

Bruna's Masterpiece

3



Enchantment — Aura



Enchant artifact or creature

When Brunu's Masterpiece enters the battlefield, you may search your library for an Aura card, reveal it, then shuffle your library and put that card on top of it.

Enchanted permanent is indestructible.

NikuSenpai

2/54

Unflinching Cathar

1



Creature — Human Soldier



Cards and effects your opponents control can't cause you to discard cards.

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

3/1

9/54

Gavony Archbishop

1



Creature — Human Cleric



Protection from black (*This creature can't be blocked, targeted, dealt damage, or enchanted by anything black.*)

Crusade - Whenever Gavony Archbishop, an Aura or an Equipment enters the battlefield under your control, you may put a 1/1 red Human creature token on the battlefield.

(Legend of the Cryptids)

0/1

5/54

Cursemute

2



Sorcery



Exile all non-land permanents. You gain 1 life for each permanent exiled this way.

At the beginning of the next end step, return to the battlefield all creatures exiled this way under the control of their owners.

Nobody except Gisela heard Avacy'n's words over the roar of the thunder, but even blind people saw the light.

(www.fondosni.com)

4/54

Angel of Confinement

6



Creature — Angel



Flying

When Angel of Confinement enters the battlefield, you may exile target nonland permanent until Angel of Confinement leaves the battlefield.

The Helvaul is no more, but angels and archmages keep studying its fragments, hoping someday to gain a hold on its magical properties.

5/5

(Arunnath.com)

1/54

Reverent Riddle

1



Enchantment



White creatures you control have vigilance.

Whenever an Angel enters the battlefield under your control, creatures you control get +2/+2 until end of turn.

Two wings to fly high, and to protect the pious. Two eyes to see the truth, and guilt inside the devious. Two arms to bless the meek, and to extirpate sin. One faith in a pure heart, in my lady Avacy'n.

7/54

Loft Keeper

3



Creature — Angel



Flying

When Loft Keeper enters the battlefield, ward your graveyard.

Sacrifice two enchantments: Return target creature with converted mana cost 2 or less from your graveyard to the battlefield.

3/3

6/54

Crucible of Storms

5



Creature — Elemental Spirit



When Crucible of Storms enters the battlefield, return each other creature to its owner's hand.

Wraith 3

As the cathars laid siege to Drumau, his ancient bond with the sea was of great help to Runo Stromkirk, hindering his enemies' capability to attack from the coast.

6/6

Nitrox Marquez

11/54

Engraved Colossus

3



Creature — Zombie Giant



As an additional cost to cast Engraved Colossus, you may exile any number of creatures from your graveyard. Engraved colossus enters the battlefield with that many +1/+1 counters on it.

1, remove a +1/+1 counter from Engraved Colossus: Draw a card.

0/0

Tadayasu Ginho

14/54

Masked Abomination

1



Creature — Zombie Rogue



Whenever a creature card is exiled from a graveyard, you may have Masked Abomination become a copy of that creature and gain this ability.

As the writhing shape he mistook for Ingrid's father shifted to look like one of the lost souls he saw on Theros, Dack started to question his own sanity.

2/1

17/54

Play for Time

1



Instant



Choose one – Untap target land; or return target spell to its owner's hand; or counter target activated or triggered ability. (Mana abilities can't be countered this way)

Good generals trade days of planning for an hour of battle; good soldiers trade one second of danger for a minute of life.

Lorraine Schleter

18/54

Drowsy Riddle

2



Enchantment — Aura



Whenever a blue creature enters the battlefield under your control, you may tap target nonland permanent.

Whenever a creature you control becomes the target of a spell, return it to its owner's hand. Any player may pay 2 to ignore this effect until end of turn.

You suddenly realize you're fully bare; you come right back to life if you die there. A dark thing follows you, but you can't run; the world dies and is reborn at the first sun.

13/54

Anatomic Survey

2



Sorcery



Scry X, where X is 1 plus the number of Zombie cards in your graveyard.

Draw X cards, where X is 1 plus the number of Zombie cards in your graveyard.

Flesh hides many secrets.

Kerem Beyit

10/54

Aristocratic Riddle

3



Enchantment



Black creatures you control have lifelink.

Whenever a Vampire enters the battlefield under your control, it deals 1 damage to target player.

A sip of wine from you, I'll live, but you will dry; a sip of wine from me, and you will never die.

Lilian-art

19/54

Clearing Sovereign

5



Creature — Demon



Flying

When Clearing Sovereign enters the battlefield, destroy target non-Demon creature.

Wraith

Like the leaf fall, he delights in remembering his guests that life is as short as the summer.

img.programm.com

20/54

5/4

Darksmith of Maurer Estate

1



Creature — Vampire Artificer



2 ♠, ♣: Put a hex counter on target Equipment. That Equipment has "At the beginning of each end step, if this Equipment is attached to a creature, destroy that creature."

2/2

Josh Calloway

21/54

Seashore Offering

1



Instant



As an additional cost to cast Seashore Offering, you may sacrifice any number of creatures.

