











Parasitic Wallhugger

1 \*

Creature – Insect Horror

Defender

Whenever another creature you control dies, each opponent loses 1 life.

*Servers are the only infrastructure left functioning in Lordran.*

1/3

121/256 U  
HLW • EN ● Dark Spells Conquer Art



Path of Strength

3 \*

Enchantment

(To journey, exile the top card of your library face up. Whenever a creature you control deals combat damage to an opponent, put a journeyed card you own into your hand.)

When Path of Strength enters the battlefield, journeys twice. (To journey, exile the top card of your library face up. Whenever a creature you control deals combat damage to an opponent, put a journeyed card you own into your hand.)

At the beginning of combat on your turn, if you own a journeyed card in exile, target creature you control gets +2/+2 and gains trample until end of turn.

204/256 U  
HLW • EN ● ANATO UNSTARK



Priscilla's Twinblade

2 \*

Creature – Human Knight

Defender

When Priscilla's Twinblade enters the battlefield, draw a card.

Priscilla's Twinblade can block an additional creature each combat.

“What seeketh thee? Begone!”

2/4

200/256 U  
HLW • EN ● Catreo 36



Paragon Transformation

3 \*

Instant

As an additional cost to cast this spell, sacrifice a creature.

Create a 4/4 colorless Dragon artifact creature token with flying.

*—Mantra of the Dragon-Path*

157/256 U  
HLW • EN ● STORM SPIRIT



Path of Brilliance

2 \*

Enchantment

(To journey, exile the top card of your library face up. Whenever a creature you control deals combat damage to an opponent, put a journeyed card you own into your hand.)

At the beginning of combat on your turn, if you own a journeyed card in exile, tap target creature an opponent controls.

070/256 U  
HLW • EN ● TACOMA CENNIA



Priest of Velka

2 \*

Creature – Human Cleric

Defender

When Priest of Velka enters the battlefield, each opponent loses life equal to the number of Zombies you control and you gain that much life.

Hollow (Discard a card, Pay this card's mana cost and exile it from your graveyard: Create a token that's a copy of it, except it's a black Zombie Human Cleric. Hollow only as a sorcery.)

3/3

229/256 U  
HLW • EN ● ALESSANDRA LECH



Paladin of Holy Relics

2 \*

Creature – Human Knight

When Paladin of Holy Relics enters the battlefield, reveal the top five cards of your library. Put up to one Aura or Equipment card from among them into your hand, and the rest on the bottom of your library in any order.

3/2

031/256 U  
HLW • EN ● MXXN05H1453



Pass On

1 \* \*

Instant

Create a 2/2 green Wolf creature token. Attach any number of Auras and/or Equipment you control to that token.

*Aitorias ensured that Sif would survive the abyss, even though he would not.*

228/256 U  
HLW • EN ● MONISH



Path of Violence

3 \*

Enchantment

When Path of Violence enters the battlefield, journeys. (Exile the top card of your library face up. Whenever a creature you control deals combat damage to an opponent, put a journeyed card you own into your hand.)

At the beginning of combat on your turn, if you own a journeyed card in exile, target creature you control gets +2/+0 until end of turn.

158/256 U  
HLW • EN ● YOSHIGAE







**Blighted Dragonoid**

3

**Creature – Human Dragon**

When Blighted Dragonoid dies, you may distribute two +1/+1 counters among one or two target creatures. *She sought immortality, but found only death.*

4/3

**Creature – Wurm**

4

4/4

U

HLW • EN • THEMELAND

**Artifact – Equipment**

5

5/5

U

V9/256 U  
HLW • EN • Dark Sorcery ArtOSI/256 U  
HLW • EN • Dark Sorcery Art**Blight Slime**

2

**Creature – Ooze**

Whenever another creature you control dies, put a +1/+1 counter on Blight Slime.

*"This is the fate that would have befallen all of those in blight-town, had our lady not intervened."*

—Eingyi, chief servant

2/3

**Creature – Spirit Warrior**

2

2\*

U

V9/256 U  
HLW • EN • WOMBATREE**Sorcery**

1

U

210/256 U  
HLW • EN • CONOR BURKE180/256 U  
HLW • EN • GLYBB**Blight Hatching**

2

**Enchantment**

Whenever a non-Spider creature token enters the battlefield under your control, you may exile it. If you do, create a number of 1/2 green Spider creature tokens with reach equal to that token's toughness.

176/256 U  
HLW • EN • AKH-ADRIK**Artifact – Equipment**

1

2\*

U

**Enchantment**

2

2\*

U

131/256 U  
HLW • EN • LI SUN XING009/256 U  
HLW • EN • CROOKED NOSE ARTS

Equipped creature gets +2/+2.  
When equipped creature dies, sacrifice Crystalline Armor.  
Equip 1

Equipped creature gets +2/+2.  
When equipped creature dies, sacrifice Crystalline Armor.  
Equip 1

Target creature you control fights target creature as an opponent controls. Whenever one of those creatures dies this turn, journey. *(Exile the top card of your library face up. Whenever a creature you control deals combat damage to an opponent, put a journeyed card you own into your hand.)*