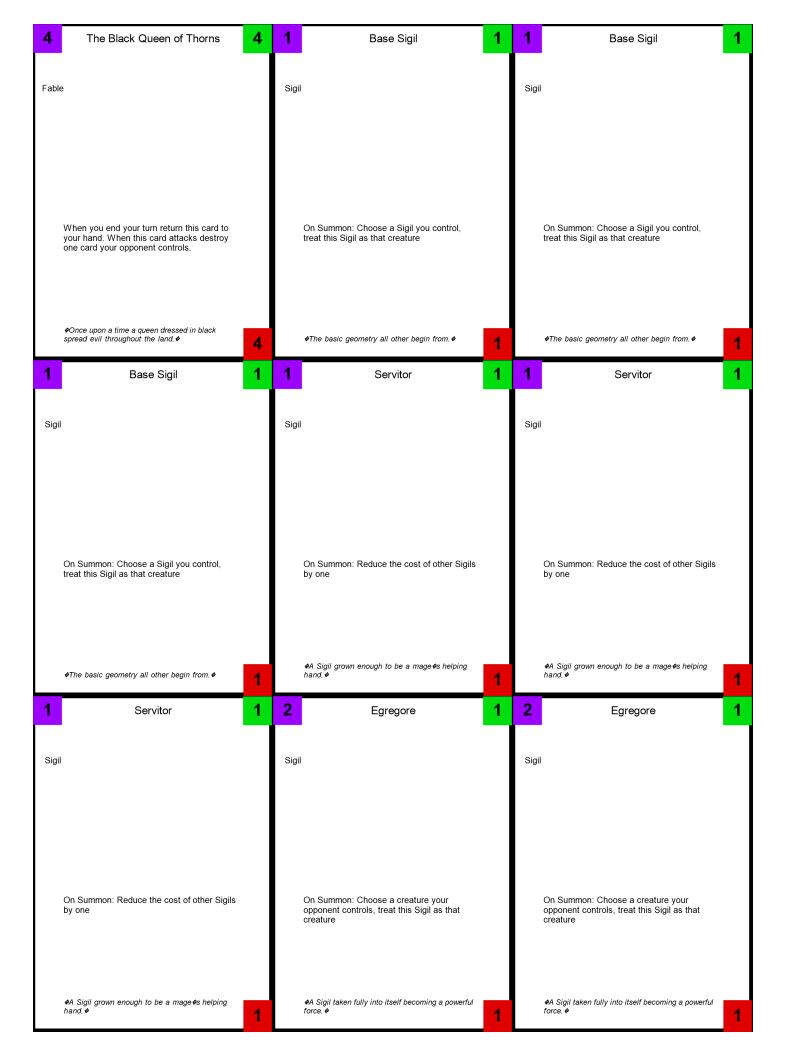


4	Star Hawk	5	4 Guardian Bear	4	4	Guardian Bear	4
Famili	ar		Familiar		Familia	ar	
	This card cannot be destroyed by battle.		Reduce the cost of this card by 1 for each Familiar on the field			Reduce the cost of this card by 1 for each Familiar on the field	
	◆Born of the Mana Stream itself, a fully grown Star						
	Hawk can envelop whole cities in night as it flies overhead. ✔	5		4		♦A beast know for it sundying loyalty to those who prove themselves. ♦	4
4	Guardian Bear	4	2 Spellweaver Phoenix	3	2	Spellweaver Phoenix	3
Famili	ar		Familiar		Familia	ar	
	Reduce the cost of this card by 1 for each Familiar on the field		On Summon: You may search your deck for one spell, add it to your hand			On Summon: You may search your deck for one spell, add it to your hand	
	♦A beast know for it ♦s undying loyalty to those		◆The feathers of a spellweaver phoenix are infused in potent magic making them sought after  • The feathers of a spellweaver phoenix are infused in potent magic making them sought after  • The feathers of a spellweaver phoenix are infused in the specific property of			◆The feathers of a spellweaver phoenix are infused in potent magic making them sought after	
2	who prove themselves.   Spellweaver Phoenix	3	by many a Mage. ✔  Skeleton Serf of the Grand	3	1	by many a Mage.♦  Skeleton Serf of the Grand	3
	Cponweaver   Heerinx		Necropolis			Necropolis	
Famili	ar		Undead		Undea	d	
	On Summon: You may search your deck for		On Destruction: Place this card face-up in the			On Destruction: Place this card face-up in the	
	one spell, add it to your hand		Mana Zone, While in this zone this card can be used as mana			Mana Zone, While in this zone this card can be used as mana	
	♦The feathers of a spellweaver phoenix are infused in potent magic making them sought after by many a Mage. ♦	3	◆Aged and weathered, skeletons shamble through the Grand Necropolis performing laborious tasks on behalf of those Mages trained in the magic of death. ◆	1		♦ Aged and weathered, skeletons shamble through the Grand Necropolis performing laborious tasks on behalf of those Mages trained in the magic of death. ♦	1
	-	3					

1	Skeleton Serf of the Grand Necropolis	1	2	Zombie Soldier of the Grand Necropolis	3	Zombie Soldier of the Grand Necropolis	3
	rtooropolie			. Noor opone		Theoretic	
Undea	ad		Undea	ad		Undead	
	On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana			On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana		On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana	
	♦ Aged and weathered, skeletons shamble through the Grand Necropolis performing laborious tasks			♦Slow but tireless, the reanimated flesh has found		Slow but tireless, the reanimated flesh has found	
	on behalf of those Mages trained in the magic of death.�	1		its use as a defense force for the Grand Necropolis.�	1	its use as a defense force for the Grand Necropolis. �	1
