

<b>1</b>	Black Cat	<b>2</b>	<b>1</b>	Black Cat	<b>2</b>
Familiar				Familiar	
None				None	
<p><i>♣Black cats are known for bringing misfortune upon those whose path they cross but their intelligence and affinity for magic make them the most common familiar of witches. ♣</i></p>		<b>2</b>	<p><i>♣Black cats are known for bringing misfortune upon those whose path they cross but their intelligence and affinity for magic make them the most common familiar of witches. ♣</i></p>		<b>2</b>

<b>1</b>	Black Cat	<b>2</b>	<b>1</b>	Mana Rat	<b>1</b>	<b>1</b>	Mana Rat	<b>1</b>	
Familiar				Familiar				Familiar	
None				<p>On Summon: You may search your deck for one familiar with a cost of 2 or less, add it to your hand</p>				<p>On Summon: You may search your deck for one familiar with a cost of 2 or less, add it to your hand</p>	
<p><i>♣Black cats are known for bringing misfortune upon those whose path they cross but their intelligence and affinity for magic make them the most common familiar of witches. ♣</i></p>		<b>2</b>	<p><i>♣The mana rat makes its burrows in the mana stream itself making them useful for guiding it along a Mages whims. ♣</i></p>		<b>1</b>	<p><i>♣The mana rat makes its burrows in the mana stream itself making them useful for guiding it along a Mages whims. ♣</i></p>		<b>1</b>	

<b>1</b>	Mana Rat	<b>1</b>	<b>4</b>	Star Hawk	<b>5</b>	<b>4</b>	Star Hawk	<b>5</b>	
Familiar				Familiar				Familiar	
<p>On Summon: You may search your deck for one familiar with a cost of 2 or less, add it to your hand</p>				<p>This card cannot be destroyed by battle.</p>				<p>This card cannot be destroyed by battle.</p>	
<p><i>♣The mana rat makes its burrows in the mana stream itself making them useful for guiding it along a Mages whims. ♣</i></p>		<b>1</b>	<p><i>♣Born of the Mana Stream itself, a fully grown Star Hawk can envelop whole cities in night as it flies overhead. ♣</i></p>		<b>5</b>	<p><i>♣Born of the Mana Stream itself, a fully grown Star Hawk can envelop whole cities in night as it flies overhead. ♣</i></p>		<b>5</b>	

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

<p><b>1</b></p> <p><b>Skeleton Serf of the Grand Necropolis</b></p> <p>Undead</p> <p>On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana</p> <p><i>♣Aged and weathered, skeletons shamble through the Grand Necropolis performing laborious tasks on behalf of those Mages trained in the magic of death. ♣</i></p> <p><b>1</b></p>	<p><b>2</b></p> <p><b>Zombie Soldier of the Grand Necropolis</b></p> <p>Undead</p> <p>On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana</p> <p><i>♣Slow but tireless, the reanimated flesh has found its use as a defense force for the Grand Necropolis. ♣</i></p> <p><b>1</b></p>	<p><b>3</b></p> <p><b>Zombie Soldier of the Grand Necropolis</b></p> <p>Undead</p> <p>On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana</p> <p><i>♣Slow but tireless, the reanimated flesh has found its use as a defense force for the Grand Necropolis. ♣</i></p> <p><b>1</b></p>
<p><b>2</b></p> <p><b>Zombie Soldier of the Grand Necropolis</b></p> <p>Undead</p> <p>On Destruction: Place this card face-up in the Mana Zone, While in this zone this card can be used as mana</p> <p><i>♣Slow but tireless, the reanimated flesh has found its use as a defense force for the Grand Necropolis. ♣</i></p> <p><b>1</b></p>	<p><b>3</b></p> <p><b>Amalgamate Seer of the Grand Necropolis</b></p> <p>Undead</p> <p>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</p> <p><i>♣You fear what you do not understand but know my people continue to support me and our works will continue through eternity. ♣</i></p> <p><b>2</b></p>	<p><b>2</b></p> <p><b>Amalgamate Seer of the Grand Necropolis</b></p> <p>Undead</p> <p>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</p> <p><i>♣You fear what you do not understand but know my people continue to support me and our works will continue through eternity. ♣</i></p> <p><b>2</b></p>
<p><b>2</b></p> <p><b>Amalgamate Seer of the Grand Necropolis</b></p> <p>Undead</p> <p>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</p> <p><i>♣You fear what you do not understand but know my people continue to support me and our works will continue through eternity. ♣</i></p> <p><b>2</b></p>	<p><b>2</b></p> <p><b>Vampiric Investigator of the Grand Necropolis</b></p> <p>Undead</p> <p>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</p> <p><i>♣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. ♣</i></p> <p><b>3</b></p>	<p><b>3</b></p> <p><b>Vampiric Investigator of the Grand Necropolis</b></p> <p>Undead</p> <p>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</p> <p><i>♣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. ♣</i></p> <p><b>3</b></p>

