Enduring Renewal 2



Enchantment

Play with your hand revealed.

If you would draw a card, reveal the top card of your library instead. If it's a creature card, put it into your graveyard. Otherwise, draw a card.

Whenever a creature is put into your graveyard from play, return it to your hand.

Illus. Harold McNeill

™ & © 1993–2006 Wizards of the Coast, Inc. 7/121

Enduring Renewal 2



Enchantment

Play with your hand revealed.

If you would draw a card, reveal the top card of your library instead. If it's a creature card, put it into your graveyard. Otherwise, draw a card.

Whenever a creature is put into your graveyard from play, return it to your hand.

Illus. Harold McNeill

™ & © 1993–2006 Wizards of the Coast, Inc. 7/121

Enduring Renewal 2



Enchantment

Play with your hand revealed.

If you would draw a card, reveal the top card of your library instead. If it's a creature card, put it into your graveyard. Otherwise, draw a card.

Whenever a creature is put into your graveyard from play, return it to your hand.

Illus. Harold McNeill

™ & © 1993–2006 Wizards of the Coast, Inc. 7/121

Enduring Renewal 2



Enchantment

Play with your hand revealed.

If you would draw a card, reveal the top card of your library instead. If it's a creature card, put it into your graveyard. Otherwise, draw a card.

Whenever a creature is put into your graveyard from play, return it to your hand.

Illus. Harold McNeill

™ & © 1993–2006 Wizards of the Coast, Inc. 7/121