Rhystic Study 2{U}



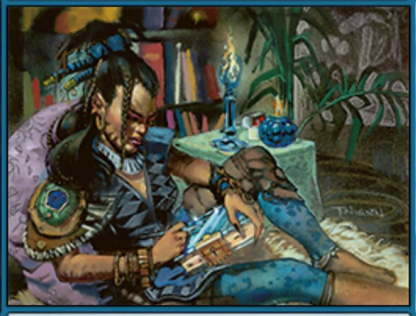
Enchantment

Whenever an opponent casts a spell, you may draw a card unless that player pays {1}.

Friends teach what you want to know. Enemies teach what you need *to know.*

Terese Nielsen

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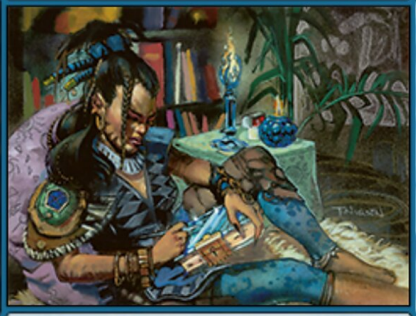
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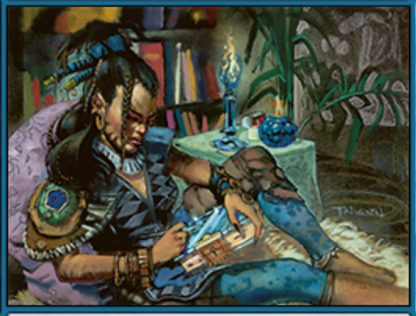
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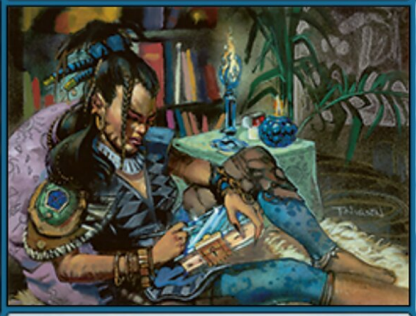
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