
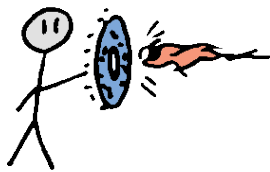


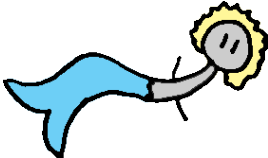
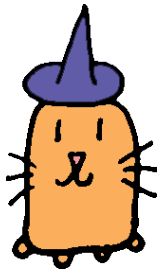
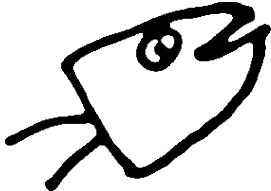
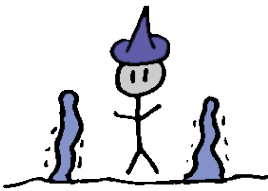
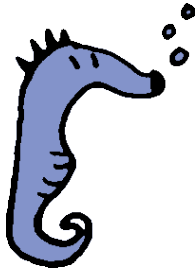

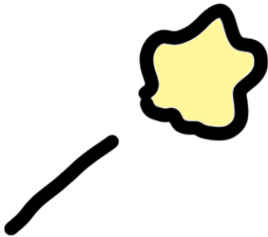
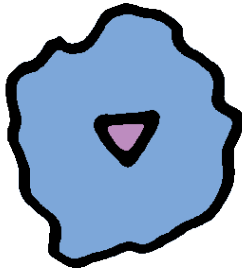
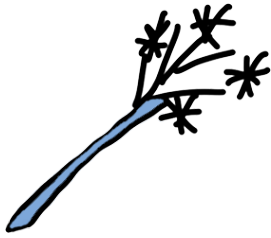
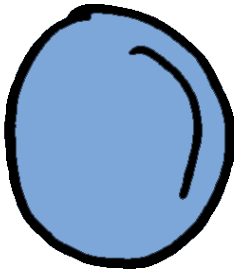
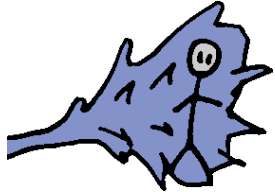


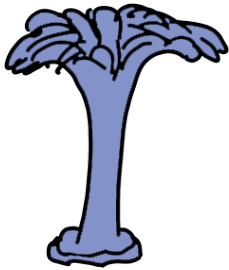
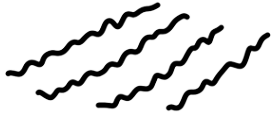
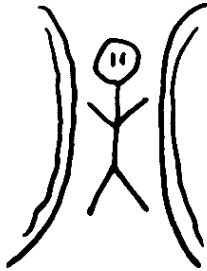
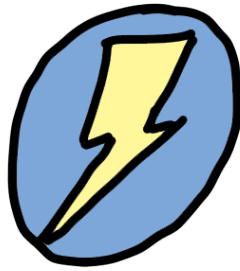


<p><b>Alchemist's Fire</b> ▲</p>  <p><b>Item</b></p> <p>Deal 2 damage to an enemy creature. If that destroys it, burn 1.</p> <p>▲</p>	<p><b>Magician's Blade</b> ▲</p>  <p><b>Item - Equipment</b></p> <p>Equip to a friendly creature. Equipped creature gains +1 / +1 and "cannot be targeted by spells".</p> <p>+1 / +1</p>	<p><b>Accelerant</b> ▲</p>  <p><b>Item - Equipment</b></p> <p>Equip to a friendly ▲ creature. Double its attack and set its health to 1.</p> <p>▲</p>
<p><b>Phoenix Feather</b> ▲</p>  <p><b>Item - Equipment</b></p> <p>Equip to a friendly creature. Equipped creature gains +1 / +1 and "when this creature is destroyed, resummon it". When this item is destroyed, <b>search</b> your deck for "Erastas, The Phoenix".</p> <p>▲▲ +1 / +1</p>	<p><b>Blazing Effigy</b> ▲</p>  <p><b>Item - Permanent</b></p> <p>At the start of your turn, if you control a ▲ creature, destroy a friendly ▲ creature and this to <b>burn</b> 3. Summon any ▲ creatures.</p> <p>▲⊕</p>	<p><b>Arcane Defender</b> ▼</p>  <p><b>Creature</b></p> <p>Your other creatures cannot be targeted with attacks.</p> <p>0 / 3</p>
<p><b>Slime</b> ▼</p>  <p><b>Creature</b></p> <p>1 / 2</p>	<p><b>Water Sprite</b> ▼</p>  <p><b>Creature</b></p> <p>When your opponent declares an attack, you may summon this from your hand as the new target.</p> <p>1 / 1</p>	<p><b>Steam Surger</b> ▼</p>  <p><b>Creature</b></p> <p>▲⊕ 3 / 4</p>