<p><b>2</b> Vampiric Investigator of the Grand Necropolis <b>3</b> <b>2</b></p> <p>Undead</p> <p>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</p> <p><i>♣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. ♣</i></p> <p><b>3</b></p>	<p>Ritual Skull <b>1</b> <b>2</b></p> <p>Undead</p> <p>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.</p> <p><i>♣Death magic is in essence a tapestry of history. Who better to guide than the ones who have lived through it. ♣</i></p> <p><b>1</b></p>	<p>Ritual Skull <b>1</b> <b>2</b></p> <p>Undead</p> <p>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.</p> <p><i>♣Death magic is in essence a tapestry of history. Who better to guide than the ones who have lived through it. ♣</i></p> <p><b>1</b></p>
<p><b>2</b> Ritual Skull <b>1</b> <b>2</b></p> <p>Undead</p> <p>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.</p> <p><i>♣Death magic is in essence a tapestry of history. Who better to guide than the ones who have lived through it. ♣</i></p> <p><b>1</b></p>	<p>The Sword That Chooses the King <b>2</b> <b>2</b></p> <p>Fable</p> <p>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.</p> <p><i>♣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. ♣</i></p> <p><b>2</b></p>	<p>The Sword That Chooses the King <b>2</b> <b>2</b></p> <p>Fable</p> <p>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.</p> <p><i>♣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. ♣</i></p> <p><b>2</b></p>
<p><b>2</b> The Sword That Chooses the King <b>2</b> <b>2</b></p> <p>Fable</p> <p>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.</p> <p><i>♣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. ♣</i></p> <p><b>2</b></p>	<p>Fox and Grapes <b>1</b> <b>2</b></p> <p>Fable</p> <p>When you end your turn return this card to your hand. When this card leaves the field return an opponents card to their hand.</p> <p><i>♣Once upon a time a fox turned away from his unreachable goals. ♣</i></p> <p><b>2</b></p>	<p>Fox and Grapes <b>1</b> <b>2</b></p> <p>Fable</p> <p>When you end your turn return this card to your hand. When this card leaves the field return an opponents card to their hand.</p> <p><i>♣Once upon a time a fox turned away from his unreachable goals. ♣</i></p> <p><b>2</b></p>

**2** Fox and Grapes **1 2**

Fable

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 a fox turned away from his unreachable goals.♣

**2**

**1 2** The Good Fairy **1 2**

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

♣Once upon a time a fairy gave freely from its magic to those in need.♣

**1**

**1 2** The Good Fairy **1**

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

♣Once upon a time a fairy gave freely from its magic to those in need.♣

**1**

**2** The Good Fairy **1 4**

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

♣Once upon a time a fairy gave freely from its magic to those in need.♣

**1**

**4 4** The Princess and The Dragon **4 4**

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 card instead.

♣Once upon a time a princess waited in a far away castle guarded by a fierce dragon.♣

**5**

**4 4** The Princess and The Dragon **4**

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 card instead.

♣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**

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 card instead.

♣Once upon a time a princess waited in a far away castle guarded by a fierce dragon.♣

**5**

**4 4** The Black Queen of Thorns **4 4**

Fable

When you end your turn return this card to your hand. When this card attacks destroy one card your opponent controls.

♣Once upon a time a queen dressed in black spread evil throughout the land.♣

**4**

**4 4** The Black Queen of Thorns **4**

Fable

When you end your turn return this card to your hand. When this card attacks destroy one card your opponent controls.

