









**Soul's Attendant**



**Creature — Human Cleric**

Whenever another creature enters the battlefield, you may gain 1 life.  
*In truth, her own faith was gone, trodden in Ulamog's wake. She pantomimed the blessing in the hope that it would inspire others to continue to struggle.*

1/1

Steve Prescott

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**Suture Priest**



**Creature — Cleric**

Whenever another creature enters the battlefield under your control, you may gain 1 life.  
Whenever a creature enters the battlefield under an opponent's control, you may have that player lose 1 life.

1/1

Igor Kieryuk

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**Vampiric Tutor**



**Instant**

Search your library for a card, then shuffle your library and put that card on top of it. You lose 2 life.

*True power is achieved through blood and sweat. But mostly blood.*



156/361 M

CMR • EN ➔ RAYMOND SWANLAND

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**Vault of the Archangel**



**Land**

•: Add 1 to your mana pool.  
2 \* •, •: Creatures you control gain deathtouch and lifelink until end of turn.  
*"For centuries my creation kept this world in balance. Now only her shadow remains."*  
—Sorin Markov

John Avon

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**Vilis, Broker of Blood**



**Legendary Creature — Demon**

M20

Flying  
•, Pay 2 life: Target creature gets -1/-1 until end of turn.  
Whenever you lose life, draw that many cards.  
(Damage causes loss of life.)  
*"You can sign, or you can spend your life imagining what might have been yours."*

8/8

122/280 R

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**Volrath's Stronghold**



**Legendary Land**

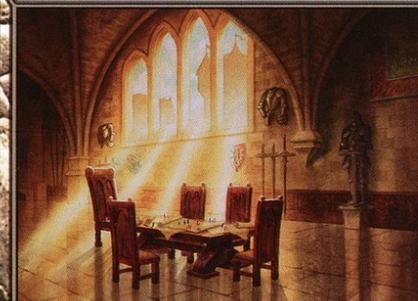


•: Add 1 to your mana pool.

1 •, •: Put target creature card from your graveyard on top of your library.  
*The seed of a world's evil.*

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**War Room**



**Land**

•: Add ♦.  
3, •, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

*A figure is moved on a map, and the tide of war changes.*

361/361 R

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**Weathered Wayfarer**



**Creature — Human Nomad Cleric**

1/1

\* •: Search your library for a land card, reveal it, and put it into your hand. Then shuffle your library.  
Activate this ability only if an opponent controls more lands than you.

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**Witch of the Moors**



**Creature — Human Warlock**



Deathtouch

At the beginning of your end step, if you gained life this turn, each opponent sacrifices a creature and you return up to one target creature card from your graveyard to your hand.

*Many hands for many evils.*

4/4

018/078 R

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