2	Zombie Soldier of the Grand Necropolis	3	2	Amalgalmate Seer of the Grand Necropolis	2	Amalgalmate Seer of the Grand Necropolis	2
	Necropolis			Necropolis		Necropolis	
Undea	ad		Undea	ad		Undead	
	On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana			On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. Undead you control gain 1		On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. Undead you control gain 1	
				attack for each Undead in your Mana Zone		attack for each Undead in your Mana Zone	
	Slow but tireless, the reanimated flesh has found			♦You fear what you do not understand but know		♦You fear what you do not understand but know	
	its use as a defense force for the Grand Necropolis.�	1		my people continue to support me and our works will continue through eternity.◆	2	my people continue to support me and our works will continue through eternity. ◆	2
2	Amalgalmate Seer of the Grand Necropolis	2	2	Vampiric Investigator of the Grand Necropolis	3	2 Vampiric Investigator of the Grand Necropolis	3
	Necropolis			Necropolis		Necropolis	
Undea	ad		Undea	ad		Undead	
	On Dankmakian Plans this and face we in the			On Destruction Plans this sent force we in the		On Destructions Disease this send for a sur in the	
	On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. Undead you control gain 1			On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. Once per turn send one		On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. Once per turn send one	
	attack for each Undead in your Mana Zone			Undead you control from the Summon Zone to the Mana Zone		Undead you control from the Summon Zone to the Mana Zone	
				♦If the Zombie Soldiers of the Grand Necropolis		Alf the Zambie Soldiare of the Grand Newsons!	
	You fear what you do not understand but know     Propose continue to current me and our works.			are a defense against outward attacks then the Vampiric Investigators are it ♦s defense against		♦If the Zombie Soldiers of the Grand Necropolis are a defense against outward attacks then the Vampiric Investigators are it ♦s defense against these who would corrunt the magin for colling.	
	my people continue to support me and our works will continue through eternity. ♦	2		those who would corrupt it s magic for selfish purposes.	3	those who would corrupt it ♥s magic for selfish purposes. ♥	3
_			_				

2	Vampiric Investigator of the Grand Necropolis	3	2	Ritual Skull	1	2	Ritual Skull	1
Undea	d		Undea	ad		Undea	nd	
	On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. Once per turn send one Undead you control from the Summon Zone to the Mana Zone			On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. While this is in the Summon Zone: Undead in the Mana Zone count as two Mana.			On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. While this is in the Summon Zone: Undead in the Mana Zone count as two Mana.	
