Life Insurance



Enchantment

Extort *(Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)*

Whenever a nontoken creature dies, you lose 1 life and create a Treasure token.

All the money in the world won't buy back a pulse.

074/093 R
NCC • EN
Brian Valeza

™ & © 2022 Wizards of the Coast