<p><b>Frozen Avenger</b> ▼</p>  <p><b>Creature</b> When a friendly creature is destroyed, you may summon this from your hand.</p> <p>⊕ 3 / 1 ▼</p>	<p><b>Kind Mermaid</b> ▼</p>  <p><b>Creature</b> When this is destroyed, summon a 0 cost ▼ creature from your exile pile.</p> <p>▼ 1 / 3</p>	<p><b>Witch's Cat</b> ▼</p>  <p><b>Creature</b></p> <p>⊕ 2 / 2</p>
<p><b>Vengeful Mermaid</b> ▼</p>  <p><b>Creature</b> Destroy a damaged creature.</p> <p>▼ ⊕ 3 / 2</p>	<p><b>Water Witch</b> ▼</p>  <p><b>Creature</b> At the end of your attack phase, restore all friendly creatures to full health.</p> <p>▼▼ 3 / 3</p>	<p><b>Enchanted Seahorse</b> ▼</p>  <p><b>Creature</b> Heal 3.</p> <p>▼▼ ⊕ 3 / 4</p>
<p><b>Herald of The Kraken</b> ▼</p>  <p><b>Creature</b> Search for "Novhu, The Kraken".</p> <p>▼▼▼ 3 / 4</p>	<p><b>Minor Healing</b> ▼</p>  <p><b>Spell</b> Heal 1.</p>	<p><b>Refresh</b> ▼</p>  <p><b>Spell</b> Return a ▼ spell from your mana pool to your hand.</p>

<p><b>Ray of Frost</b> ▼</p>  <p><b>Spell - Reaction</b></p> <p>Deal 1 damage to a creature. It cannot attack this turn.</p>	<p><b>Shield</b> ▼</p>  <p><b>Spell - Reaction</b></p> <p>Cast when an enemy creature attacks. Reduce the attack's damage by 3.</p>	<p><b>Freeze</b> ▼</p>  <p><b>Spell - Enchantment</b></p> <p>Enchant a creature. Set its attack to 0.</p>
<p><b>Resistance</b> ▼</p>  <p><b>Spell - Enchantment</b></p> <p>Enchant a friendly creature. It gains +0 / +1. When the equipped creature is destroyed, you may move this enchantment to another friendly creature.</p> <p><b>+0 / +1</b> ▼</p>	<p><b>Absorb Life</b> ▼</p>  <p><b>Spell</b></p> <p>Destroy all friendly ▼ creatures. <b>Heal</b> equal to the total health of creatures destroyed. Draw 2 cards.</p> <p>▼</p>	<p><b>Geyser</b> ▼</p>  <p><b>Spell - Reaction</b></p> <p>Deal 2 damage to all enemy creatures.</p> <p>▲ ⊕</p>
<p><b>Irrigate</b> ▼</p>  <p><b>Spell</b></p> <p>Draw a card for each ▼ creature you control.</p> <p>▼</p>	<p><b>Restoration</b> ▼</p>  <p><b>Spell - Reaction</b></p> <p>Cast when a friendly creature is destroyed. Resummon it.</p> <p>▼</p>	<p><b>Protection from Energy</b> ▼</p>  <p><b>Spell - Enchantment</b></p> <p>Enchant a friendly creature. It gains "this takes no damage from spells".</p> <p>⊕</p>