



Darkwraith Elite 2



Creature — Skeleton Knight

Deathrutch

Whenever Darkwraith Elite deals combat damage to a player, create a 1/1 black Skeleton creature token.

1 ♠, Sacrifice another creature: Darkwraith Elite gains indestructible until end of turn. Tap it.

058/256 R
HLW • EN • MONIESB

Deathless Commander 1



Creature — Zombie Knight

Other Zombies and Knights you control get +1/+1.

“What kind of leader was he? Inspiring and kind, or cruel and malevolent? Well, none of that matters now.”
—Renly, knight of Balder

101/256 R
HLW • EN • ALEXBUGENIUM

Doomed Pilgrim 1



Creature — Human Cleric

When Doomed Pilgrim enters the battlefield, if an opponent controls more lands than you, you may search your library for up to two Plains cards, reveal them, put them into your hand, then shuffle your library.

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.)

018/256 R
HLW • EN • ALEXANDER PUCHKOV

Dour Vagrant 1



Creature — Human Rogue

When Dour Vagrant enters the battlefield, 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.)

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 Rogue. Hollow only as a sorcery.)

058/256 R
HLW • EN • ONISTEPART

Dragon Tooth 5



Artifact — Equipment

Indestructible

Equipped creature gets +5/+5 and has trample and hexproof.

Equip 5

Ripped from the maw of an everlasting dragon.

239/256 R
HLW • EN • PRYDIAHES188

Dragon-Speaker Ascendant 1



Creature — Human Dragon

3, Sacrifice Dragon-Speaker Ascendant: Search your library for a Dragon creature card, reveal it, put it into your hand, then shuffle your library.

6, Exile Dragon-Speaker Ascendant from your graveyard: Create a 4/4 colorless Dragon artifact creature token with flying.

188/256 R
HLW • EN • THUMFINLAND

Endless Encounters 2



Sorcery

Create two 1/1 white Zombie Soldier creature tokens.

Whenever a Zombie you control deals combat damage to an opponent, if Endless Encounters is in your graveyard, you may return it to your hand.

018/256 R
HLW • EN • LUKA OKAM

Everlasting Research 2



Enchantment

At the beginning of each player's draw step, that player looks at the top two cards of their library, puts one of those cards into their hand and the other into their graveyard.

For Seath, the secret of immortality was always tantalizingly close.

046/256 R
HLW • EN • IGNSHOPITS

Fall From Favor



Instant

Exile target legendary creature.

104/256 R
HLW • EN • PRYDIAHES184

Firelink Shrine



Land

• Add ♦.

• Add one mana of any color. Spend this mana only to cast an artifact, enchantment, or creature spell with converted mana cost 2 or less.

Meeting place of the lowly and the lost.

246/256 R HLW • EN DRAGONISM

Flame Storm



Sorcery

Flame Storm deals 3 damage to each creature. Whenever a creature dealt damage this way dies this turn, Flame Storm deals 1 damage to that creature's controller.

"...The witches weaved great firestorms..."
—The Legend of the Chosen Undead

141/256 R HLW • EN SHAPDRAGON

Flooding of New Londo



Sorcery

Return all creatures to their owners' hands. For each creature returned to its owner's hand this way, its controller puts the top card of their library into their graveyard.

"There was no choice but to seal away the Darkwraiths, and many innocents with them."
—Ingward, Keeper of the Seal

062/256 R HLW • EN MANUEL DIAZ LOPEZ

Futile Pursuit



Sorcery

Choose one or both —

- Target player reveals their hand. You choose a nonland card from it. That player discards that card.
- Target player puts all journeyed cards they own in exile into their graveyard.

108/256 R HLW • EN MILANA SYTES

Gwyndolin's Bow



Legendary Artifact — Equipment

Equipped creature gets +2/+0 and has first strike.

Whenever equipped creature attacks, choose target creature an opponent controls. Until your next turn, that creature can't attack or block and its activated abilities can't be activated.

Equip 2

021/256 R HLW • EN PIXIV03980737

Gwyn's Defeat



Instant

This spell costs 4 less to cast if you control a creature with power 4 or greater.

Gwyn's Defeat deals X damage to any target.

After hundreds of years, Gwyn was finally put to rest.

145/256 R Story Spotlight 4/5 HLW • EN TIGI

Gwyn's Last Hope



Sorcery

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

In fear of the coming darkness, Gwyn sacrificed himself to the First Flame.

021/256 R HLW • EN PIXIV0371993

Havel, the Rock



Legendary Creature — Demigod Knight

Havel, the Rock gets +1/+1 for each nontoken Equipment you control. You may pay 0 rather than pay equip costs.

Clad in stone to stand firm against dragon-breath.

3/3

024/256 R HLW • EN PABLO MEXDORA

Hawkeye Gough



Legendary Creature — Giant Archer

Vigilance, reach

When Hawkeye Gough enters the battlefield, target opponent creates a 4/4 colorless Dragon artifact creature token with flying.

7/7

106/256 R HLW • EN SGJIN

Hawkeye Greatbow 1



Legendary Artifact — Equipment

Equipped creature gets +3/+0 and has reach.

Whenever equipped creature deals combat damage to a creature, it deals that much damage to up to one other target creature.

Equip 3

106/256 R
HLW • EN • PIXIV/1788129

Hunter Hydra X



Creature — Hydra

Flash

Hunter Hydra enters the battlefield with X +1/+1 counters on it.

Whenever another creature dies, put a +1/+1 counter on Hunter Hydra.

