## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301


## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301

## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301

## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301

## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301

## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301

## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301

## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301

## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301

## Familiar's Ruse



**Instant**

As an additional cost to play Familiar's Ruse, return a creature you control to its owner's hand.

Counter target spell.

*Because of their capricious nature, faeries can serve as living lenses for disruptive magic.*

Eric Fortune

™ & © 1993–2007 Wizards of the Coast, Inc. 64/301