




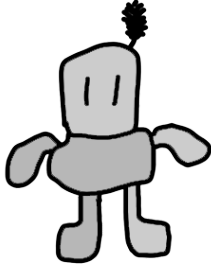

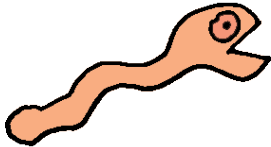




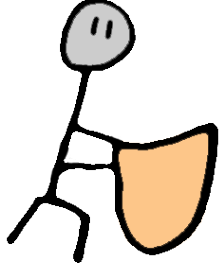


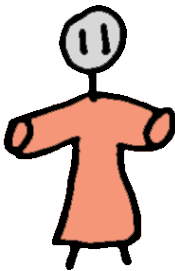



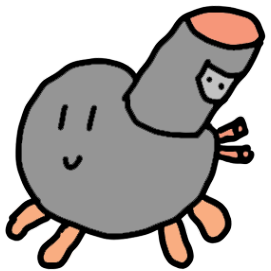





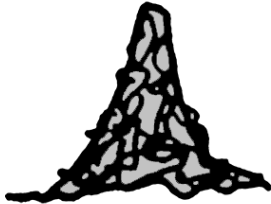
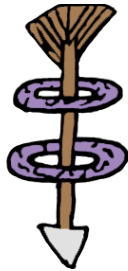

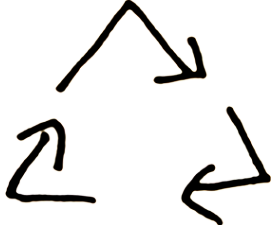




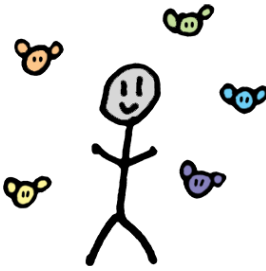


<p>Ember Sprite </p>  <p>Creature After you burn a card, you may switch it with this card from your hand.</p> <p>1 / 1</p>	<p>Giant Salamander </p>  <p>Creature Burn 1.</p> <p>2 / 1</p>	<p>Haunted Armour </p>  <p>Creature</p> <p>1 / 2</p>
<p>Magma Wurm </p>  <p>Creature At the start of your turn, burn 1.</p> <p>2 / 2</p>	<p>Runed Champion </p>  <p>Creature When this is destroyed by combat damage, search for a  card.</p> <p>2 / 1</p>	<p>Devoted Defender </p>  <p>Creature Your other creatures cannot be targeted with attacks.</p> <p> 1 / 3</p>
<p>Fire Acolyte </p>  <p>Creature Summon a 1 / 1  Fire Worshipper token.</p> <p> 1 / 1</p>	<p>Steamwork Mech </p>  <p>Creature Can only attack if your mana pool contains .</p> <p> 3 / 3</p>	<p>Zealous Knight </p>  <p>Creature</p> <p> 2 / 2</p>

<p>Hungry Assassin </p>  <p>Creature</p> <p>  4 / 2</p>	<p>Pyromancer </p>  <p>Creature</p> <p>When this is destroyed, deal 1 damage to all creatures.</p> <p>  3 / 2</p>	<p>Serpent of the Forge </p>  <p>Creature</p> <p>Destroy an item.</p> <p>  3 / 3</p>
<p>Flower Crown </p>  <p>Item - Equipment</p> <p>Equip to a friendly creature. It becomes . Draw a card.</p>	<p>Living Spear </p>  <p>Item - Equipment</p> <p>Equip to a friendly creature. Equipped creature gains +1 / +0. When equipped creature is destroyed, summon a 1 / 1  Living Spear creature token.</p> <p>+1 / +0</p>	<p>Phial of Blight </p>  <p>Item - Equipment</p> <p>Equip to a friendly creature. After combat with an enemy creature, destroy this and the enemy creature.</p>
<p>Sunlight </p>  <p>Spell - Field</p> <p>Each player draws an additional card at the start of their turns.</p>	<p>Chevaux de Frise </p>  <p>Item - Permanent</p> <p>At the start of your opponent's battle phase, you may select a friendly creature. It gains +1 / +0 and "cannot counterattack" until end of turn.</p> <p></p>	<p>Entangle </p>  <p>Spell - Enchantment</p> <p>Enchant a creature. It gains "cannot attack or counterattack".</p> <p></p>

<p>Fertiliser ▼</p>  <p>Item</p> <p>Search for an ▼ enchantment. The next ▼ enchantment you play this turn costs ▼ less.</p> <p>▼</p>	<p>Hexed Arrow ▼</p>  <p>Item</p> <p>You cannot play this and a creature on the same turn. Deal 1 damage to a creature, and if it takes damage destroy it.</p> <p>▼</p>	<p>Ironskin Runes ▼</p>  <p>Spell - Enchantment</p> <p>Enchant a creature. It gains "whenever this would take damage, it takes 1 less".</p> <p>▼</p>
<p>Recycle ▼</p>  <p>Spell</p> <p>Destroy a creature. Your opponent adds the top card of their exile pile to their hand.</p> <p>▼</p>	<p>Born From Ash ▼</p>  <p>Spell</p> <p>Reveal the top 3 cards of your deck. Select up to 1 ▲ creature and summon it. Select up to 1 card and draw it. Burn any remaining cards.</p> <p>▲ ●</p>	<p>Earthen Reclamation ▼</p>  <p>Spell</p> <p>If you control an ▼ creature, destroy a permanent.</p> <p>▼ ▼</p>
<p>Forest's Power ▼</p>  <p>Spell - Enchantment</p> <p>Enchant a creature. It gains +3 / +3.</p> <p>▼ ▼</p> <p>+3 / +3</p>	<p>Pollinate ▼</p>  <p>Spell</p> <p>Search for copies of ▼ creatures you control.</p> <p>▼ ●</p>	<p>Sprite's Blessing ▼</p>  <p>Spell - Enchantment</p> <p>Enchant a creature. It gains +2 / +2. Search for all "sprite" creatures.</p> <p>● ●</p> <p>+2 / +2</p>