

**Plains**



**Basic Land - Plains**



**Plains**



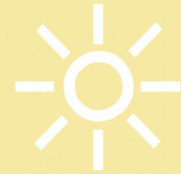
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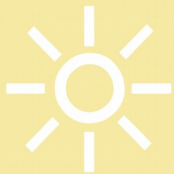
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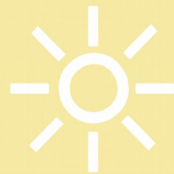
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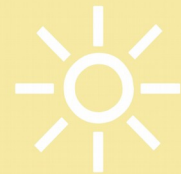
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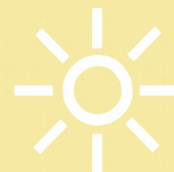
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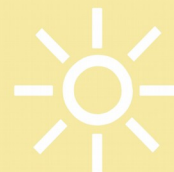
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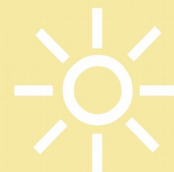
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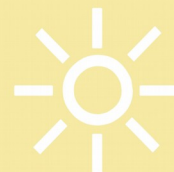
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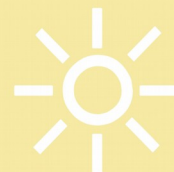
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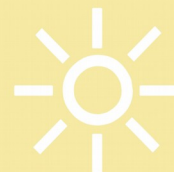
**Basic Land - Plains**



**Plains**



**Basic Land - Plains**





Angel's Mercy

2



Instant

Gain 7 life

Angel's Mercy

2



Instant

Gain 7 life

Angel's Mercy

2



Instant

Gain 7 life

Angel's Mercy

2



Instant

Gain 7 life

Attacking Angel

3



Creature - Angel

Flying, vigilance

4/4

Attacking Angel

3



Creature - Angel

Flying, vigilance

4/4

Attacking Angel 3



Creature - Angel

Flying, vigilance

4/4

Attacking Angel 3



Creature - Angel

Flying, vigilance

4/4

Blinding Mage 1



Creature - Human Wizard

, : Tap target creature

1/2

Blinding Mage 1



Creature - Human Wizard

, : Tap target creature

1/2

Blinding Mage 1



Creature - Human Wizard

, : Tap target creature

1/2

Blinding Mage 1



Creature - Human Wizard

, : Tap target creature

1/2

**Chastise**

3



**Instant**

Destroy target attacking creature  
and gain life equal to its power

**Chastise**

3



**Instant**

Destroy target attacking creature  
and gain life equal to its power

**Chastise**

3



**Instant**

Destroy target attacking creature  
and gain life equal to its power

**Chastise**

3



**Instant**

Destroy target attacking creature  
and gain life equal to its power

**Disenchant**

1



**Instant**

Destroy target artifact or  
enchantment

**Disenchant**

1



**Instant**

Destroy target artifact or  
enchantment



## Disenchant

1



### Instant

Destroy target artifact or  
enchantment

## Disenchant

1



### Instant

Destroy target artifact or  
enchantment

## Empyrial Armor

1



### Enchantment - Aura

Enchant a creature, enchanted  
creature gets +1/+1 for each card  
in your hand

## Empyrial Armor

1



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### Enchantment - Aura

Enchant a creature, enchanted  
creature gets +1/+1 for each card  
in your hand

### Enlightened Tutor



#### Instant

Search your library for an artifact or enchantment, reveal it, shuffle, and place it on top of your deck

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Search your library for an artifact or enchantment, reveal it, shuffle, and place it on top of your deck

### Exalted Angel



#### Creature - Angel

Flying, whenever Exalted Angel deals damage you gain an equal amount of life.

Morph 2 : (may be played face down as a 2/2 creature for 3 then turned face up for its morph cost)

4/5

### Exalted Angel



#### Creature - Angel

Flying, whenever Exalted Angel deals damage you gain an equal amount of life.

Morph 2 : (may be played face down as a 2/2 creature for 3 then turned face up for its morph cost)

4/5

### Exalted Angel

4



#### Creature - Angel

Flying, whenever Exalted Angel deals damage you gain an equal amount of life.

Morph 2 : (may be played face down as a 2/2 creature for 3 then turned face up for its morph cost)

4/5

### Exalted Angel

4



#### Creature - Angel

Flying, whenever Exalted Angel deals damage you gain an equal amount of life.