♣Once upon a time a queen dressed in black spread evil throughout the land.♣

**4**

<p><b>4</b> The Black Queen of Thorns</p> <p>Fable</p> <p>When you end your turn return this card to your hand. When this card attacks destroy one card your opponent controls.</p> <p><i>Once upon a time a queen dressed in black spread evil throughout the land.</i></p>	<p><b>4</b> <b>1</b> Base Sigil</p> <p>Sigil</p> <p>On Summon: Choose a Sigil you control, treat this Sigil as that creature</p> <p><i>The basic geometry all other begin from.</i></p>	<p><b>1</b> <b>1</b> Base Sigil</p> <p>Sigil</p> <p>On Summon: Choose a Sigil you control, treat this Sigil as that creature</p> <p><i>The basic geometry all other begin from.</i></p>
<p><b>1</b> Base Sigil</p> <p>Sigil</p> <p>On Summon: Choose a Sigil you control, treat this Sigil as that creature</p> <p><i>The basic geometry all other begin from.</i></p>	<p><b>1</b> <b>1</b> Servitor</p> <p>Sigil</p> <p>On Summon: Reduce the cost of other Sigils by one</p> <p><i>A Sigil grown enough to be a mage's helping hand.</i></p>	<p><b>1</b> <b>1</b> Servitor</p> <p>Sigil</p> <p>On Summon: Reduce the cost of other Sigils by one</p> <p><i>A Sigil grown enough to be a mage's helping hand.</i></p>
<p><b>1</b> Servitor</p> <p>Sigil</p> <p>On Summon: Reduce the cost of other Sigils by one</p> <p><i>A Sigil grown enough to be a mage's helping hand.</i></p>	<p><b>1</b> <b>2</b> Egregore</p> <p>Sigil</p> <p>On Summon: Choose a creature your opponent controls, treat this Sigil as that creature</p> <p><i>A Sigil taken fully into itself becoming a powerful force.</i></p>	<p><b>1</b> <b>2</b> Egregore</p> <p>Sigil</p> <p>On Summon: Choose a creature your opponent controls, treat this Sigil as that creature</p> <p><i>A Sigil taken fully into itself becoming a powerful force.</i></p>

<p><b>2</b></p> <p>Egregore</p> <p>Sigil</p> <p>On Summon: Choose a creature your opponent controls, treat this Sigil as that creature</p> <p><i>♠A Sigil taken fully into itself becoming a powerful force.♠</i></p> <p><b>1</b></p>	<p><b>1</b> <b>3</b></p> <p>Hyper Sigil</p> <p>Sigil</p> <p>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 the field to the Health of this card</p> <p><i>♠At it's base magic feeds back into itself, it just needs some guiding.♠</i></p> <p><b>1</b></p>	<p><b>1</b> <b>3</b></p> <p>Hyper Sigil</p> <p>Sigil</p> <p>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 the field to the Health of this card</p> <p><i>♠At it's base magic feeds back into itself, it just needs some guiding.♠</i></p> <p><b>1</b></p>
<p><b>3</b></p> <p>Hyper Sigil</p> <p>Sigil</p> <p>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 the field to the Health of this card</p> <p><i>♠At it's base magic feeds back into itself, it just needs some guiding.♠</i></p> <p><b>1</b></p>	<p><b>1</b> <b>3</b></p> <p>Viral Sigil</p> <p>Sigil</p> <p>On Summon: Change the health and attack of other creatures that do not have the Sigil keyword to match this card</p> <p><i>♠Sometimes ideas are contagious. Sometimes those ideas are magic.♠</i></p> <p><b>1</b></p>	<p><b>1</b> <b>3</b></p> <p>Viral Sigil</p> <p>Sigil</p> <p>On Summon: Change the health and attack of other creatures that do not have the Sigil keyword to match this card</p> <p><i>♠Sometimes ideas are contagious. Sometimes those ideas are magic.♠</i></p> <p><b>1</b></p>
<p><b>3</b></p> <p>Viral Sigil</p> <p>Sigil</p> <p>On Summon: Change the health and attack of other creatures that do not have the Sigil keyword to match this card</p> <p><i>♠Sometimes ideas are contagious. Sometimes those ideas are magic.♠</i></p> <p><b>1</b></p>	<p><b>1</b> <b>1</b></p> <p>Mana Burst</p> <p>Raw</p> <p>Destroy one card in your Mana Zone, destroy one card your opponent controls</p> <p><i>♠Wild magic is a dangerous thing.♠</i></p> <p><b>1</b></p>	<p><b>1</b></p> <p>Mana Burst</p> <p>Raw</p> <p>Destroy one card in your Mana Zone, destroy one card your opponent controls</p> <p><i>♠Wild magic is a dangerous thing.♠</i></p> <p><b>1</b></p>

