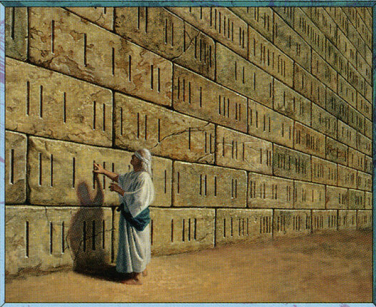


Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

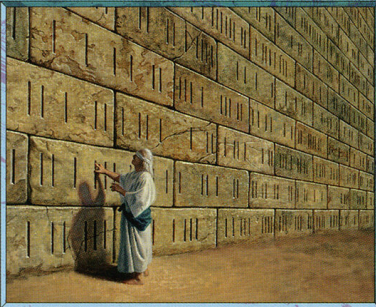
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

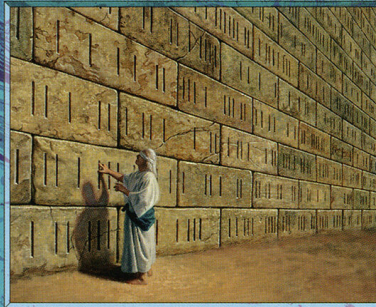
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

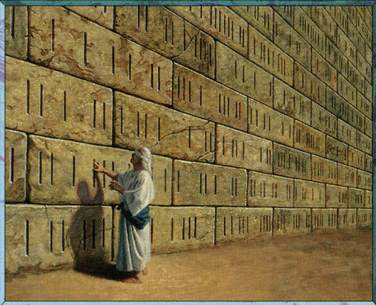
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

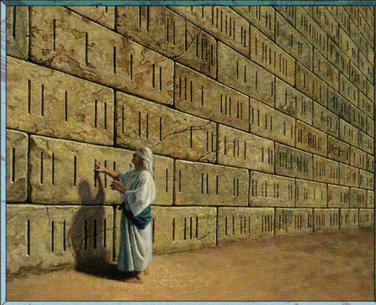
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

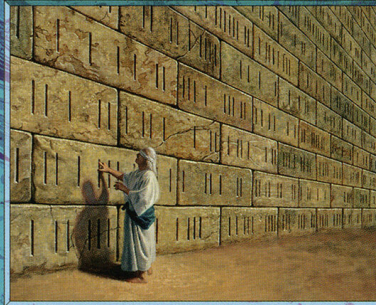
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

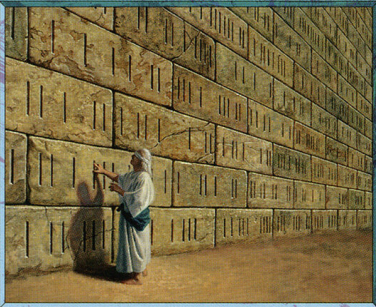
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

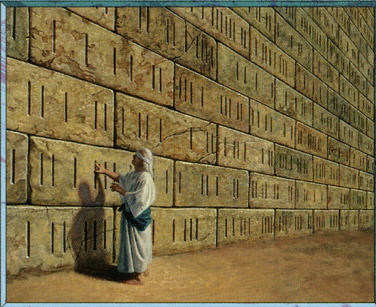
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

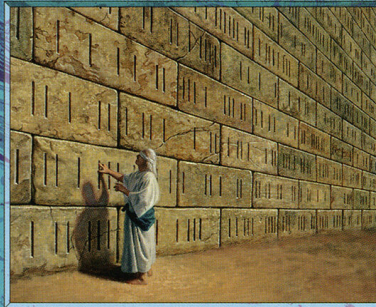
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

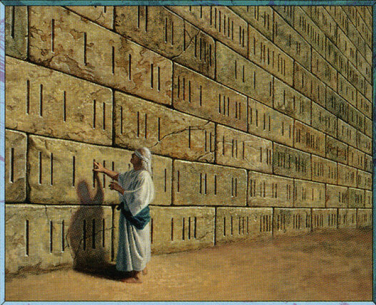
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

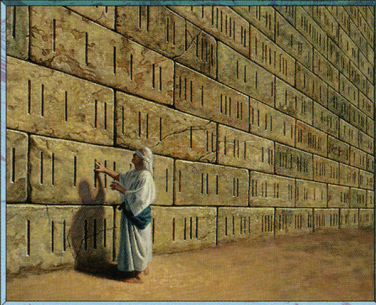
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

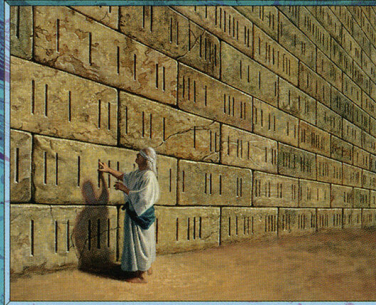
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