Morph 2 : (may be played face down as a 2/2 creature for 3 then turned face up for its morph cost)

4/5

### Fencing Ace

1



#### Creature - Human Soldier

Double strike

1/1

### Fencing Ace

1



#### Creature - Human Soldier

Double strike

1/1

### Fencing Ace

1



#### Creature - Human Soldier

Double strike

1/1

### Fencing Ace

1



#### Creature - Human Soldier

Double strike

1/1

### Hail of Arrows

X



#### Instant

Deal X damage among attacking creatures

### Hail of Arrows

X



#### Instant

Deal X damage among attacking creatures

### Hail of Arrows

X



#### Instant

Deal X damage among attacking creatures

### Hail of Arrows

X



#### Instant

Deal X damage among attacking creatures

### Moat

2



#### Enchantment - Aura

You can only be attacked by creatures with flying

### Moat

2



#### Enchantment - Aura

You can only be attacked by creatures with flying



### Moat

2  



#### Enchantment - Aura

You can only be attacked by creatures with flying

### Moat

2  



#### Enchantment - Aura


You can only be attacked by creatures with flying

### Mother of Runes





#### Creature - Human Cleric

 : Target creature you control gains protection from a color of your choice until the end of turn


1/1

### Mother of Runes





#### Creature - Human Cleric

 : Target creature you control gains protection from a color of your choice until the end of turn


1/1

### Mother of Runes





#### Creature - Human Cleric

 : Target creature you control gains protection from a color of your choice until the end of turn


1/1

### Mother of Runes





#### Creature - Human Cleric

 : Target creature you control gains protection from a color of your choice until the end of turn

1/1

**Pacifism**

1 



**Enchantment - Aura**

Enchant a creature, the enchanted creature can't attack or block

**Pacifism**

1 



**Enchantment - Aura**

Enchant a creature, the enchanted creature can't attack or block

**Pacifism**

1 



**Enchantment - Aura**

Enchant a creature, the enchanted creature can't attack or block

**Pacifism**

1 



**Enchantment - Aura**

Enchant a creature, the enchanted creature can't attack or block

**Savannah Lions**





**Creature - Cat**

2/1

**Savannah Lions**





**Creature - Cat**

2/1

### Savannah Lions



Creature - Cat

2/1

### Savannah Lions



Creature - Cat

2/1

### Sword to Plowshares



Instant

Exile target creature, its controller gains life equal to its power

### Sword to Plowshares



Instant

Exile target creature, its controller gains life equal to its power

### Sword to Plowshares



Instant

Exile target creature, its controller gains life equal to its power

### Sword to Plowshares



Instant

Exile target creature, its controller gains life equal to its power

### White Knight



#### Creature - Human Knight

First strike, protection from black

2/2

### White Knight



#### Creature - Human Knight

First strike, protection from black

2/2

### White Knight



#### Creature - Human Knight

First strike, protection from black

2/2

### White Knight



#### Creature - Human Knight

First strike, protection from black

2/2

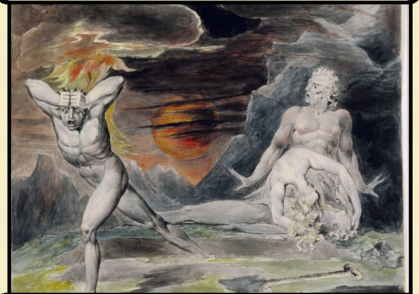
### Wrath of God



#### Sorcery

Destroy all creatures, they can't be regenerated

### Wrath of God



#### Sorcery

Destroy all creatures, they can't be regenerated



## Wrath of God

2



### Sorcery

Destroy all creatures, they can't be regenerated

## Wrath of God

2



### Sorcery


Destroy all creatures, they can't be regenerated

## Icy Manipulator

4



### Artifact


**1** ,  : tap target artifact, creature, or land

## Icy Manipulator

4



### Artifact


**1** ,  : tap target artifact, creature, or land

## Icy Manipulator

4



### Artifact


**1** ,  : tap target artifact, creature, or land

## Icy Manipulator

4



### Artifact

**1** ,  : tap target artifact, creature, or land

### Black Vise

1



#### Artifact

When Black Vise enters the battle field choose a player. That player takes (the # of cards in their hand - 4) damage at the beginning of their upkeep every turn

### Black Vise

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When Black Vise enters the battle field choose a player. That player takes (the # of cards in their hand - 4) damage at the beginning of their upkeep every turn

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When Black Vise enters the battle field choose a player. That player takes (the # of cards in their hand - 4) damage at the beginning of their upkeep every turn

### Winter Orb

2



#### Artifact

While Winter Orb is untapped all players may only untap one land during their untap step

### Winter Orb

2



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