

### 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, enlist target creature you control. (Create a red Recruit Aura enchantment token with "Enchant creature - Enchanted creature gets +1/+0." and attach it to target creature you control.)

lshgsk  
9/115

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  
17/115

3/1

### Trained Cathar



Creature — Human Soldier



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

(pinterest)  
20/115

2/2

### Shadow of Light



Creature — Angel Shade



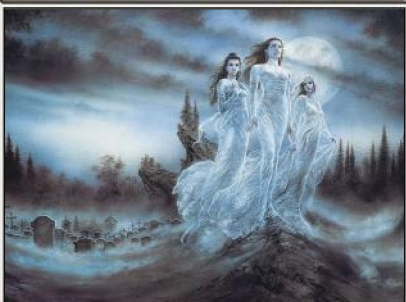
Whenever an enchantment enters the battlefield under your control, Shadow of Light gains flying until end of turn.

*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)  
18/115

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, nobody can get close - and, what's more important, get away - unnoticed.*

Luis Royo  
11/115

1/1

### Moorland Keeper



Creature — Human Scout



When Moorland Keeper dies, choose one:

- Create a 1/1 white Spirit creature token with flying.

- Enlist target creature you control. (Create a red Muster Aura Enchantment token "Enchant creature - Enchanted creature gets +1/+0." and attach it to target creature you control.)

EthnicallyChallenged  
16/115

2/2

### Crusade Gryff



Creature — Hyyppogriff



Flying

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

7/115

2/2

### Healer's Geist

3



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  
12/115

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  
5/115

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  
10/115

3/4

### Anoint the Remains

1



Instant



Ward your graveyard. (Create a blue Ward Aura Enchantment token with "Enchant graveyard — 3, sacrifice a Ward: Choose a card in enchanted graveyard at random. If it is has converted mana cost 2 or less, put it into your hand; otherwise exile it, then draw a card." and attach it to your graveyard.)

Gain 2 life for each 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  
1/115

### Dutiful Watch

1



Instant



Target creature gets +2/+2 until end of turn and can block an additional creature this turn.

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

8/115

### 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

3



Enchantment — Aura



Enchant creature

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

Enchanted creature gets +3/+2.

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

Player-Designer  
19/115

### Charge of the Feather Riders

1



Instant



Enlist target creature you control. (Create a red Recruit Aura enchantment token with "Enchant creature — Enchanted creature gets +1/+0." and attach it to target creature you control.)

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

Tomasz Jedruszek  
6/115

### 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)  
21/115

### Call the Hallowed

3



Instant



Create a 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

4/115

### Invisible of the Chill

1



Creature — Spirit



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).

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

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

theyeoftheseen

32/115

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 commences in Nephalia ended with the Crusade, forcing traffickers of illegal wards and counterfeit silver into the caves under the Erdwal.*

Lilacuu

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

: 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 unlive.*

HELMUTT

36/115

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

34/115

2/3

### Rabid Sewermaw

4



Creature — Zombie Crocodile



Flash

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

NuclearBeast

37/115

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 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

23/115

3/4

### Gryff Explorer

4



Creature — Human Knight



Flying

When Gryff Explorer enters the battlefield, ward your graveyard. (Create a blue Ward Aura Enchantment token with "Enchant graveyard — 3, sacrifice a Ward: Choose a card in enchanted graveyard at random. If it is has converted mana cost 2 or less, put it into your hand; otherwise exile it, then draw a card." and attach it to your graveyard.)

Jason Chan

29/115

3/2

### Tear the Veil



#### 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

40/115

### Gift of the Seer



#### Enchantment — Aura



Enchant creature

When Gift of the Seer enters the battlefield, each player may scry 1.

Enchanted creature has "C: Draw a card, then discard a card."

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

—sfioramilcuore.tumblr

27/115

### Rite of Banishing



#### Instant



Ward your graveyard. (Create a blue Ward Aura Enchantment token with "Enchant graveyard — 3, sacrifice a Ward: Choose a card in enchanted graveyard at random. If it is has converted mana cost 2 or less, put it into your hand; otherwise exile it, then draw a card." and attach it to your graveyard.)

Return target creature to its owner's hand.

