

**Oloro, Ageless Ascetic** 3\*

**Legendary Creature — Giant Soldier**  4/5

At the beginning of your upkeep, you gain 2 life.  
Whenever you gain life, you may pay **1**. If you do, draw a card and each opponent loses 1 life.  
At the beginning of your upkeep, if Oloro, Ageless Ascetic is in the command zone, you gain 2 life.

— Eric Deschamps  
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**Aetherflux Reservoir** 4

**Artifact**  6/6

Whenever you cast a spell, you gain 1 life for each spell you've cast this turn.  
Pay 50 life: Aetherflux Reservoir deals 50 damage to target creature or player.  
*While most power is used for ordinary, everyday tasks, one shouldn't underestimate its potential for the extraordinary.*

192/264 R KLD • EN ► CLIFF CHILDREN TM & © 2016 Wizards of the Coast

**Agent of Masks** 3\*

**Creature — Human Advisor**  2/3

At the beginning of your upkeep, each opponent loses 1 life. You gain life equal to the life lost this way.  
*"You say that I am two-faced? Enough with the flattery. We have business to conduct."*

— Matt Thompson  
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**Ajani, Caller of the Pride** 1\*

**Planeswalker — Ajani**  4

+1 : Put a +1/+1 counter on up to one target creature.  
-3 : Target creature gains flying and double strike until end of turn.  
-8 : Put X 2/2 white Cat creature tokens onto the battlefield, where X is your life total.

— D. Alexander Gregory  
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**Ajani, Wise Counselor** 3\*

**Legendary Planeswalker — Ajani**  5

+2 : You gain 1 life for each creature you control.  
-3 : Creatures you control get +2/+2 until end of turn.  
-9 : Put X +1/+1 counters on target creature, where X is your life total.

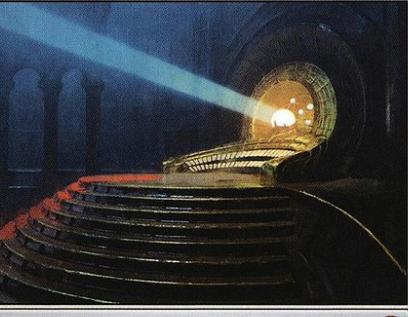
281/280 M M19 • EN ► ERIC DESCHAMPS TM & © 2018 Wizards of the Coast

**Ajani's Pridemate** 1\*

**Creature — Cat Soldier**  2/2

Whenever you gain life, you may put a +1/+1 counter on Ajani's Pridemate.  
*(For example, if an effect causes you to gain 3 life, you may put one +1/+1 counter on this creature.)*  
*"When one of us prospers, the pride prospers."*  
— Jazal Goldmane

— Svetlin Velinov  
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**Alhammarret's Archive** 5

**Legendary Artifact**  5

If you would gain life, you gain twice that much life instead.  
If you would draw a card except the first one you draw in each of your draw steps, draw two cards instead.  
*It contains the totality of Alhammarret's notes, theories, and ponderings.*

221/272 M ORI • EN ► RICHARD WRIGHT TM & © 2015 Wizards of the Coast

**Amalia Benavides Aguirre** \*

**Legendary Creature — Vampire Scout**  2/2

Ward — Pay 3 life.  
Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. *(To have this creature explore, reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.)*

R 0221 LCI • EN ► ALEX BRANWYN TM & © 2023 Wizards of the Coast

**Arcane Sanctum**  5

**Land**

Arcane Sanctum comes into play tapped.  
+ : Add \*, ♦, or ♠ to your mana pool.  
*"We must rely on our own knowledge, not on the dogma of the seekers or the mutterings of the sphinxes."*  
— Tullus of Palandius

— Anthony Francisco  
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**Land**

When Brokers Hideout enters the battlefield, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

*Once the witness was inside, the safe house vanished first from sight, then from memory.*

248/281 C  
SNC • EN ➔ JAMES PACEK

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**Land**

- ♂: Add one colorless mana to your mana pool.  
♂: Add \* or ♀ to your mana pool. Caves of Koilos deals 1 damage to you.