	♦if the Zombie Soldiers of the Grand Necropolis are a defense against outward attacks then the Vampiric Investigators are it ♦s defense against those who would corrupt it ♦s magic for selfish purposes. ♦	3		◆Death magic is in essence a tapestry of history. Who better to guide than the ones who have lived through it. ◆	1		◆Death magic is in essence a tapestry of history. Who better to guide than the ones who have lived through it. ◆	1
2	Ritual Skull	1	2	The Sword That Chooses the King	2	2	The Sword That Chooses the King	2
Undea	d		Fable	e		Fable		
;	On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana. While this is in the Summon Zone: Undead in the Mana Zone count as two Mana.			Choose one creature you control, add 20 to it sattack. Both cards stay on the field until destroyed. If that creature is destroyed so is this card.			Choose one creature you control, add 20 to it s attack. Both cards stay on the field until destroyed. If that creature is destroyed so is this card.	
	◆Death magic is in essence a tapestry of history. Who better to guide than the ones who have lived through it. ◆	1		◆Once upon a time there was a blade set in stone. Only he who was truly worthy could pull it forth. But with such glory come the responsibilities of the king. ◆	2		◆Once upon a time there was a blade set in stone. Only he who was truly worthy could pull it forth. But with such glory come the responsibilities of the king. ◆	2
2	The Sword That Chooses the King	2	2	Fox and Grapes	1	2	Fox and Grapes	1
Fable			Fable	e		Fable	•	
	Choose one creature you control, add 20 to it s attack. Both cards stay on the field until destroyed. If that creature is destroyed so is this card.			When you end your turn return this card to your hand. When this card leaves the field return an opponents card to their hand.			When you end your turn return this card to your hand. When this card leaves the field return an opponents card to their hand.	
	◆Once upon a time there was a blade set in stone. Only he who was truly worthy could pull it forth. But with such glory come the responsibilities of the king. ◆	2		◆Once upon a time a fox turned away from his unreachable goals. ◆	2		◆Once upon a time a fox turned away from his unreachable goals. ◆	2

2	Fox and Grapes	1	2	The Good Fairy	1	2	The Good Fairy	1
Fable	e		Fable	9		Fable		
	When you end your turn return this card to your hand. When this card leaves the field			When you end your turn return this card to your hand. On Summon: Search your deck			When you end your turn return this card to your hand. On Summon: Search your deck	
	return an opponents card to their hand.			for a Fable, add it to your hand			for a Fable, add it to your hand	
	♦Once upon a time a fox turned away from his unreachable goals. ♦	2		$ extstylem{arphi}$ Once upon a time a fairy gave freely from its magic to those in need. $ extstylem{arphi}$	1		♦Once upon a time a fairy gave freely from its magic to those in need. ♦	1
2	The Good Fairy	1	4	The Princess and The Dragon	4	4	The Princess and The Dragon	4
Fable	e		Fable	9		Fable	·	
	When you end your turn return this card to your hand. On Summon: Search your deck for a Fable, add it to your hand			When you end your turn return this card to your hand. When the opponent targets a creature you can choose to have it target this			When you end your turn return this card to your hand. When the opponent targets a creature you can choose to have it target this	
				card instead.			card instead.	
	Once upon a time a fairy gave freely from its magic to those in need.	1		◆Once upon a time a princess waited in a far away castle guarded by a fierce dragon. ◆	5	L	◆Once upon a time a princess waited in a far away castle guarded by a fierce dragon. ♦	5
4	The Princess and The Dragon	4	4	The Black Queen of Thorns	4	4	The Black Queen of Thorns	4
Fable	9		Fable	9		Fable		
	When you end your turn return this card to your hand. When the opponent targets a creature you can choose to have it target this			When you end your turn return this card to your hand. When this card attacks destroy one card your opponent controls.			When you end your turn return this card to your hand. When this card attacks destroy one card your opponent controls.	
	card instead.							
