

Ivory Tower

1



Artifact

2

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus four.

Valuing scholarship above all else, the inhabitants of the Ivory Tower reward those who sacrifice power for knowledge.

Illus. Margaret Organ-Kean

™ & © 1993-2007 Wizards of the Coast LLC 158/195

Ivory Tower

1



Artifact

2

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus four.

Valuing scholarship above all else, the inhabitants of the Ivory Tower reward those who sacrifice power for knowledge.

Illus. Margaret Organ-Kean

™ & © 1993-2007 Wizards of the Coast LLC 158/195

Ivory Tower

1



Artifact

2

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus four.

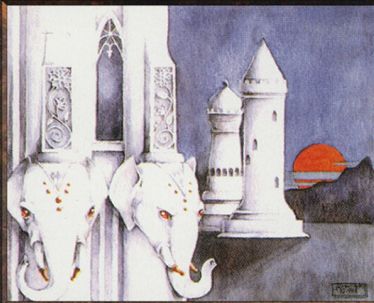
Valuing scholarship above all else, the inhabitants of the Ivory Tower reward those who sacrifice power for knowledge.

Illus. Margaret Organ-Kean

™ & © 1993-2007 Wizards of the Coast LLC 158/195

Ivory Tower

1



Artifact

2

At the beginning of your upkeep, you gain X life, where X is the number of cards in your hand minus four.

Valuing scholarship above all else, the inhabitants of the Ivory Tower reward those who sacrifice power for knowledge.

Illus. Margaret Organ-Kean

™ & © 1993-2007 Wizards of the Coast LLC 158/195