Illus. Jim Nelson

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**Enchantment — Aura**

Enchant creature  
Enchanted creature gets +3/+3.  
Whenever enchanted creature deals combat damage to a player, double its controller's life total.

*Upon such armor, even a mountain would break.*

Steve Argyle  
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**Land**

As Choked Estuary enters the battlefield, you may reveal an Island or Swamp card from your hand. If you don't, Choked Estuary enters the battlefield tapped.

♂: Add ♀ or ♀ to your mana pool.

270/297 R  
SOI • EN ➔ VINCENT PROCE

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(Gain the next level as a sorcery to add its ability.)

If you would gain life, you gain that much life plus 1 instead.

**3 \*:** **Level 2**

Whenever you gain life, put a +1/+1 counter on target creature you control.

**4 \*:** **Level 3**

When this Class becomes level 3, return target creature card from your graveyard to the battlefield. You gain life equal to its toughness.

**Enchantment — Class**

006/281 U  
AFR • EN ➔ ALAYNA DANNER

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**Creature — Vampire Warrior Ally**

Flying  
Whenever you gain life, each opponent loses 1 life.

*"My people are no longer slaves to the Eldrazi, beholden to the past. We will determine our own future."*

2/4

153/184 U  
OGW • EN ➔ DAVID GAILLET

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**Land**

♂: Add to your mana pool one mana of any color in your commander's color identity.

*When defeat is near and guidance is scarce, all eyes look in one direction.*

Ryan Yee

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**Artifact**

♂: Add to your mana pool one mana of any color in your commander's color identity.

Sacrifice Commander's Sphere: Draw a card.

*It harmonizes with the essence of its master.*

054/337 C  
C14 • EN ➔ RYAN ALEXANDER LEE

**Interrupt**

Counters target spell as it is being cast.

Illus. © Mark Poole

**Court of Ambition**

2\*

**Enchantment**

When Court of Ambition enters the battlefield, you become the monarch. At the beginning of your upkeep, each opponent loses 3 life unless they discard a card. If you're the monarch, instead each opponent loses 6 life unless they discard two cards.

*Watch your step.*

114/361 R  
CMR • EN ➔ JENN RAVENNA

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**Creature — Vampire**

1\*

At the beginning of your upkeep, Creeping Bloodsucker deals 1 damage to each opponent. You gain life equal to the damage dealt this way.

*"If a vampire were feeding on you every night, wouldn't you have bite marks? Stop wasting my time."*

—Donya, village healer

021/051 C  
J22 • EN ➔ ANTONIO JOSÉ MANZANEDO

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**Crested Sunmare**

3\*

**Creature — Horse**

Other Horses you control have indestructible. At the beginning of each end step, if you gained life this turn, create a 5/5 white Horse creature token.

*"It is evidence that some pure corner of the world must still exist."*

—Djeru, former Tah-crop initiate

5/5

006/199 M  
HOU • EN ➔ LUCAS GRACIANO

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**Darksteel Ingot**

3

**Artifact**

Darksteel Ingot is indestructible.  
(*"Destroy" effects and lethal damage don't destroy it.*)

**•:** Add one mana of any color to your mana pool.

Martina Pilcerova

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**Dawn of Hope**

1\*

**Enchantment**

Whenever you gain life, you may pay 2. If you do, draw a card.

**3\*:** Create a 1/1 white Soldier creature token with lifelink.

*"To wage war, secure peace within yourself."*

—Emmara

008/259 R  
GRN • EN ➔ SUNG CHOI

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**Dimir Aqueduct**

5/5

**Land**

Dimir Aqueduct comes into play tapped.

When Dimir Aqueduct comes into play, return a land you control to its owner's hand.

**•:** Add **•** to your mana pool.

John Avon

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**Dismal Backwater**

X

**Land**

Dismal Backwater enters the battlefield tapped.

When Dismal Backwater enters the battlefield, you gain 1 life.

**•:** Add **•** or **•** to your mana pool.

232/269 C  
KTK • EN ➔ SAM BURLEY

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**Divinity of Pride**

\* \* \* \* \*

**Creature — Spirit Avatar**

X

Flying, lifelink

Divinity of Pride gets +4/+4 as long as you have 25 or more life.