	♦Once upon a time a princess waited in a far away castle guarded by a fierce dragon. ♦	5		♦Once upon a time a queen dressed in black spread evil throughout the land. ♦	4		◆Once upon a time a queen dressed in black spread evil throughout the land. ◆	4



2	Egregore	1	3	Hyper Sigil	1	3	Hyper Sigil	1
Sigil			Sigil			Sigil		
	On Summon: Choose a creature your opponent controls, treat this Sigil as that			On Summon: Add the Attack of all Sigil Creatures on the field to the Attack of this			On Summon: Add the Attack of all Sigil Creatures on the field to the Attack of this	
	creature			ard. Add the Health of all Sigil Creatures on he field to the Health of this card			card. Add the Health of all Sigil Creatures on the field to the Health of this card	
	♦A Sigil taken fully into itself becoming a powerful force. ♦	1		At it \$s base magic feeds back into itself, it just leeds some guiding. \$\text{\$\epsilon}\$	1		$\phi$ At it $\phi$ s base magic feeds back into itself, it just needs some guiding. $\phi$	1
3	Hyper Sigil	1	3	Viral Sigil	1	3	Viral Sigil	1
Sigil			Sigil			Sigil		
l	On Summon: Add the Attack of all Sigil Creatures on the field to the Attack of this card. Add the Health of all Sigil Creatures on		C	On Summon: Change the health and attack of other creatures that do not have the Sigil seyword to match this card			On Summon: Change the health and attack of other creatures that do not have the Sigil keyword to match this card	
	the field to the Health of this card			cyword to matori this out			neyword to materialis said	
	◆At it ◆s base magic feeds back into itself, it just needs some guiding. ◆	1		PSometimes ideas are contagious. Sometimes hose ideas are magic. €	1		♦Sometimes ideas are contagious. Sometimes those ideas are magic. ♦	1
3	Viral Sigil	1	1	Mana Burst		1	Mana Burst	
Sigil			Raw			Raw		
l	On Summon: Change the health and attack of other creatures that do not have the Sigil keyword to match this card			Destroy one card in your Mana Zone, destroy one card your opponent controls			Destroy one card in your Mana Zone, destroy one card your opponent controls	
	♦Sometimes ideas are contagious. Sometimes those ideas are magic. ♦	1	4	•Wild magic is a dangerous thing.♦			♦Wild magic is a dangerous thing.♦	

1	Mana Burst	1 Recall	1	Recall
Raw		Raw	Raw	
	Destroy one card in your Mana Zone, destroy one card your opponent controls	Return one card from the field to the owners hand		Return one card from the field to the owners hand
	AMSIA and the same of the same	♦The slightest slip of concentration can unravel even the simplest of spells♦		♦The slightest slip of concentration can unravel even the simplest of spells♦
4	♦Wild magic is a dangerous thing.♦			· ·
1	Recall	2 Infused Egg	2	Infused Egg
Raw		Totemism	Totemisn	n
	Return one card from the field to the owners	Search your deck for 1 familiar, place it face		Search your deck for 1 familiar, place it face
	hand	down in your Mana Zone		down in your Mana Zone
		The egg of a being infused with the raw		The eag of a heing inflised with the raw
	♦The slightest slip of concentration can unravel even the simplest of spells♦	◆The egg of a being infused with the raw magic of the mana stream creates the most fantastic of creatures.◆		The egg of a being infused with the raw magic of the mana stream creates the most fantastic of creatures.