For each creature sacrificed this way, draw a card.

For each Human sacrificed this way, draw two cards and lose 2 life instead.

Marek Kwapiński

24/54

Soul Funeral

3



Sorcery



Choose one: Exile target creature; or exile any number of cards from target player's graveyard.

3numi

26/54

Spirit Hunter 1  



Creature — Demon 

At the beginning of your upkeep, sacrifice two creatures unless you discard a card.

1  , exile a creature card from your graveyard: Put a 1/1 white Spirit creature token with flying on the battlefield.

AUS 27/54 5/5

Shriveling Remains 2 



Creature — Zombie 

Other Zombies and Horrors you control have protection from green.

When Shriveling Remains is put into a graveyard from the battlefield, you may destroy target land.

(Pinterest) 25/54 3/2

Caleb, Founder of Goldnight 2 



Legendary Creature — Spirit Soldier 

Whenever Caleb, Founder of Goldnight or another Spirit enters the battlefield under your control, enlist target creature you control.

2  : Create a 1/1 white Spirit creature token with flying.

When the Cursemute sealed countless tombstones there was one which shattered instead, allowing a long lost soul to shine against darkness one last time.

(rolwow.foroac.com) 3/54 1/3

Second Sunrise 1  



Instant 

Each player returns to the battlefield all artifact, creature, enchantment, and land cards in his or her graveyard that were put there from the battlefield this turn.

The Feast of Goldnight is the holiest recurrence of the year on Innistrad: for two whole days the sun doesn't set, keeping darkness at bay and hope high in the hearts of men.

(Pinterest) 8/54

Herald of Alabaster 3  



Creature — Drake 

Flying

Crusade - Whenever Herald of Alabaster, an Aura or an Equipment enters the battlefield under your control, the second spell you cast this turn costs      less.

(Seventh Sundial) 16/54 3/3

Dead Question 4  



Instant 

Reveal the first five cards on the bottom of your library. An opponent separates those cards in two piles. Put one pile into your hand and the rest into your graveyard.

If you cast this card from your hand, ward your graveyard.

12/54

Spoor of Cataclysm 4  



Creature — Elemental 

When Spoor of Cataclysm enters the battlefield, it deals damage equal to its power to each creature.

Wraith 2 

In his insatiable hunger the Malignus ended up consuming itself, but its spawn lingers on the land, blazing a path of devastation across Gavony.

Santiago Iborra 13/54 4/5

Curse of the Boiling Veins 2  



Enchantment — Aura Curse 

At the beginning of enchanted player's upkeep, that player exiles the first card of his or her library face-up.

He or she may play that card as if it were in his or her hand until end of turn; if he or she doesn't, Curse of the Boiling Veins deals damage to him or her equal to that card's converted mana cost.

(Pinterest) 25/54

Inscribed Flute 2 



Artifact 

2: Put the bottom card of your library into your graveyard.

If that card was a land card, sacrifice Inscribed Flute.

Otherwise, put a 1/1 white Spirit creature token with flying on the battlefield.

Who is this one who is coming?

binoraito 48/54

Viscus Vitae 4



Artifact — Equipment

Viscus Vitae enters the battlefield with two Vial counters on it.

Equipped creature gets +2/+2 and “Whenever this creature dies, put a 2/2 black Zombie creature token on the battlefield.”

Equip—remove a vial counter from Viscus Vitae.

Matt Hansen 49/54

Diabolic Diversion 2 2 2



Enchantment — Aura

Enchant creature

Enchanted creature must attack each turn, if able. Whenever enchanted creature dies, put a 1/1 red Devil creature with prowess on the battlefield, then attach Diabolic Diversion to another target creature.

Matt Cavotta 29/51

Feather's Martyr 2



Creature — Human Soldier

Haste

Crusade - At the beginning of your end step, sacrifice Feather's Martyr unless he, an Aura or an Equipment entered the battlefield under your control this turn.

“To die for nothing, or to die for something: the only difference is Hope.”

(Pinterest) 2/1 31/51

Impact Resonance 1 2



Instant

Impact Resonance deals X damage divided as you choose among any number of target creatures, where X is the greatest amount of damage dealt by a source to a permanent or player this turn.

“Our Lady gave us power so we can wield it. Casualties are acceptable if this war has to come to an end.”

—Alrich, Archmage of Avacyn

Peter C. Lee 33/54

Enthralling Sire 2 2



Creature — Vampire

First strike, protection from blue

⌗ 2, remove X counters from any number of creatures you control: Gain control of target creature with converted mana cost X or less.

(http://animalia-life.club) 2/2 30/51

Violent Riddle 1 2 2



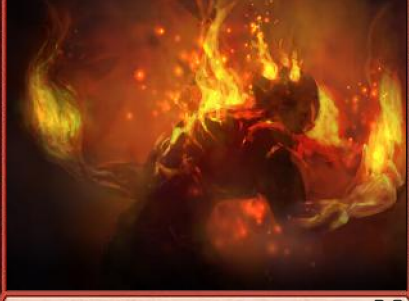
Enchantment

Red creatures you control have trample.

