

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

(Arunnath.com)

5/5

1/54

Bruna's Masterpiece

3



Enchantment — Aura



Enchant artifact or creature

When Brunas 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

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)

1/3

3/54

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 Avacyn's words over the roar of the thunder, but even blind people saw the light.

(www.fondosni.com)

4/54

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, create a 1/1 red Human creature token.

(Legend of the Cryptids)

5/54

0/1

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.

6/54

3/3

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 Avacyn.

(pinterest)

7/54

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 Immistrad: for two whole days the sun doesn't set, keeping darkness at bay and hope high in the hearts of men.

(pinterest)

8/54

Unflinching Cathar

1



Creature — Human Soldier



Spells and abilities 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.

9/54

3/1

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

Crucible of Storms 5

Creature — Elemental Spirit

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

Wrath 3

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

— Nitrox Marquez
11/54

6/6

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.

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12/54

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 1 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

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.

— Tadayasu Ginho
14/54

0/0

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 2 less to cast. This effect reduces only the amount of colored mana you pay.

— (Seventh Sundial)
16/54

3/3

Masked Abominion 1

Creature — Zombie Rogue

Whenever a creature card is exiled from a graveyard, you may have Masked Abominion 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.

—
17/54

2/1

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

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.

Wrath

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

img.programm.com 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."

Josh Calloway 2/2

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 Kwapulinski 2/5

Shriveling Remains 2

Creature — Zombie

Other Zombies and Horrors you control have protection from green.

When Shriveling Remains dies, you may destroy target land.

(Pinterest) 3/2

Soul Funeral 3

Sorcery

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

3nini 2/5

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

AUS 5/5

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) 2/5

Diabolic Diversion 2

Enchantment — Aura

Enchant creature

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

Matt Cavotta 2/5

Enthralling Sire 2

Creature — Vampire

First strike, protection from blue

X, 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

Feather's Martyr 



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**

Gisela's Masterpiece 



Sorcery 

Gisela's Masterpiece deals 5 damage to target creature or planeswalker.

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 **4**

Impact Resonance 



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."

—Atrich, Archmage of Avacyn

—Peter C. Lee **1**

Spoor of Cataclysm 



Creature — Elemental 

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

Wraith 

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 **4/5**

Violent Riddle 



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) **1**

Ancient Devourer 



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

Arboreal Riddle 



Enchantment 

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 **4**

Cemetery Wolfir 



Creature — Wolf Warrior 

Vigilance

 : 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

Coy Springsage 



Creature — Human Cleric 

: 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 **1/1**

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
31/54

Feral Challenge

1



Enchantment — Aura

Enchant creature
Whenever Feral Challenge becomes assigned to a creature, that creature fights target creature another player controls.

At the beginning of your upkeep, if one or more creatures have higher power than enchanted creature, assign Feral Challenge to one of those creatures.

Fishsticks Games
32/54

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

Pick Clean

2



Instant

Create a 2/2 green Wolf creature token for each creature card in your graveyard, then sacrifice two creatures.

Steve Prescott
35/54

Clockwork Golem

2



Artifact Creature — Construct

At the beginning of your upkeep, put a +1/+1 counter on Clockwork Golem, then you may pay \times , 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
36/54

1/1

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)
37/54

Inscribed Whistle

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?

hinoraito
38/54

Viscus Vitae

4



Artifact — Equipment

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

Equipped creature gets +2/+2 and has "Whenever this creature dies, create a 2/2 black Zombie creature token."

Equip—remove a vial counter from Viscus Vitae.

Matt Hansen
39/54

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 c 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

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 on the whole plane.

<https://abstract.desktopnexus.com>
53/54

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