2	Infused Egg	1 Return to Components	1	Return to Components
Totemis	m	Raw	Raw	
	Search your deck for 1 familiar, place it face down in your Mana Zone	Move one creature card to the Mana Zone face down		Move one creature card to the Mana Zone face down
	♦The egg of a being infused with the raw magic of the mana stream creates the most fantastic of creatures.♦	♦It should never be forgotten, that which a Mage creates is connected to their magic. Should it be needed back it was the Mage♦s to begin with.♦	:	♦It should never be forgotten, that which a Mage creates is connected to their magic. Should it be needed back it was the Mage♦s to begin with.◆

1	Return to Components	1	Return to Stream	1	Return to Stream
Raw		Raw		Raw	
	Move one creature card to the Mana Zone face down		Return one card you control to your deck, then shuffle the deck		Return one card you control to your deck, then shuffle the deck
	♦It should never be forgotten, that which a Mage creates is connected to their magic. Should it be needed back it was the Mage♦s		♦Mages spend their lives studying how to bend raw magic to their whims. Releasing it is		♦Mages spend their lives studying how to bend raw magic to their whims. Releasing it is
	to begin with.♦		as simple as breathing.♦		as simple as breathing. <b>♦</b>
1	Return to Stream	2	Mausoleum of the Grand Necropolis	2	Mausoleum of the Grand Necropolis
Raw		Necroma	ncy	Necroma	ncy
	Detrom and another than		This and an able to and using free up		This could be such using for a un
	Return one card you control to your deck, then shuffle the deck		This card can only be cast using face-up Undead as Mana. During your turn you may freely move any unchanneled Undead from your Mana Zone to the Summon Zone. This		This card can only be cast using face-up Undead as Mana. During your turn you may freely move any unchanneled Undead from your Mana Zone to the Summon Zone. This
			card stays on the field until destroyed.		card stays on the field until destroyed.
			♦These halls of the dead contain legions of bodies whose souls have long since left this		♦These halls of the dead contain legions of bodies whose souls have long since left this
	♦Mages spend their lives studying how to bend raw magic to their whims. Releasing it is as simple as breathing.		plane. The great necromancers see their spirit♦s carried on as their great works continue long past death.♦		plane. The great necromancers see their spirit♦s carried on as their great works continue long past death.♦
2	Mausoleum of the Grand Necropolis	1	Evolution	1	Evolution
Necroma	ncy	Totemis	m	Totemis	m
	This card can only be cast using face-up Undead as Mana. During your turn you may		Select one face down Creature from the Mana Zone, place it face up in the Summon Zone		Select one face down Creature from the Mana Zone, place it face up in the Summon Zone
	freely move any unchanneled Undead from your Mana Zone to the Summon Zone. This card stays on the field until destroyed.				
	♦These halls of the dead contain legions of				
	bodies whose souls have long since left this plane. The great necromancers see their spirites carried on as their great works		♦The guiding hand of an expert mage can		♦The guiding hand of an expert mage can
	continue long past death.♦		bring out the best in their familiars.♦		bring out the best in their familiars.♦

1 Evolution	3 Wisdom of the Dead	Wisdom of the Dead
Totemism	Necromancy	Necromancy
Select one face down Creature from the Mana Zone, place it face up in the Summon Zone	Search your deck for 1 Amalgamate Seer, add it to your hand	Search your deck for 1 Amalgamate Seer, add it to your hand
♦The guiding hand of an expert mage can bring out the best in their familiars.♦	♦History and all of its wisdoms appear before the skilled Necromancer.♦	♦History and all of its wisdoms appear before the skilled Necromancer.◆
Wisdom of the Dead	3 Big Book of Fables	Big Book of Fables
Necromancy	Fable	Fable
Search your deck for 1 Amalgamate Seer, add	Once per turn you can play one Fable type	Once per turn you can play one Fable type
it to your hand	card without paying its Mana cost. That Fable is destroyed at the end of the turn regardless of other effects on that card. This card stays	card without paying its Mana cost. That Fable is destroyed at the end of the turn regardless of other effects on that card. This card stays
	on the field until destroyed.	on the field until destroyed.
	♦It♦s not uncommon for imaginative young	♦It♦s not uncommon for imaginative young
♦History and all of its wisdoms appear before the skilled Necromancer.	Mages to pull form the collective unconscious to bring their favorite tales to life.♦	Mages to pull form the collective unconscious to bring their favorite tales to life.◆
Big Book of Fables	O Shrine of the Traveler	Shrine of the Traveler
Fable	Boon	Boon
Once per turn you can play one Fable time	This card must be played food dawn in the	This card must be played force down in the
Once per turn you can play one Fable type card without paying its Mana cost. That Fable is destroyed at the end of the turn regardless of other effects on that card. This card stays	This card must be played face down in the Mana Zone. When a card leaves your field reveal this card and refresh one Mana other than Shrine of the Traveler	This card must be played face down in the Mana Zone. When a card leaves your field reveal this card and refresh one Mana other than Shrine of the Traveler
on the field until destroyed.		