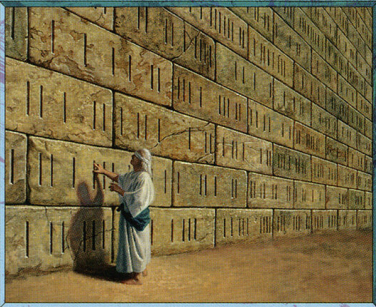
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

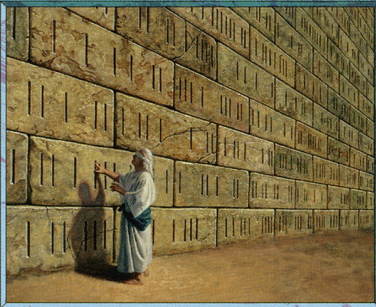
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

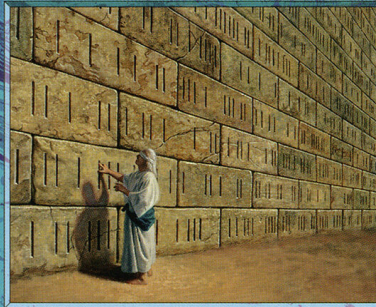
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

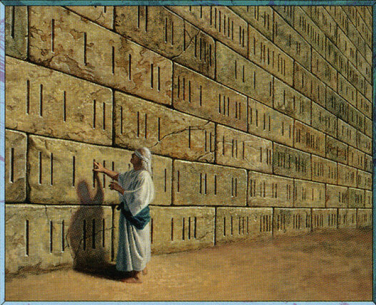
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

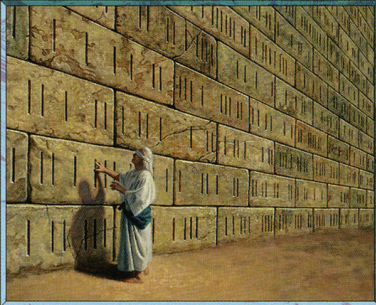
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

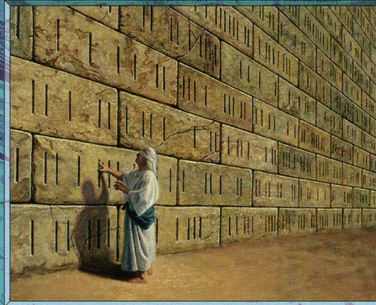
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

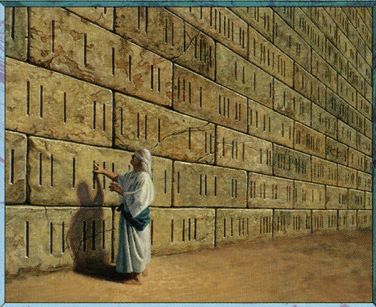
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

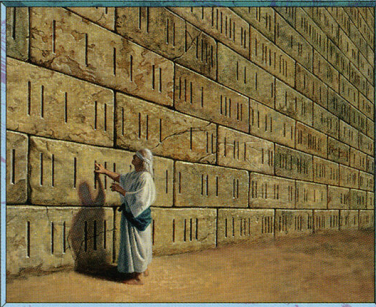
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

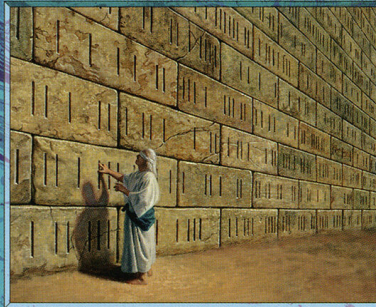
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

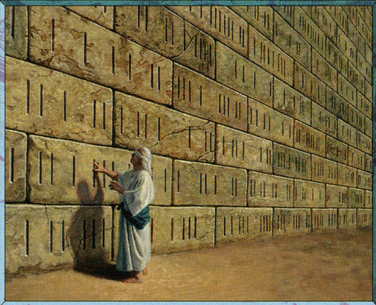
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

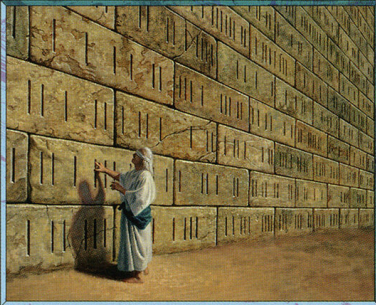
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

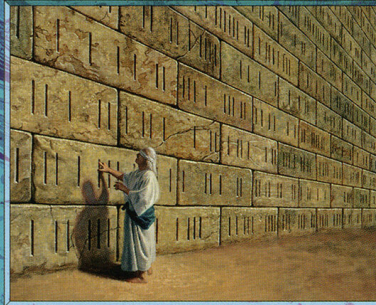
*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350

Words of Wisdom

1



Instant

You draw two cards, then each other player draws a card.

*Knowledge can't be kept in a bottle or sealed in a box. It yearns to be spread and shared.*

Illus. Eric Peterson

TM & © 1993-2001 Wizards of the Coast, Inc. 114/350