



Balder Knight

2 *

Creature – Zombie Knight

Whenever another Zombie enters the battlefield under your control, put a +1/+1 counter on Balder Knight.

“The Balder expedition had few survivors. Even the Iron Legions’ of legend became just more fodder for the curse.”

—Remy, knight of Balder

2/2



Barbed Blade

1 *

Artifact – Equipment

When Barbed Blade enters the battlefield, each opponent loses 2 life.

Equipped creature gets +2/+0.

Equip 2 (2 : Attach to target creature you control. Equip only as a sorcery.)

005/256 C
HLW • EN ● PHARAOH'S SWORD

2/2



Blue Crystal Golem

5 *

Artifact Creature – Golem

Blue Crystal Golem can't attack unless there are four or more cards in your graveyard.

“Astounding! Every part of the cage was fashioned from glistening crystal. The walls, the floor, even the residents themselves.”

—Notes of Big Hat Logan

6/6



Astora Elite

1 *

Creature – Human Knight

Astora Elite has first strike as long as it's attacking.

Astora knights make frequent treks across Lordran, seeking challenges to test the sharpness of their blades and the strength of their holy oaths.

2/1



Barbaric Cleric

4 *

Creature – Human Cleric

When Barbaric Cleric enters the battlefield, each opponent loses 2 life and you gain 2 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.)

010/256 C
HLW • EN ● MANUEL CASTANON

4/4



Bell Gargoyles

4 *

Artifact Creature – Gargoyle

The undead pilgrimage is a gauntlet of challenges, testing the strength of the undead who come to Lordran. The first challenge is to defeat the animated gargoyles of the Undead Parish.

006/256 C
HLW • EN ● MORGANARO

3/3



Arrest

2 *

Enchantment – Aura

Enchanted creature can't attack or block, and its activated abilities can't be activated.

“...The undead are led north, locked away to await the end of the world...”

—The Legend of the Chosen Undead

002/256 C
HLW • EN ● DARK SOULS CONCRETE ART



Banish to the Painting

4 *

Sorcery

Put target nonland permanent on top of its owner’s library.

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.)

045/256 C
HLW • EN ● DR. ADRI

2/2



Behold the Soul

2 *

Sorcery

Target player draws two cards, loses 2 life, and puts the top two cards of their library into their graveyard.

“...And so they left the darkness, to find the souls of Lords within the Flame...”

—The Legend of the Chosen Undead

002/256 C
HLW • EN ● INKSY

3/3



4/2

135/256 C HLW • EN YASHIROSO

098/256 C HLW • EN HERRICKMISSAR

















Taurus Demon

4

C

Creature – Ox Demon

Trample

Taurus Demon attacks each combat able.

“A goat demon just moved in below the town. Up above, there’s a bull demon too! What’s this world coming to?”
—Paltier, undead merchant

5/5



Undead Steed

4

*

Creature – Zombie Horse

When Undead Steed enters the battlefield, create a 2/2 white Knight creature token.

“I pushed her too hard. Though we escaped danger, her body failed from the exertion. Her mind went soon after.”
—Leon, Knight of Astora

038/256 C

HLW • EN

EXILEON

2/3



Velka's Crow

3

*

Creature – Bird

Flying

When Velka's Crow enters the battlefield, look at the top card of your library. You may put it into your graveyard.

028/256 C

HLW • EN

PABLO DOMINGUEZ

2/3



Student of the Dragon-Path

2

C

Creature – Human Dragon

+1/+0 until end of turn.

“Rumors speak of a dragon hiding deep underground. Worshipers safeguard it, while learning to emulate its ancient powers.”
—Notes of Big Hat Logan

2/3



Traveler's Protection

C

Instant

Target creature you control gains hexproof until end of 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.)

039/256 C

HLW • EN

AARON FORER

2/2



Valley Drake

2

*

Creature – Drake

Flying

“That one’s stashed some fine treasures in her nest. If you wanted, you could sneak up and grab ‘em! Do be careful though. These cliffs are quite treacherous...”
—Trusty Patches

084/256 C

HLW • EN

ROBERTO GATTO

2/2



Soul Infusion

1

C

Instant

Target creature gets +3/+3 and gains trample until end of turn.

Great souls need great vessels.

217/256 C

HLW • EN

NANCY NORBERT



Titanite Demon

5

*

Artifact Creature – Demon Construct

When Titanite Demon enters the battlefield, you draw a card and you lose 1 life.

“Titanite is an invaluable material for forging weapons and armor. Though this one might not be worth the risk.”
—Andre, Astora blacksmith

127/256 C

HLW • EN

PENNYBIRD/74679

4/5



United in Victory

3

*

Sorcery

Put a +1/+1 counter on each creature you control. You gain 1 life for each creature you control.

“Have you met Solaire? He’s a bit of a fool, but he happens to be an awfully strong one. I’m sure you’d be an unbreakable team!”
—Trusty Patches

040/256 C

HLW • EN

SANKEYE

2/2