Whenever a creature you control attacks, it deals 1 damage to target creature or player and 1 damage to itself.

(Pinterest) 30/51

Gisela's Masterpiece 4 2



Sorcery

Gisela's Masterpiece deals 5 damage to target creature or planeswalker, then reveal the bottom card of your library; if it is an instant or sorcery card, you may cast it without paying its mana cost.

“One day, I will meet the most wicked of hearts. That day I'll ignite the most perfect of flames.”

—Gisela, Blade of Goldnight

League of Legends 12/54

Arboreal Riddle 4 4 4



Sorcery

Green creatures you control have hexproof.

Whenever a Forest enters the battlefield under your control, you may search your library for a creature or enchantment card, reveal it and put it into your hand, then shuffle your library.

Colorful clothes in spring, let's see you try your guess: it's only when it's cold, that she will have to undress.

Adam Andrearczyk 38/54

Cemetery Lupir 3 4



Creature — Wolf Warrior

Vigilance

2 ♣, ♠: Search your library for a land card, reveal it and put it into your hand, then shuffle your library. Activate this ability only if a creature has died this turn.

A growl in the night, a flash of silver and the graverobber got a fresh grave, all for himself.

3/5 39/54

Heron's Grace Exemplar

2



Creature — Human Warrior



Crusade - Whenever Heron's Grace Exemplar, an Aura or an Equipment enters the battlefield under your control, put a +1/+1 counter on Heron's Grace Exemplar for each other creature you control.

"No more feasts for you, bloodsucker. The next celebration these walls will see will be us toasting to Lady Sigarda."

1/1

34/54

Coy Springsage

1



Creature — Human Cleric



C: Add * or ♠ to your mana pool.
Coy Springsage deals 1 damage to you.
At the beginning of your upkeep, you may sacrifice Coy Springsage; if you do, target creature gets +2/+2 until end of turn.

Klaus Pillon

30/54

1/1

Feral Challenge

1



Enchantment — Aura



Enchant creature

At the beginning of your upkeep, enchanted creature fights another target creature.

Whenever enchanted creature dies, return Feral Challenge to the battlefield attached to another target creature.

Fishsticks Games

32/54

Ancient Devourer

3



Creature — Horror



At the beginning of your upkeep, each opponent sacrifices an artifact or an enchantment he or she controls.

Whenever a creature dies, Ancient Devourer gains trample until end of turn.

6/9

37/54

Pick Clean

2



Instant



Put a 2/2 green Wolf creature token on the battlefield for each creature card in your graveyard, then sacrifice two creatures.

Steve Prescott

43/54

Echoing Beyond

3



Sorcery



Creatures you control get +X/+X and gain vigilance until end of turn, where X is the number of exiled cards you own.

Through the veil of death, they whisper. Under the bark of life, they keep watch.

Carlo Bocchio

41/54

Cursecleaver

1



Artifact — Equipment



Equipped creature has protection from enchantments and from enchanted creatures.

Whenever equipped creature deals combat damage to a player, you may destroy target enchantment.

Equip 3

(www.paperspencils.com)

47/54

Clockwork Golem

2



Artifact Creature — Construct



At the beginning of your upkeep, put a +1/+1 counter on Clockwork Golem, then you may pay *, where X is the number of +1/+1 counters on Clockwork Golem.

If you do, target opponent gains control of Clockwork Golem. If you don't, put the top X cards of your library into your graveyard.

Axel Medellin

46/54

1/1

Ashmouth Threshold



Land



When Ashmouth Threshold enters the battlefield, each land becomes a Swamp in addition to its other land types until end of turn.

C: Add ♠ to your mana pool.

The flaming pit where Griselbrand met his end is twice cursed - by demonic hatred, and the magic of the Veil.

(forums.frontier.co.uk)

50/54

Cathedral Yard



Land



When Cathedral Yard enters the battlefield, each land becomes a Plains in addition to its other land types until end of turn.

☞: Add ♠ to your mana pool.

The fragments of the Helvault still shine under the moon, marking a sanctuary blessed for all eternity.

— Fermina Alsop

51/54

Tower of Silver Beach



Land



When Tower of Silver Beach enters the battlefield, each land becomes an Island in addition to its other land types until end of turn.

☞: Add ♠ to your mana pool.

A lighthouse on the sea of knowledge, lightened by the flame of genius and a planewalker's spark.

54/54

Crimson Ruins



Land



When Crimson Ruins enters the battlefield, each land becomes a Mountain in addition to its other land types until end of turn.

☞: Add 🔴 to your mana pool.

The blackened skeleton of the place where human pain was infused with devil's blood.

52/54

Hollowhenge



Land



When Hollowhenge enters the battlefield, each land becomes a Forest in addition to its other land types until end of turn.

☞: Add ♣ to your mana pool.

The most overwhelming victory of the wild.

— <https://abstract.desktopnexus.com>

53/54