

Fire Elemental Type: Unit Cost: 3 Power: 3 Toughness: 2 When Fire Elemental enters, deal 1 damage to target opponent.	Fire Elemental Type: Unit Cost: 3 Power: 3 Toughness: 2 When Fire Elemental enters, deal 1 damage to target opponent.	Healing Potion Type: Spell Cost: 1 Power: 0 Toughness: 0 Target player gains 3 life.
x2	x2	x3
Healing Potion Type: Spell Cost: 1 Power: 0 Toughness: 0 Target player gains 3 life.	Healing Potion Type: Spell Cost: 1 Power: 0 Toughness: 0 Target player gains 3 life.	Sword Master Type: Unit Cost: 4 Power: 4 Toughness: 3 First Strike: This unit deals damage before combat.
x3	x3	x1
Mystic Shield Type: Spell Cost: 2 Power: 0 Toughness: 0 Target unit gains +0/+2 until end of turn.	Mystic Shield Type: Spell Cost: 2 Power: 0 Toughness: 0 Target unit gains +0/+2 until end of turn.	Mystic Shield Type: Spell Cost: 2 Power: 0 Toughness: 0 Target unit gains +0/+2 until end of turn.
x4	x4	x4

Mystic Shield Type: Spell Cost: 2 Power: 0 Toughness: 0 Target unit gains +0/+2 until end of turn.	Dark Summoning Type: Spell Cost: 5 Power: 0 Toughness: 0 Search your deck for a unit and put it into play.	Dark Summoning Type: Spell Cost: 5 Power: 0 Toughness: 0 Search your deck for a unit and put it into play.
x4	x2	x2