1

Mana Burst

Raw

Destroy one card in your Mana Zone, destroy one card your opponent controls

◆Wild magic is a dangerous thing.◆

1

Recall

Raw

Return one card from the field to the owners hand

◆The slightest slip of concentration can unravel even the simplest of spells◆

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2

Infused Egg

Totemism

Search your deck for 1 familiar, place it face down in your Mana Zone

◆The egg of a being infused with the raw magic of the mana stream creates the most fantastic of creatures.◆

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Totemism

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1

Return to Components

Raw

Move one creature card to the Mana Zone face down

◆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.◆

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Raw

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◆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 Stream

Raw

Return one card you control to your deck, then shuffle the deck

◆Mages spend their lives studying how to bend raw magic to their whims. Releasing it is as simple as breathing.◆

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2

Mausoleum of the Grand Necropolis

Necromancy

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.

◆These halls of the dead contain legions of bodies whose souls have long since left this plane. The great necromancers see their spirit◆s carried on as their great works continue long past death.◆

2

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◆These halls of the dead contain legions of bodies whose souls have long since left this plane. The great necromancers see their spirit◆s carried on as their great works continue long past death.◆

1

Evolution

Totemism

Select one face down Creature from the Mana Zone, place it face up in the Summon Zone

◆The guiding hand of an expert mage can bring out the best in their familiars.◆

1

Evolution

Totemism

Select one face down Creature from the Mana Zone, place it face up in the Summon Zone

◆The guiding hand of an expert mage can bring out the best in their familiars.◆

1

Evolution

Totemism

Select one face down Creature from the Mana Zone, place it face up in the Summon Zone

◆The guiding hand of an expert mage can bring out the best in their familiars.◆

3

Wisdom of the Dead

Necromancy

Search your deck for 1 Amalgamate Seer, add it to your hand

◆History and all of its wisdoms appear before the skilled Necromancer.◆

3

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Necromancy

Search your deck for 1 Amalgamate Seer, add it to your hand

◆History and all of its wisdoms appear before the skilled Necromancer.◆

3

Big Book of Fables

Fable

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 on the field until destroyed.

◆It's not uncommon for imaginative young Mages to pull from the collective unconscious to bring their favorite tales to life.◆

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◆It's not uncommon for imaginative young Mages to pull from the collective unconscious to bring their favorite tales to life.◆

0

Shrine of the Traveler

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 than Shrine of the Traveler

◆It is common for mages to give a bit of their magic to shrines on their journey. A token offering to those on long journeys.◆

0

Shrine of the Traveler

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 than Shrine of the Traveler

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### Shrine of the Forge

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◆Powerful mages passively release magic all around them. Even the simplest of items the make has ambient magic. Work they pour themselves into can turn even the area they work to magic.◆

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### Leyline

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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 Mana Zone. This cannot be used to place another Leyline.

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### Nexus of Magic

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Draw 2 cards. Destroy 1

◆When the magic of the leylines meets in swirling whirlpools, mages take notice.◆

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**Briarpatch**

Fable

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.

◆Once upon a time there was a hungry fox and a clever rabbit.◆

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**Sigil Preparation Room**

Sigil

Destroy two cards in your hand. Search your deck for a sigil, add it to your hand

◆Magic is a practice to be carefully crafted. It deserves no less.◆

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**Sigil Burn Bowl**

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Reveal on Sigil card in your hand. Destroy it. Draw a card

◆What's stored in an emblem is most powerful upon it's release.◆

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Bridge Troll

Fable

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

◆Once upon a time there was greedy troll who would allow passage as at hefty cost.◆

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Veterinarian the Fantastic

Totemism

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, then destroy this card

◆Most familiars can be returned to the Mana Stream and recalled nice and healthy. Not all familiars are so lucky.◆

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Mana Sap

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**1** **Mana Burn**

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**0** **Actualization**

Sigil

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