



**Card name :** Rejuvenation Chamber

**Mana Cost :** 3

**Types :** Artifact

**Card Text :** Fading 2 (This artifact comes into play with two fade counters on it. At the beginning of your upkeep, if your library is empty, remove a fade counter from it. If you can't, sacrifice it.) ♣ You gain 2 life.

**Expansion :** Nemesis

**Rarity :** Uncommon