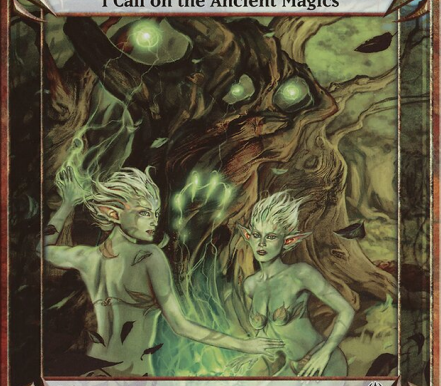
I Call on the Ancient Magics



Scheme

When you set this scheme in motion, each other player searches his or her library for a card, reveals it, and puts it into his or her hand. Then you search your library for two cards and put them into your hand. Each player shuffles his or her library.

John Matson

™ & © 1993–2010 Wizards of the Coast LLC 16/45

I Call on the Ancient Magics



Scheme

When you set this scheme in motion, each other player searches his or her library for a card, reveals it, and puts it into his or her hand. Then you search your library for two cards and put them into your hand. Each player shuffles his or her library.

John Matson

™ & © 1993–2010 Wizards of the Coast LLC 16/45

I Call on the Ancient Magics



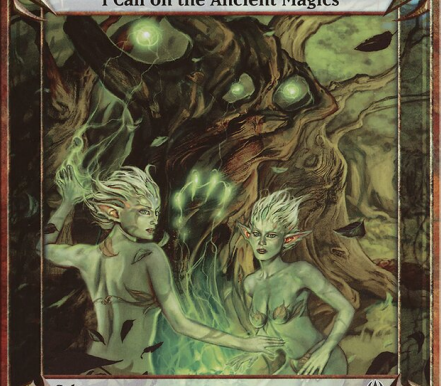
Scheme

When you set this scheme in motion, each other player searches his or her library for a card, reveals it, and puts it into his or her hand. Then you search your library for two cards and put them into your hand. Each player shuffles his or her library.

John Matson

™ & © 1993–2010 Wizards of the Coast LLC 16/45

I Call on the Ancient Magics



Scheme

When you set this scheme in motion, each other player searches his or her library for a card, reveals it, and puts it into his or her hand. Then you search your library for two cards and put them into your hand. Each player shuffles his or her library.

John Matson

™ & © 1993–2010 Wizards of the Coast LLC 16/45