

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

Mystic Shield

Type: Spell
Cost: 2 | Power: 0 | Toughness: 0
Target unit gains +0/+2 until end of turn.

x4

Dark Summoning

Type: Spell
Cost: 5 | Power: 0 | Toughness: 0
Search your deck for a unit and put it into play.

x2

Dark Summoning

Type: Spell
Cost: 5 | Power: 0 | Toughness: 0
Search your deck for a unit and put it into play.

x2