*"She spoke of mystery and portent, of such unfathomable things that my mind screamed for pity."*

—The Seer's Parables

Greg Staples

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4/4

**Dovin's Veto**

\*

This spell can't be countered. Counter target noncreature spell.

*"I see you've learned nothing, Chandra. You'd still put a match to something rather than understand it."*

193/264 U  
WAR • EN ➔ IZZY

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210/274 U BFZ • EN KARL KOPINSKI

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2/2



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Dave Kendall  
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R 0071  
LCC • EN MIRANDA MEERS

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1/1



Steven Belledin  
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Carl Critchlow

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244/269 R ELD • EN HOWARD LYON

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Zoltan Boros & Gabor Sziksai  
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4/6





Marauding Blight-Priest 2



Creature — Vampire Cleric

Whenever you gain life, each opponent loses 1 life.

"The vampires never had gods. We followed our bloodchiefs. Now they are gone. What is left? Destruction and death, my friends. That is enough."

3/2

112/280 C ZNR • EN ➔ CAIO MONTEIRO

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Necropotence

Enchantment

Skip your draw phase. If you discard a card from your hand, remove that card from the game.  
0: Pay 1 life to set aside the top card of your library. At the beginning of your next discard phase, put that card into your hand. Effects that prevent or redirect damage cannot be used to counter this loss of life.

Illus. Mark Tedin

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Negate



Instant

Counter target noncreature spell.

*Masters of the arcane savor a delicious irony. Their study of deep and complex arcana leads to such a simple end: the ability to say merely yes or no.*

Jeremy Jarvis

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Norn's Annex 3



Artifact

(Φ can be paid with either \* or 2 life.)  
Creatures can't attack you or a planeswalker you control unless their controller pays Φ for each of those creatures.

James Paick

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Nykthos Paragon 4



Enchantment Creature — Human Soldier

Whenever you gain life, you may put that many +1/+1 counters on each creature you control. Do this only once each turn.

*Though Heliod turned against humanity in his hunger for power, the ideals he once championed still stand strong.*

4/6

022/303 R MH2 • EN ➔ MARTINA PILCEROVA

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Obscura Storefront



Land

When Obscura Storefront enters the battlefield, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

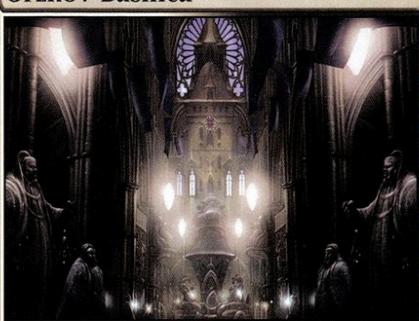
*In volatile times, a sense of certainty is in high demand.*

252/281 C SNC • EN ➔ MUHAMMAD FIRDAUS

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Orzhov Basilica



Land

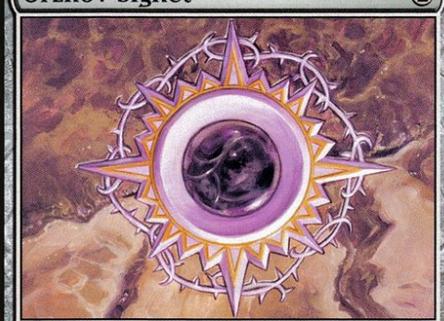
Orzhov Basilica comes into play tapped.  
When Orzhov Basilica comes into play, return a land you control to its owner's hand.  
Φ: Add \* to your mana pool.

John Avon

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Orzhov Signet 2



Artifact

1, Φ: Add \* to your mana pool.  
*The form of the sigil is just as important as the sigil itself. If it's carried on a medallion, its bearer is a master. If it's tattooed on the body, its bearer is a slave.*

Tim Hildebrandt

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Port Town



Land

As Port Town enters the battlefield, you may reveal a Plains or Island card from your hand. If you don't, Port Town enters the battlefield tapped.  
Φ: Add \* or to your mana pool.  
*A haunted fog known as the Nebelgast shrouds the cities along Nephelia's coast.*

278/297 R S01 • EN ➔ NOAH BRADLEY

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