♦It♦s not uncommon for imaginative young	♦It is common for mages to give a bit of their	♦It is common for mages to give a bit of their
Mages to pull form the collective unconscious to bring their favorite tales to life.♦	magic to shrines on their journey. A token offering to those on long journeys.	magic to shrines on their journey. A token offering to those on long journeys.◆

0	Shrine of the Traveler	0	Shrine of the Forge	0	Shrine of the Forge
Boon		Boon		Boon	
	This card must be played face down in the Mana Zone. When a card leaves your field reveal this card and refresh one Mana other		This card must be played face down in the Mana Zone. When a card enters your field reveal this card and refresh one Mana other		This card must be played face down in the Mana Zone. When a card enters your field reveal this card and refresh one Mana other
	than Shrine of the Traveler		than Shrine of the Forge		than Shrine of the Forge
			♦Powerful mages passively release magic all		♦Powerful mages passively release magic all
	lt is common for mages to give a bit of their magic to shrines on their journey. A token		around them. Even the simplest of items the make has ambient magic. Work they pour themselves into can turn even the area they		around them. Even the simplest of items the make has ambient magic. Work they pour themselves into can turn even the area they
	offering to those on long journeys.♦		work to magic.�		work to magic.♦
0	Shrine of the Forge	0	Leyline	0	Leyline
Boon		Boon		Boon	
	This card must be played face down in the Mana Zone. When a card enters your field reveal this card and refresh one Mana other		Play this card in the Mana Zone, treat it as Mana. You can exhaust this card to search your deck for a card and place it in the face up		Play this card in the Mana Zone, treat it as Mana. You can exhaust this card to search your deck for a card and place it in the face up
	than Shrine of the Forge		Mana Zone. This cannot be used to place another Leyline.		Mana Zone. This cannot be used to place another Leyline.
	♦Powerful mages passively release magic all around them. Even the simplest of items the		♦Magic moves through great hidden rivers		♦Magic moves through great hidden rivers
	make has ambient magic. Work they pour themselves into can turn even the area they work to magic.♦		throughout the world. These powerful currents can be useful but it∳s all too easy to be overwhelmed.♦		throughout the world. These powerful currents can be useful but it�s all too easy to be overwhelmed.�
0	Leyline	0	Nexus of Magic	0	Nexus of Magic
Boon		Boon		Boon	
	Play this card in the Mana Zone, treat it as		Draw 2 cards. Destroy 1		Draw 2 cards. Destroy 1
	Mana. You can exhaust this card to search your deck for a card and place it in the face up Mana Zone. This cannot be used to place another Leyline.				
	ановнег сеуппе.				
	♦ Magic moves through great hidden rivers throughout the world. These powerful currents				
	can be useful but it♦s all too easy to be overwhelmed.♦		♦When the magic of the leylines meets in swirling whirlpools, mages take notice.♦		♦When the magic of the leylines meets in swirling whirlpools, mages take notice.♦

0	Nexus of Magic	0	Briarpatch	0	Briarpatch
Boon		Fable		Fable	
	Draw 2 cards. Destroy 1		This card must be played face down in the Mana Zone. When your opponent attacks		This card must be played face down in the Mana Zone. When your opponent attacks
			reveal this card and send one card you control back to your hand, then destroy this card.		reveal this card and send one card you control back to your hand, then destroy this card.
