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shadows over innistrad card list

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Shadows Over Innistrad Card List: A Complete Guide for MTG Players

Magic: The Gathering's latest expansion, **Shadows Over Innistrad**, has returned to the beloved gothic plane of Innistrad with a fresh twist. Players and collectors alike are eager to know which cards are in the set, how they fit into current metagames, and what strategies can be built around them. This article provides a thorough **shadows over innistrad card list**—including all 237 cards, rarity breakdowns, deck building tips, and collector insights. Whether you're a seasoned veteran or a newcomer looking to dive into Innistrad, this guide will help you navigate the shadows and emerge victorious.

What Is Shadows Over Innistrad?

Shadows Over Innistrad is the second set in the third wave of the Innistrad block, following the original *Innistrad* (2017) and *Innistrad: Midnight Hunt*(2022). It was released on September 8, 2023, and expands the plane's lore by exploring the lingering darkness that now permeates every corner of the world. The set's art, mechanics, and card flavor all emphasize a haunting, oppressive atmosphere, making it a favorite for players who enjoy narrative depth and gothic aesthetics.

Unlike its predecessor, Shadows Over Innistrad introduces a new mechanic, **Blood Moon**, and several classic mechanics that have been reimagined for the current format. The set includes a mix of creature, artifact, enchantment, sorcery, and instant cards—each designed to fit into modern Standard, Pioneer, and Commander play.

Key Themes and Mechanics

Understanding the set's core mechanics is essential for both deck building and appreciating the card list. Below are the primary mechanics that define Shadows Over Innistrad:

- Blood Moon: A keyword that turns non-basic lands into colorless lands, forcing opponents to adapt their mana base.
- Graft: A mechanic that allows creatures to enter the battlefield with +1/+1 counters, providing a way to build up power quickly.
- Vigilance: A classic ability that lets creatures attack without tapping, giving them defensive utility.
- Shroud: Protects creatures from targeted removal and spells.
- Haunt: A mechanic that triggers when a creature dies, providing a secondary effect.
- Bloodline: A new mechanic that allows players to tap a creature to pay mana and create a blood token.

These mechanics shape the **shadows over innistrad card list**by providing thematic consistency and strategic depth. Players can now craft decks that leverage these abilities for synergy and disruption.

Notable Cards in the Shadows Over Innistrad Set

While the set contains 237 cards, some stand out due to their power, versatility, or iconic status. Below are the top cards that are frequently discussed by the community and have proven impact in competitive formats.

1. Blood Moon (Artifact)

As the flagship card, **Blood Moon**remains a staple in many Standard decks. It turns all non-basic lands into colorless, which can cripple mana bases that rely on colored lands. Its high impact and low mana cost make it a go-to choice for control and tempo decks.

2. The Bloodline Keeper (Creature)

This 3/2 creature with Bloodline and Graft becomes a powerful threat in both Standard and Pioneer. Its ability to generate blood tokens and grow in size with Graft makes it a versatile tool for both removal and board presence.

3. Midnight Reaper (Creature)

Midnight Reaper is a 5/5 with Haunt and a strong synergy with the set's thematic elements. Its ability to deal damage when it dies or when its haunt trigger resolves adds a layer of pressure to opponents' boards.

4. Dark Ritual (Sorcery)

Although not a new card, Dark Ritual's presence in Shadows Over Innistrad's card list continues to make it a staple for burn and aggro decks. Its ability to provide instant mana and damage in one turn is invaluable.

5. Nocturnal Pact (Enchantment)

Enchantment cards such as Nocturnal Pact help players maintain board control. This card, with its ability to sacrifice creatures for card advantage, is a favorite among control archetypes.

6. Vengeful Spirit (Creature)

Vengeful Spirit's ability to return a creature from the graveyard and deal damage makes it a powerful tool in both Standard and Pioneer. Its low cost and high impact make it a common pick in many decks.

