Bloodchief Ascension



Enchantment

At the beginning of each end step, if an opponent lost 2 or more life this turn, you may put a quest counter on Bloodchief Ascension. *(Damage causes loss of life.)*

Whenever a card is put into an opponent's graveyard from anywhere, if Bloodchief Ascension has three or more quest counters on it, you may have that player lose 2 life. If you do, you gain 2 life.

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