	♦When the magic of the leylines meets in swirling whirlpools, mages take notice.♦		♦Once upon a time there was a hungry fox and a clever rabbit.♦		♦Once upon a time there was a hungry fox and a clever rabbit.♦
0	Briarpatch	1	Sigil Preparation Room	1	Sigil Preparation Room
Fable		Sigil		Sigil	
	This card must be played face down in the Mana Zone. When your opponent attacks reveal this card and send one card you control		Destroy two cards in your hand. Search your deck for a sigil, add it to your hand		Destroy two cards in your hand. Search your deck for a sigil, add it to your hand
	back to your hand, then destroy this card.				
	♦Once upon a time there was a hungry fox and a clever rabbit.♦		♦Magic is a practice to be carefully crafted. It deserves no less.♦		♦Magic is a practice to be carefully crafted. It deserves no less.♦
1	Sigil Preparation Room	1	Sigil Burn Bowl	1	Sigil Burn Bowl
Sigil		Sigil		Sigil	
	Destroy two cards in your hand. Search your deck for a sigil, add it to your hand		Reveal on Sigil card in your hand. Destroy it. Draw a card		Reveal on Sigil card in your hand. Destroy it. Draw a card
	♦Magic is a practice to be carefully crafted. It deserves no less.		♦What♦s stored in an emblem is most powerful upon it♦s release.♦		♦What♦s stored in an emblem is most powerful upon it♦s release.♦

1	Sigil Burn Bowl	0	Bridge Troll	0	Bridge Troll
Sigil		Fable		Fable	
	Reveal on Sigil card in your hand. Destroy it. Draw a card		This card must be played face down in the Mana Zone. If your Summon Zone is empty you can reveal this card, the opponent can <b>♦</b> t		This card must be played face down in the Mana Zone. If your Summon Zone is empty you can reveal this card, the opponent can <b>♦</b> t
			attack this turn. Destroy this card at the end of the turn it is revealed		attack this turn. Destroy this card at the end of the turn it is revealed
	♦What♦s stored in an emblem is most powerful upon it♦s release.♦		♦Once upon a time there was greedy troll who would allow passage as at hefty cost.♦		♦Once upon a time there was greedy troll who would allow passage as at hefty cost.♦
0		0	Veterinarian the Fantastic	0	Veterinarian the Fantastic
0	Bridge Troll				
Fable		Totemis	m	Totemis	m
	This card must be played face down in the		This card must be played face down in the		This card must be played face down in the
	Mana Zone. If your Summon Zone is empty you can reveal this card, the opponent can∳t attack this turn. Destroy this card at the end of the turn it is revealed		Mana Zone. After a Familiar you control with a cost of 2 or more is destroyed you may reveal this card, shuffle your deck then draw 2 cards, then destroy this card		Mana Zone. After a Familiar you control with a cost of 2 or more is destroyed you may reveal this card, shuffle your deck then draw 2 cards, then destroy this card
	the tall it is revealed		their decitory time card		their decitory time card
	A O a sa a una sa		♦Most familiars can be returned to the Mana		♦Most familiars can be returned to the Mana
	♦Once upon a time there was greedy troll who would allow passage as at hefty cost.♦		Stream and recalled nice and healthy. Not all familiars are so lucky.		Stream and recalled nice and healthy. Not all familiars are so lucky.
0	Veterinarian the Fantastic	0	Mana Sap	0	Mana Sap
Totemis	m	Necromar	ncy	Necromar	ncy
	This gord must be played force down in the		This gord must be played force down in the		This gord must be played force down in the
	This card must be played face down in the Mana Zone. After a Familiar you control with a cost of 2 or more is destroyed you may reveal this card, shuffle your deck then draw 2 cards,		This card must be played face down in the Mana Zone. If Mana you control is targeted by an enemy card you may reveal this card then negate that effect		This card must be played face down in the Mana Zone. If Mana you control is targeted by an enemy card you may reveal this card then negate that effect
	then destroy this card				
	♦Most familiars can be returned to the Mana				
	whost ramiliars can be eather to the waria Stream and recalled nice and healthy. Not all familiars are so lucky.♦		♦Release mana you channel is an easy task. Releasing the mana of others less so.		♦Release mana you channel is an easy task. Releasing the mana of others less so.

