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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast

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.

R 0139
CMM • EN ✒ Adi Granov

™ & © 2023 Wizards of the Coast