











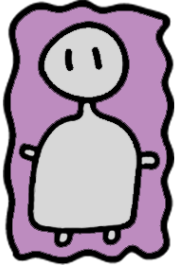



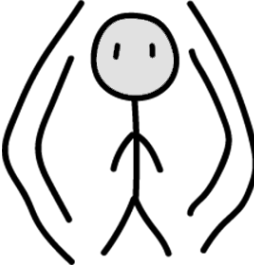






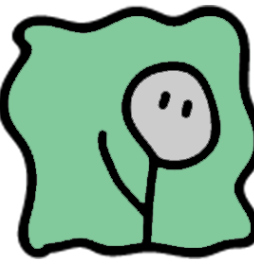








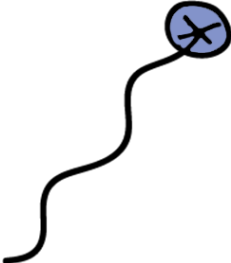

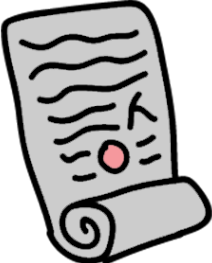

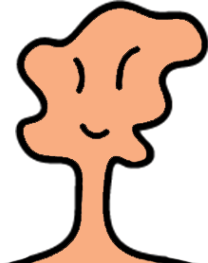


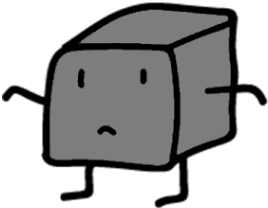





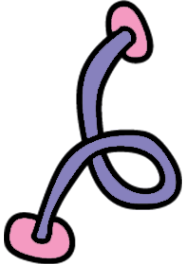


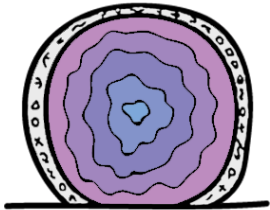



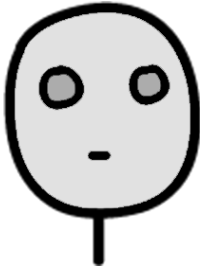


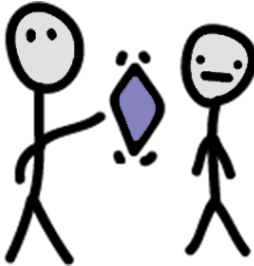





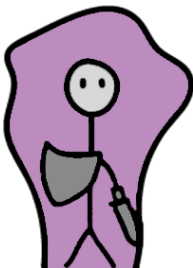


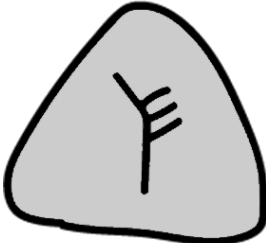


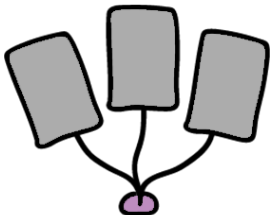










<p>Ring of Shielding </p>  <p>Item - Equipment</p> <p>Equip to a friendly creature. The first time it would take damage, destroy this to reduce the damage to 0.</p>	<p>Magic Mirror </p>  <p>Item</p> <p>Play when your opponent casts a spell targeting you. Change its target to your opponent.</p> <p></p>	<p>Pearl of Spell Storing </p>  <p>Item</p> <p>Search for an  spell. The next  spell you cast this turn costs  less.</p> <p></p>
<p>Animate Memory </p>  <p>Creature</p> <p>Your other creatures cannot be targeted with attacks. When this is destroyed, you may put it on the top of your deck.</p> <p>0 / 2</p>	<p>Detect Magic </p>  <p>Spell</p> <p>Your opponent reveals the number of spells in their hand.</p>	<p>Enthrall </p>  <p>Spell - Permanent</p> <p>Your creatures have "cannot be targeted by attacks".</p>
<p>Ethereal Dagger </p>  <p>Item - Equipment</p> <p>Equip to a friendly creature. It gains +1 / +0 and "can attack creatures with ethereal".</p> <p>+1 / +0</p>	<p>Haunted Wine Glass </p>  <p>Item - Permanent</p> <p>At the start of your turn you may destroy this to summon a  creature with cost 0 from your hand. Give it ready.</p>	<p>Locate Creature </p>  <p>Spell</p> <p>Search for a creature.</p>

<p>Mana Scavenger </p>  <p>Creature</p> <p>You can only play this card if you control a  permanent spell.</p> <p>2 / 2</p>	<p>Oil of Etherealness </p>  <p>Item - Equipment</p> <p>Equip to a friendly creature. It gains "ethereal".</p>	<p>Peek </p>  <p>Item</p> <p>Reveal the top card of your opponent's deck. If it's a spell, draw a card.</p>
<p>Seal World Line </p>  <p>Spell - Permanent</p> <p>Search for a card. Do not reveal it, and place it face-down under this card. When this is destroyed, add the saved card to your hand.</p>	<p>Spell Scroll </p>  <p>Item</p> <p>Search for a spell. Replace it with this card.</p>	<p>Will-o'-the-wisp </p>  <p>Creature</p> <p>When this is destroyed, search for a  item.</p> <p>1 / 1</p>
<p>Guardian Stone </p>  <p>Creature</p> <p> 2 / 2</p>	<p>Mind Snake </p>  <p>Creature Ethereal.</p> <p> 2 / 1</p>	<p>Bend Fate </p>  <p>Spell</p> <p>View the top 3 cards of your opponent's deck and put them back in any order. View the top 3 cards of your deck and put them back in any order.</p> <p> </p>

<p>Gate</p>  <p>Spell - Permanent</p> <p>You can pay the elemental mana costs of creatures with .</p> <p> </p>	<p>Mind Blank</p>  <p>Spell - Permanent</p> <p>Your opponent cannot view cards in your hand and deck by any means.</p> <p> </p>	<p>Mind Breaker</p>  <p>Creature</p> <p>Name a non-Hero card. Your opponent must discard a copy of that card if they're holding one.</p> <p>  1 / 2</p>
<p>Smudge Stick</p>  <p>Item</p> <p>Destroy all tokens.</p> <p> </p>	<p>Spirit Militia</p>  <p>Creature</p> <p>  2 / 3</p>	<p>Summoning Stone</p>  <p>Item - Permanent</p> <p>Whenever you cast a spell, search for a 0 cost creature. Summon it.</p> <p> </p>
<p>Manifest Dreams</p>  <p>Spell</p> <p>Privately view the top 3 cards of your deck. Summon them face down as 1 / 1  Dream creature tokens. When one is destroyed, add it to your hand.</p> <p>  </p>	<p>Resurrection</p>  <p>Spell</p> <p>Summon a creature from your mana pool or exile pile.</p> <p>  </p>	