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

—(pinterest)

38/115

### Blessing of Alabaster



#### Enchantment — Aura



Enchant creature

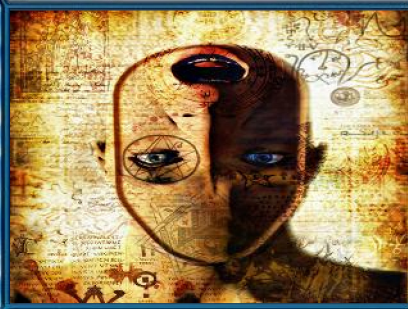
When Blessing of Alabaster enters the battlefield, draw a card.

When enchanted creature leaves the battlefield, ward your graveyard. (Create a blue Ward Aura Enchantment token with "Enchant graveyard — 3, sacrifice a Ward: Choose a card in enchanted graveyard at random. If it is has converted mana cost 2 or less, put it into your hand; otherwise exile it, then draw a card." and attach it to your graveyard.)

—Kagaya

22/115

### 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 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-d47719

39/115

### Hysterical Blindness



#### 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."*

—Ruuo Stromkirk

—Wayne England

31/115

### Ward Off



#### Instant



Counter target spell.

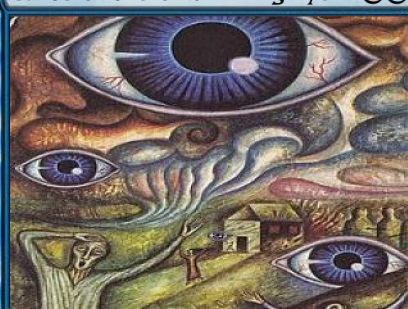
*"There are things out there, hungry for mortal flesh and immortal souls. The problem is, they can't get rid of all the curious."*

—Jenrik, to Tamiyo

—hdwall.us

41/115

### Curse of the Unblinking Eye



#### Enchantment — Aura Curse



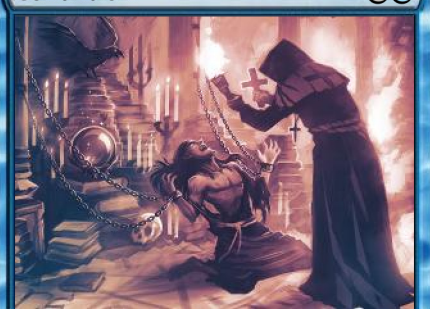
At the beginning of enchanted player's upkeep, that player puts the top card of his/her library into his or her graveyard, then all other players scry 1.

*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

26/115

### Contrition



#### 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 anymore to deal with people guilty of minor heresies. A formal abjuration was all that was demanded from the repentant; the obstinate was sent on his way after a formal branding.*

—visualkid-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  
33/115

**Oath of the Featherbond** 4

Instant

Draw two cards.

Target creature 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  
35/115

**Harness the Nebelgast** 4

Sorcery

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

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

—Seran, Mausoleum Guard

(www.magic4walls.com)  
30/115

**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 Hou  
99/115

1/1

**Faithful Springsage**

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."*

Qian Li  
93/115

1/2

**Bentglade Hunter**

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  
86/115

2/2

**Dryad of Wittal**

Creature — Dryad

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.)

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.

Kyria  
92/115

0/2

**Horror Seeker**

Creature — Human Scout

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

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

Cristi-B  
95/115

1/1

**Hollowhenge Apparition**

Creature — Spirit

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.)

When Hollowhenge 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."*

Saeed Ramez  
94/115

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  
96/115

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 glamer, and their walls are too thin for its head.”*

— Captain Eric Hurnst

— Alex Konstad  
105/115

6/7

**Village Trailseekers** 3 



**Creature — Human** 

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

— Felix Ortiz  
102/115

2/4

**Blessing of Herons** 



**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** 



**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 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  
109/115

**Thin Topsoil** 



**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)  
101/115

**Blackthorn Embrace** 



**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.*

— Scott Chou  
97/115

**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  $\{2\}$ : 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  
 98/113

**Alpha's Rampage** 3



**Sorcery**

Target creature you control fights target creature you don't control. (Each creature deals damage equal to its power to the other.)  
 If you control a Werewolf, create a 2/2 green Wolf creature token.  
*Where the alpha leads, the pack follows.*