0/0

106/256 R
HLW • EN • DINKERY

Izalith Firesage 4



Creature — Beast Demon Shaman

Trample

When Izalith Firesage enters the battlefield, scry 3, then reveal the top card of your library. When you do, Izalith Firesage deals X damage to any target, where X is the revealed card's converted mana cost.

6/6

148/256 R
HLW • EN • NOBUC/NABDO

Jolly Cooperation 1



Sorcery

Untap up to two target creatures. After this main phase, there is an additional combat phase followed by an additional main phase. Journey 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.)

149/256 R
HLW • EN • ROY UGANG

Keeper of the Dead-Woods 1



Creature — Human Shaman

Desperation (This creature may despair as it attacks. If it does, sacrifice it at the beginning of the next end step.)

When Keeper of the Dead-Woods despairs, return up to two target non-Human creature cards from your graveyard to your hand.

3/4

200/256 R
HLW • EN • ANATO IN/STARK

King of New Londo 4



Legendary Creature — Human Horror

Flying, lifelink

When King of New Londo enters the battlefield, you may search your library for a card named King of New Londo, reveal it, then shuffle your library and put that card on top of it.

5/4

225/256 R
HLW • EN • ASHAGE

Lautrec, the Embraced 1



Legendary Creature — Human Knight

Desperation (This creature may despair as it attacks. If it does, sacrifice it at the beginning of the next end step.)

When Lautrec, the Embraced despairs, defending player reveals their hand. You choose a nonland card from it and exile it. You may cast that card for as long as it remains exiled, and you may spend mana as though it were mana of any type to cast that spell.

4/3

226/256 R
HLW • EN • MICHELLE GORRA

Legacy of Knights 1



Sorcery

Search your library for up to one Knight card and up to one Equipment card and reveal them. Shuffle your library, then put those cards on top of it in any order.

The Knights of Greyw defended Greyw's kingdom, and expanded his rule.

028/256 R
HLW • EN • DANIEL BORRA

Linking the Flame 2



Enchantment

At the beginning of your end step, you may put a +1/+1 counter on target creature that attacked this turn.

At the beginning of your upkeep, you may sacrifice a Human with power 12 or greater. If you do, you win the game.

153/256 R Story Spotlight S/S
HLW • EN • DARK SOUTHS SCALDSHOT

Moonlight Butterfly 2 1 1



Creature — Insect

Flash
Flying

When Moonlight Butterfly enters the battlefield, copy target instant or sorcery spell you control. You may choose new targets for the copy.

055/256 R
HLW • EN • VOIRVETU

4/3

Ornstein, Dragonslayer 2 2



Legendary Creature — Demigod Knight

Haste

Ornstein, Dragonslayer has first strike as long as it's attacking.

Damage can't be prevented.

2 2: Ornstein, Dragonslayer gets +3/+0 until end of turn.

156/256 R
HLW • EN • ORIKEN

3/2

Pale-Drake's Pact 1 1 1



Sorcery

Exchange control of target artifact or enchantment you control and target creature an opponent controls.

"...Seath the Scaleless sided with the lords, betraying his own kind..."
—The Legend of the Chosen Undead

059/256 R
HLW • EN • BISHINGMONSTER

Power Within 1 2 2 2



Enchantment

Whenever you cast an instant or sorcery spell, copy that spell. You may choose new targets for the copy. Power Within deals damage to you equal to that spell's converted mana cost.

A secret technique known only to heretics and the mad.

159/256 R
HLW • EN • BLAKE AGZ

Quelaag's Furysword 1 2 2



Legendary Artifact — Equipment

Equipped creature has double strike.

Whenever equipped creature deals combat damage to a player, put a fury counter on Quelaag's Furysword, then Quelaag's Furysword deals damage equal to the number of fury counters on it to that player.

Equip 3

163/256 R
HLW • EN • ENOXXGO

Reign of the Dark Lord 3 2 2



Legendary Enchantment

2 2, Discard a card: Exile target creature card from your graveyard. Create a token that's a copy of it, except it's black and it's a Zombie in addition to its other types. Activate this ability only any time you could cast a sorcery.

122/256 R Story Spotlight 6/5
HLW • EN • CONOR BURKE

Ring Collector 4 1 1



Creature — Human Rogue

When Ring Collector enters the battlefield, search your library for up to three artifact cards with different names that each have converted mana cost 1 or less, reveal them, put them into your hand, then shuffle your library.

074/256 R
HLW • EN • PINKWID5149551

2/2

Sin Caller 3 2



Creature — Human Cleric

Whenever a creature you control dies, you draw a card and you lose 1 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.)

125/256 R
HLW • EN • BANISHED_SHADOW

4/3

Sunlight Paragon 2 2 2



Creature — Spirit Warrior

Flying

Creatures can't attack alone.

The most devout of the Warriors of Sunlight make a sacred vow to never fight without a companion.

031/256 R
HLW • EN • CONOR BURKE

4/4

The image shows a Magic: The Gathering card titled "Wayfinder's Landmark". It is a blue and black land card with a mana cost of 2 blue mana. The artwork depicts a dark, rocky landscape under a night sky with a full moon. A small, glowing blue light emanates from a cave entrance in the foreground. The card's text box contains the following information: "Enchantment — Aura", "Enchant land", and the ability "Enchanted land has '2, ♠': Reveal the top four cards of your library. Put up to one land card from among them onto the battlefield and attach Wayfinder's Landmark to it. Put the rest into your graveyard." The card is set against a dark background with a green border.