Ceaseless Discharge
Legendary Creature — Elemental Demon
Trample
At the beginning of each of your main phases, add eight .
Whenever you lose unspent mana, Ceaseless Discharge deals that much damage to you.
8/8
134/256 M
HLW • EN • MONI15B

Darkbreaker Angel
Creature — Angel
Flying, vigilance, lifelink
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 Angel. Hollow only as a sorcery.)
5/4
010/256 M
HLW • EN • DAVID DEMAREET

Evander, Sunlight Martyr
Legendary Planeswalker — Evander
Whenever one or more loyalty counters are removed from Evander, Sunlight Martyr, create a 2/2 white Knight creature token.
+1: Evander, Sunlight Martyr deals 1 damage to any target.
-1: Creatures you control get +1/+1 and gain haste until end of turn.
3
219/256 M
HLW • EN • TWOLK

Everlasting Dragon
Artifact Creature — Dragon
Flying
Prevent all damage that would be dealt to you or to Everlasting Dragon.
The last scion of the world's first age.
6/6
241/256 M
HLW • EN • THEMEFINLAND

Explorer's Reward
Sorcery
Journey X times. (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.)
You may put a creature card with converted mana cost X or less from among journeyed cards you own in exile onto the battlefield under your control.
187/256 M
HLW • EN • PIXIVID7104480

Gaping Dragon
Legendary Creature — Dragon Horror
Trample, haste
At the beginning of each end step, sacrifice a permanent and put a +1/+1 counter on Gaping Dragon.
With flame came want, and with want came greed.
4/4
189/256 M
HLW • EN • ONESTEPART (EDITED)

Gwyn, Lord of Sunlight
Legendary Creature — God
First strike, vigilance
Whenever Gwyn, Lord of Sunlight or another creature you control attacks, Gwyn deals 3 damage to target creature an opponent controls.
7/7
221/256 M
HLW • EN • SGIIN

Gwyndolin, the Darkmoon
Legendary Creature — God
At the beginning of your upkeep, scry 2.
Whenever an opponent casts a spell that targets you or a permanent you control, exile target permanent that player controls.
4/3
222/256 M
HLW • EN • KZCHIMMY

Gwynevere, Bountiful Sun
Legendary Creature — God
Lifelink
Whenever an Aura enters the battlefield under your control, if it's not a token, create a token that's a copy of that Aura. (Attach that token to something it could legally enchant.)
2/5
223/256 M
HLW • EN • DARK SOULS CONCEPT ART

Izalith, Great Flame Witch 3
Legendary Creature — God
Desperation (This creature may despair as it attacks. If it does, sacrifice it at the beginning of the next end step.)
When Izalith, Great Flame Witch despairs, search your library for a Demon creature card, put it onto the battlefield tapped and attacking, then shuffle your library.
6/4
224/256 M
HLW • EN Stephen Stark

Manus, Father of the Abyss 5
Legendary Creature — Human Horror
Trample
When Manus, Father of the Abyss enters the battlefield, it fights target creature an opponent controls.
If a nontoken creature an opponent controls would die, instead exile it and you draw a card.
7/7
227/256 M
HLW • EN nahelus

Nito, the Gravelord 3
Legendary Creature — Skeleton God
When Nito, the Gravelord enters the battlefield, all other creatures get -2/-2 until end of turn.
Whenever a nontoken creature dies, create a 1/1 black Skeleton creature token.
6/6
118/256 M
HLW • EN Pablo Mendoza

Seath, Scaleless Betrayer 3
Legendary Creature — Dragon Wizard
This spell can't be countered.
Flying, indestructible
When you're dealt combat damage, sacrifice Seath, Scaleless Betrayer.
, Discard a card: Return Seath to its owner's hand.
7/7
077/256 M
HLW • EN AzloRaimT

Sen's Fortress Golem 4
Legendary Artifact Creature — Golem
Vigilance
Creatures can't attack you or a permanent you control unless their controller pays 3 for each of those creatures.
6/6
035/256 M
HLW • EN sohlol

Slaine, Fated Lord 4
Legendary Planeswalker — Slaine
+1: You get an emblem with "At the beginning of your end step, create a 1/1 black Human creature token."
-3: You get an emblem with "At the beginning of your end step, draw a card."
-8: You get an emblem with "At the beginning of your end step, if it isn't an extra turn, take an extra turn after this one."
4
233/256 M
HLW • EN sirtiefling

Soul Confluence 3
Sorcery
Reveal the top five cards of your library. An opponent separates those cards into three piles. Put the cards in one pile into your graveyard. Put the cards in another pile into your hand. Exile the cards in the third pile, then for each nonland card exiled this way not named Soul Confluence, you may cast that card without paying its mana cost.
082/256 M
HLW • EN Dark Souls Cover Art

The First Flame
Sorcery
Exile the top card of your library. You may play that card this turn. When you play that card this turn, repeat this process.
"…Then came fire…"
—The Legend of the Chosen Undead
140/256 M
HLW • EN Dark Souls Screenshot

The Furtive Pygmy 1
Legendary Creature — Human
At the beginning of your upkeep, put the top X cards of your library into your graveyard, where X is the number of cards in your graveyard. Create a 1/1 black Human creature token for each nonland card put into your graveyard this way.
1/2
107/256 M
HLW • EN Stephen Stark

Trusty Patches
Legendary Planeswalker — Patches
+1: Each player discards a card unless they sacrifice a creature.
+1: Exile target card from a graveyard. Trusty Patches deals 2 damage to each opponent.
−6: For each player, choose at random two nonland cards from that player's graveyard. For each card chosen this way, you may cast it without paying its mana cost.
3
236/256 M
HLW • EN
Cal Santiago (Edited)

Velka, Arbiter of Sin
Legendary Creature — God
Deathtouch, lifelink
Whenever Velka, Arbiter of Sin or another creature enters the battlefield under your control, choose one —
• Each player gains 2 life.
• Each player loses 2 life.
3/3
237/256 M
HLW • EN
matinee79