
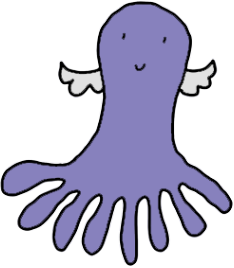

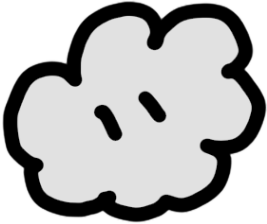



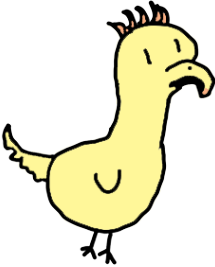


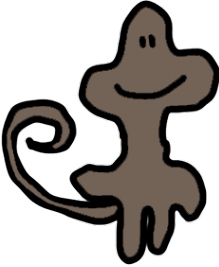





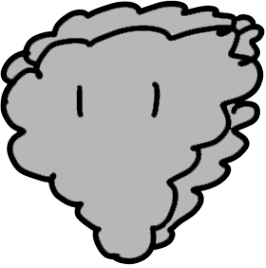









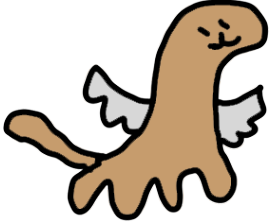


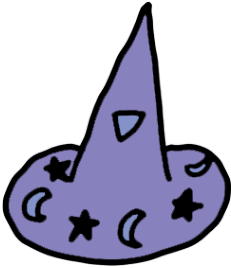
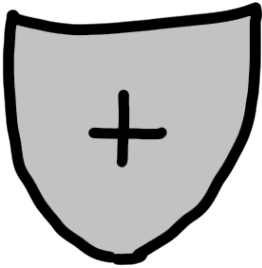
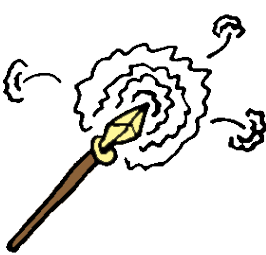
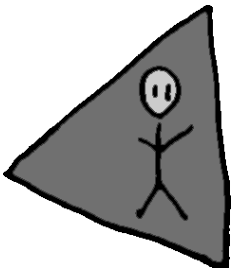
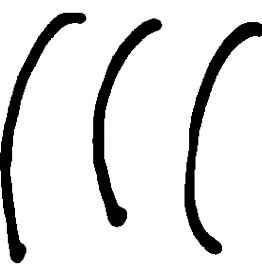



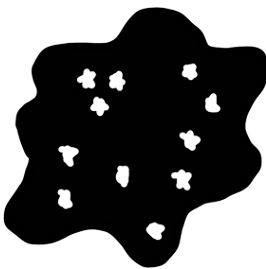


<p>Air Octopus </p>  <p>Creature</p> <p>1 / 2</p>	<p>Cloud Sprite </p>  <p>Creature</p> <p>When your opponent casts a spell with a target, you may summon this creature from your hand as the new target.</p> <p>1 / 1</p>	<p>Flying Snail </p>  <p>Creature</p> <p>Whenever this creature would take damage, it takes 1 less damage.</p> <p>0 / 2</p>
<p>Elemental Hawk </p>  <p>Creature</p> <p>This can attack twice each turn.</p> <p> 1 / 2</p>	<p>Mischievous Monkey </p>  <p>Creature</p> <p>Your opponent discards 1 card at random.</p> <p> 1 / 1</p>	<p>Winged Deer </p>  <p>Creature</p> <p> 2 / 2</p>
<p>Air Elemental </p>  <p>Creature</p> <p>If you've played an  spell this turn, this costs  less.</p> <p>  3 / 3</p>	<p>Arcane Elemental </p>  <p>Creature</p> <p>Cannot be targeted by spells.</p> <p>  3 / 3</p>	<p>Flying Cat </p>  <p>Creature</p> <p>  2 / 3</p>

<p>Storm Mage </p>  <p>Creature Your  spells cost  less.</p> <p> 2 / 3</p>	<p>Rain </p>  <p>Spell - Field  creatures deal 1 less damage to players.</p>	<p>Snowstorm </p>  <p>Spell - Field All creatures have -2 / -0. At the start of your turn destroy this, search for a  field spell, and put it into play.</p>
<p>Arcane Barrier </p>  <p>Spell - Permanent When you would take damage, destroy this to take 0 damage instead.</p> <p> +2 / +1</p>	<p>Enchanted Trident </p>  <p>Item - Equipment Equip to a friendly creature. It gains +2 / +1. When the creature is destroyed, return this to your hand.</p> <p> +2 / +1</p>	<p>Holy Water </p>  <p>Item Deal 2 damage to an enemy creature. Heal 2.</p> <p></p>
<p>Lesser Healing </p>  <p>Spell Heal 3.</p> <p></p>	<p>Liquefy </p>  <p>Spell Destroy a creature with 2 or less attack.</p> <p></p>	<p>Regenerative Shielding </p>  <p>Spell - Permanent Whenever you exile cards due to battle damage, add the first to your mana pool instead.</p> <p></p>

<p>Witch's Hat ▼</p>  <p>Item - Equipment</p> <p>Equip to a friendly creature. It gains "your spells cost ▼ less".</p> <p>⊕</p>	<p>Death Ward ▼</p>  <p>Spell - Permanent</p> <p>When you would die, destroy this to gain "you cannot die until the end of your next turn".</p> <p>▼▼</p>	<p>Greater Healing ▼</p>  <p>Spell</p> <p>Heal 5.</p> <p>▼▼</p>
<p>Imprison ▼</p>  <p>Spell</p> <p>Exile a creature.</p> <p>▼▼</p>	<p>Inflict Wounds ▼</p>  <p>Spell</p> <p>Deal 5 damage to a creature.</p> <p>⊕⊕</p>	<p>Lissa's Tear ▼</p>  <p>Item</p> <p>Summon a ▼ creature with cost ▼▼ or less from your exile pile. Search for "Lissa, Spirit of the Fountain".</p> <p>▼▼</p>
<p>Mage Armour ▼</p>  <p>Spell - Permanent</p> <p>Attacks that deal 2 or less damage to you deal 0 damage. When you take damage, destroy this.</p> <p>▼⊕</p>	<p>Ocean's Grasp ▼</p>  <p>Spell</p> <p>Destroy all creatures with 2 or less maximum health.</p> <p>▼⊕</p>	<p>Void ▼</p>  <p>Spell</p> <p>Exile all creatures.</p> <p>▼⊕⊕</p>