Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2

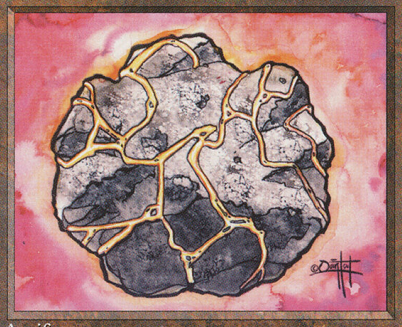


Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2

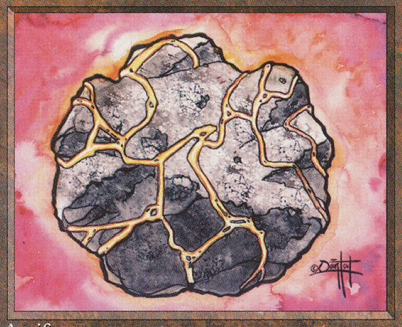


Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2

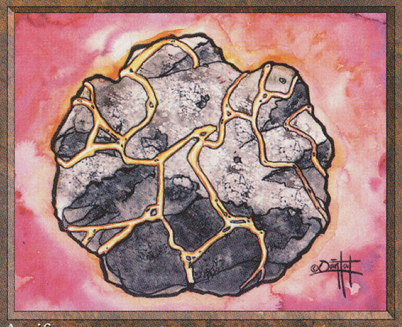


Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2

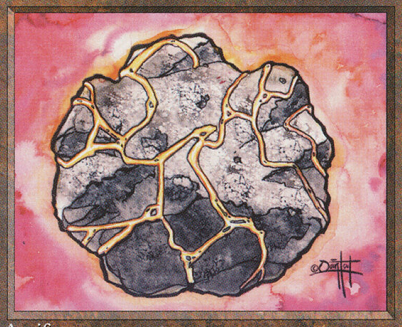


Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.

Fellwar Stone 2



Artifact

{T}: Add one mana to your mana pool. This mana may be of any type that any land opponent controls can produce. Play this ability as an interrupt.
"What do you have that I cannot obtain?"
—Mairsil, called the Pretender

Illus. Quinton Hoover
©1995 Wizards of the Coast, Inc. All rights reserved.