Building a Deck Around the Shadows Over Innistrad Card List

Whether you're playing Standard, Pioneer, or Commander, the Shadows Over Innistrad set offers a wealth of options for deck construction. Below are guidelines for building a solid deck in each format.

Standard Deck Construction

1. Identify Your Strategy: The set's mechanics lend themselves well to control, tempo, and midrange archetypes.
2. Choose Your Color: While most cards are black and red, you can also incorporate blue for counterspells or white for protection.
3. Include Blood Moon: It is essential for disrupting opponents' mana bases.
4. Add Graft Creatures: Creatures with Graft provide board presence and token synergy.
5. Finish with a Strong Finish: Cards like Midnight Reaper or Vengeful Spirit can close out games.

Pioneer Deck Construction

1. Leverage Bloodline and Haunt: Cards that generate tokens and trigger when creatures die are highly effective.
2. Include Removal: Dark Ritual and other burn spells help keep the board clear.
3. Use Counterspells: Blue spells like Counterspell can protect your creatures.
4. Build a Combo: Combine Bloodline tokens with a creature that can sacrifice them for value.
5. Endgame Strategy: Finish with a high-impact creature or a removal spell that can finish the game.

Commander Deck Construction

1. Select a Commander: Choose a commander that synergizes with the set's mechanics. A black or red commander with Graft or Haunt works well.

2. Incorporate Bloodline Tokens: Use creatures that produce blood tokens to build a token army.
3. Use Blood Moon for Disruption: In multiplayer games, turning opponents' lands into colorless can be devastating.
4. Include a Mix of Removal and Protection: Cards like Nocturnal Pact and Vengeful Spirit can keep your board safe.
5. Finish with a Big Finish: Use a powerful creature or an instant that can swing the game.

Complete Shadows Over Innistrad Card List

Below is a comprehensive list of all 237 cards in the set, organized by card type and rarity. Due to space constraints, we'll provide a summary of each category and highlight the most relevant cards for deck building.

Creatures (125)

- Bloodline Keeper (Rare)
- Midnight Reaper (Mythic Rare)
- Vengeful Spirit (Uncommon)
- Various Graft creatures: Bloodline Beast, Haunted Knight, Bloodline Wolf
- Token generators: Bloodline Token, Bloodline Sacrifice
- Other notable creatures: Nightmare Stalker, Shroud Adept, Bloodline Rogue

Artifacts (20)

- Blood Moon (Rare)
- Bloodline Relic (Uncommon)
- Various mana-producing artifacts: Bloodline Forge, Bloodline Altar
- Utility artifacts: Bloodline Lens, Bloodline Key

Enchantments (30)

- Nocturnal Pact (Uncommon)
- Shroud Veil (Rare)
- Bloodline Binding (Uncommon)
- Other enchantments: Bloodline Aura, Bloodline Curse, Bloodline Blessing

Sorceries (30)

- Dark Ritual (Uncommon)
- Bloodline Surge (Uncommon)
- Hauntful Whisper (Rare)
- Other sorceries: Bloodline Siphon, Bloodline Drain, Bloodline Hex

Instants (30)

- Bloodline Strike (Uncommon)
- Vengeful Retaliation (Rare)
- Bloodline Counter (Uncommon)
- Other instants: Bloodline Shock, Bloodline Blast, Bloodline Slash

Planeswalkers (12)

- Bloodline Sovereign (Mythic Rare)
- Bloodline Guardian (Rare)
- Bloodline Enforcer (Uncommon)
- Other planeswalkers: Bloodline Arbiter, Bloodline Mentor

Basic Lands (8)

- Black: Swamp (Basic Land)
- Red: Mountain (Basic Land)
- Blue: Island (Basic Land)
- White: Plains (Basic Land)
- Green: Forest (Basic Land)
- Multicolored: Dual Lands (Basic Land)
- Other: Shroud Sanctuary (Basic Land)
- Miscellaneous: Bloodline Field (Basic Land)

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