










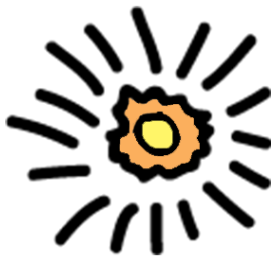






























<p><b>Lava Imp</b> </p>  <p><b>Creature</b> If you <b>burn</b> this card, summon it.</p> <p>1 / 1 </p>	<p><b>Ash Dancer</b> </p>  <p><b>Creature</b> <b>Ready.</b></p> <p>1 / 3 </p>	<p><b>Ashen Swordsman</b> </p>  <p><b>Creature</b> If you <b>burn</b> this card, summon it.</p> <p> 2 / 1</p>
<p><b>Night of the Soulless</b> </p>  <p><b>Spell - Field</b> Tokens have +1 / +0.</p> <p></p>	<p><b>Novice Firemage</b> </p>  <p><b>Creature</b> <b>Ranged.</b></p> <p> 2 / 1</p>	<p><b>Mageslayer</b> </p>  <p><b>Creature</b> Destroy a spell.</p> <p> 3 / 1</p>
<p><b>Translocate Cows</b> </p>  <p><b>Spell</b> Summon 2 1 / 1  Cow creature tokens.</p> <p></p>	<p><b>Staff of The Sage</b> </p>  <p><b>Item - Equipment</b> Equip to a friendly creature. It gains +2 / +1 and <b>ranged</b>.</p> <p> </p>	<p><b>Sanguine Rose</b> </p>  <p><b>Item - Permanent</b> Whenever you draw an  card, you may reveal it to <b>heal</b> 1.</p> <p>  </p>

<p><b>Electric Sprite</b> </p>  <p><b>Creature</b></p> <p>The next  spell you play this turn costs  less.</p> <p><b>1 / 1</b></p>	<p><b>Stormchaser</b> </p>  <p><b>Creature</b></p> <p>When this is destroyed, <b>search</b> for an  creature.</p> <p><b>1 / 2</b></p>	<p><b>Disenchant</b> </p>  <p><b>Spell</b></p> <p>Destroy an item to draw a card.</p> <p></p>
<p><b>Disorient</b> </p>  <p><b>Spell - Reaction</b></p> <p>Cast when your opponent plays a card. Cancel its effect and shuffle the card into your opponent's deck. They do not pay its mana cost.</p> <p></p>	<p><b>Enraged Sky Serpent</b> </p>  <p><b>Creature</b></p> <p><b>Ready.</b></p> <p> <b>3 / 1</b></p>	<p><b>Lightning Bolt</b> </p>  <p><b>Spell</b></p> <p>Deal 3 damage to an enemy.</p> <p></p>
<p><b>Petal Dancer</b> </p>  <p><b>Creature</b></p> <p>Return an  spell from your mana pool to your hand.</p> <p> <b>1 / 2</b></p>	<p><b>Seal Spells</b> </p>  <p><b>Spell - Permanent</b></p> <p>Both players set aside their hands. When this leaves the battlefield, they add the set aside cards back to their hands.</p> <p></p>	<p><b>Demonic Chain</b> </p>  <p><b>Item - Permanent</b></p> <p>At the end of your turn, summon a  creature from your mana pool</p> <p> </p>

<p><b>Aquamarine Tiara</b> ▼</p>  <p><b>Item - Equipment</b></p> <p>Equip to a friendly creature. It gains "ranged".</p> <p>1 / 1</p>	<p><b>Elemental Familiar</b> ▼</p>  <p><b>Creature</b></p> <p>When this is destroyed, <b>search</b> for a ▼ spell.</p> <p>1 / 1</p>	<p><b>Healing Touch</b> ▼</p>  <p><b>Spell - Reaction</b></p> <p>Restore a friendly creature to full health.</p>
<p><b>Horn of Reflection</b> ▼</p>  <p><b>Item</b></p> <p>Summon 2 0 / 1 ▼ Mirror Image creature tokens.</p>	<p><b>Sea Snake</b> ▼</p>  <p><b>Creature</b></p> <p>When this enters the battlefield, deal 1 damage to your opponent.</p> <p>0 / 1</p>	<p><b>Gifted Wanderer</b> ▼</p>  <p><b>Creature</b></p> <p>Destroy an enemy creature with 2 or less attack.</p> <p>1 / 1</p>
<p><b>Poisonous Bee</b> ▼</p>  <p><b>Creature</b></p> <p>When this is attacked and destroyed by an enemy creature, destroy that creature.</p> <p>▼</p> <p>1 / 1</p>	<p><b>Relic of the Deep</b> ▼</p>  <p><b>Item - Permanent</b></p> <p>At the end of your turn, you may pay ▼ to return an enemy creature to its owner's hand.</p> <p>▼</p>	<p><b>Bracelet of Deflection</b> ▼</p>  <p><b>Item - Permanent</b></p> <p>Once per turn, when an enemy creature declares an attack you may cancel the attack.</p> <p>▼▼</p>