token on the battlefield that's a copy of Ashmouth Scourge, except it's a 1/1 black Spirit. Activate this ability only any time you could cast a sorcery.)

(www.walldevil.com) 5/5 43/115

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 44/115

Grim Trade



Sorcery

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

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

Joakim Ericsson 57/115

Curse of Solitude 1



Enchantment — Aura Curse

Enchant player

At the beginning of enchanted player's upkeep, if that player controls exactly one creature, he or she loses 1 life and all other players gain 1 life.

(unknown) 47/115

Buried Knowledge



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 has spiraled out of control. We may soon be forced to end what we started two thousand years ago."

—Edgar Markov, to Runo Stromkirk and Olivia Voldaren

Antonio José Manzanedo

45/115

Necrotic Surge



Instant

Target creatures gets +2/+0 until end of turn. If that creature is a Zombie, untap it and regenerate it.

3nami

60/115

Essence Drain



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

53/115

Curse of Oblivion



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

46/115

Midnight Banquet



Instant

Destroy target creature. You gain 1 life for each Human card in your opponents' graveyards.

"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 Ghoulcaller

Jee-Hyung Lee

59/115

Grave Exchange



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 a perfect semblance of life. I knew a world where dreams take life, and one where dreams lasted for a hundred years. But even metal rusts, and dreams must come to an end, and there's no world where life lasts longer than death."

—Ludevic, necrochemist

(wallpapers.wallhave.cc)

56/115

Essence of Mandragora



Artifact

When Essence of Mandragora enters the battlefield, each player puts the top two cards of his or her library into his or her graveyard.

1, ♣: Add one mana of any 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)

107/115

Ominous Scalpel



Artifact — Equipment

Equipped creature gets +1/+0.

Equip 1

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

(roosterteeth.com)

110/115

Skinjacket Scarecrow



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 had scared his little friends away, but the jacket he made from the farmer kept his friends around him for all day.

413x-kmkz.tumblr.com

112/115

Fierceblood Gauntlet

3



Artifact — Equipment

Equipped creature gets +2/+2.

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

Equip 3

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

—princeofpersia.wikia.com

10/8/15

Sinister Cauldron

5



Artifact

2, ♠, sacrifice Sinister Cauldron: Sinister Cauldron deals 1 damage to all creatures.

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

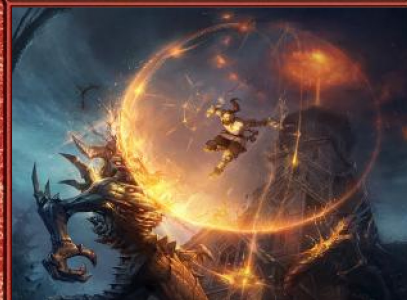
That moment when you realize you just ran out of frog tails.

—(pinterest)

11/1/15

Moonsilver Spark

2



Instant

Moonsilver Spark deals 1 damage to target creature or player. Ward target creature you control. (Put a red Ward Aura Enchantment token on the battlefield with "Enchant creature — Enchanted creature gets +1/+0. Whenever enchanted creature deals combat damage to a player, you may sacrifice this Aura; if you do, discard a card, then draw a card." and attach it to target creature you control.)

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

—KypcaHT

19/1/15

Bloodthirsty Falconer

22



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 Sombrawald

—(otherworldrealms.tumblr)

6/7/15

3/2

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 unsuspectable secrets.

—(pinterest)

11/5/15

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)

11/4/15

Heron Crest

2



Artifact — Equipment

Equipped creature gets +0/+2 and has "♠: Target Zombie, Vampire or Werewolf can't attack or block this turn."

Equip 2

10/9/15

Hamlet Gallows



Land

♠: Add 1 to your mana pool.

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

—svenart

11/3/15

WOLF



Creature — Wolf

—Megaflow

8/8

2/2

WARD



Enchantment — Aura ■

Enchant card in a graveyard
Sacrifice two enchantments: Until end of turn, you may play enchanted card from your graveyard.

— (wallup.net)

2/8

WARD



Enchantment — Aura ■

Enchant card in a graveyard
Sacrifice two enchantments: Until end of turn, you may play enchanted card from your graveyard.

— (pinterest)

3/8

WARD



Enchantment — Aura ■

Enchant creature
Enchanted creature gets +1/+0. Whenever enchanted creature deals combat damage to a player, you may sacrifice this Aura; if you do, discard a card, then draw a card.

— EarthStar01

6/8

WARD



Enchantment — Aura ■

Enchant creature
Enchanted creature gets +1/+0. Whenever enchanted creature deals combat damage to a player, you may sacrifice this Aura; if you do, discard a card, then draw a card.

—

7/8

WRAITH



Creature — Spirit ■

You may use this card to mark a card exiled with the Wraith ability.

— wallup.net

4/8

1/1

SPIRIT



Creature — Spirit ■

Flying

— izoom.me

1/8

1/1

Bloody Halberd 2



Artifact — Equipment ■

Enchanted creature gets +3/+1.
5, sacrifice a creature: Return Bloody Halberd from your graveyard to the battlefield.
Equip 3
Forgotten or taken? Blood still fresh or long-dried? Will you run or stay frozen? Will you live or you'll die?

— Bruno Cerkvenik

106/15

DEVIL



Creature — Devil ■

Prowess

— Simon Boxer

5/8