Aura Extraction 1



Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350

Aura Extraction 1

Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350

Aura Extraction 1

Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350

Aura Extraction 1

Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350

Aura Extraction 1

Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350

Aura Extraction 1

Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350

Aura Extraction 1

Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350

Aura Extraction 1

Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350

Aura Extraction 1

Instant

Put target enchantment on top of its owner's library.

Cycling 2 (2, Discard this card from your hand: Draw a card.)

Every day, Order clerics contain as much of the Mirari's energy as possible, hoping to delay Otaria's demise.

Illus. Luca Zontini

™ & © 1993–2002 Wizards of the Coast, Inc. 5/350