— Dusan Markovic  
 85/113

**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)  
 91/113

**Charge of the Blessed** 3



**Sorcery**

Distribute up to three +1/+1 counters among 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 wolfir in battle, his axe opening a path of slaughter through the enemies' ranks.*

— Karl Kopinski  
 90/113

**Ashmouth Jester** 1



**Creature — Devil**

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

— dungeoninspiration.tumblr  
 64/113

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  
 74/113

1/2

**Crusader of the Lesser Bloodline** 2



**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 Falkemrath and the extinction of two minor bloodlines, the remnants of the lesser households gathered around Edgar Markov's guidance.*

— (posthumanart.tumblr)  
 68/113

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  
 72/113

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  
 73/113

1/2

**Frantic Assailant** 4 



**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 70415 3/4

**Daring Spearsage** 2 



**Creature — Human Cleric** 

**Haste**

When Daring Spearsage enters the battlefield, recruit a cathar. (Put a red Cathar Aura Enchantment token on the battlefield with "Enchant creature – Enchanted creature gets +1/+0." and attach it to target creature you control.)

— (pinterest) 70415 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 82415

**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 81415

**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 83415

**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, Miita wondered if the writhing composition pinned to the door could be considered a form of art too.

— (pinterest) 03415

**Desperate Assault** 2 



**Instant** 

Target creature gains +3/+0 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 71415

**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) 66415

**Forceful Constriction** 1 



**Sorcery** 

Gain control of target creature until end of turn. Untap that creature, then recruit a cathar. (Put a red Ward Aura Enchantment token on the battlefield with "Enchant creature – Enchanted creature gets +1/+0." and attach it to target 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 74415



**Searing Mark** 3

**Sorcery**

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

*The cathars found unnering 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)

**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 Krysiński

**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)

**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

1/1

**Dogged Rats**

**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 Ditch; rats, on their part, were quite successful in getting rid of exterminators.*

Tenebraestudios

1/1

**Swaying Corpse**

**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)

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)

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 Buccì

61/115

**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.*

Helmutter 2/4

**Falkenrath Survivor** 3

**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) 3/2

**Hound of the Moorlands** 4

**Creature — Zombie Hound**

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

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

Antonio José Manzanedo 3/5

**Ashmouth Scourge** 6

**Creature — Demon**

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.)

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

(www.walldevil.com) 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 44/115

**Grim Trade**

**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 56/115

**Curse of Solitude**

**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) 47/115

**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 45/115

**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

—Péter Jaworowski  
53/115

**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  
48/115

**Midnight Banquet** 4 



**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** 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)  
55/115

**Essence of Mandragora** 2 



**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 side dish, to top.*

—artnest (vk.com)  
106/115

**Ominous Scalpel** 1 



**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** 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  
113/115

**3/3**

**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.*

—Andrew Bosley  
107/115

**Sinister Cauldron** 5 



**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)  
112/115

**Moonsilver Spark** 



**Instant** 

If you cast this card from your hand, ward target creature you control. (Put a red Cathar Aura Enchantment token on the battlefield with “Enchant creature – Enchanted creature gets +1/+0.” and attach it to target creature you control.)  
Moonsilver Spark deals 1 damage to target creature or player.  
*Hallowed blade and unholy flesh clashed in the midnight sky, staining darkness with red.*

— KypcaHT  
29/1/15

**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)  
67/1/15

**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 dangerous secrets.*

— (pinterest)  
115/1/15

**Hamlet Gallows** 



**Land** 

: Add 1 to your mana pool.  
, sacrifice a token: Add one mana of any color to your mana pool.

— svenart  
114/1/15

**Banishment Decree**   



**Instant** 

Put target artifact, creature or enchantment on top of its owner’s library.  
*“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.”*

—  
3/1/15

**Plowing Scarecrow** 



**Artifact Creature — Scarecrow** 

: Sacrifice Plowing Scarecrow: Search your library for a land card and put it into your hand, then shuffle your library.

**0/3**

— Radojavor  
111/1/15

**Heavy Mace** 



**Artifact — Equipment** 

Equipped creature gets +3/+3.  
Equip 5  
*“I leave tiptoeing with a foil in hand to duelists.”*

— Daniel Kamrudin  
109/1/15

**Necrotic Surge**  



**Instant** 

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

— Bogdan Marica  
60/1/15