

Plains



Basic Land - Plains



Plains



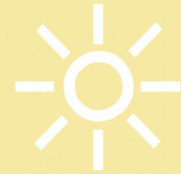
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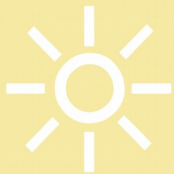
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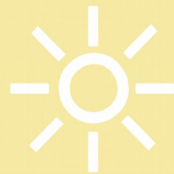
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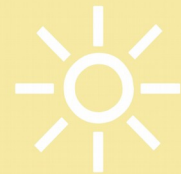
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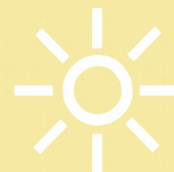
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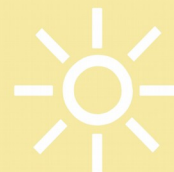
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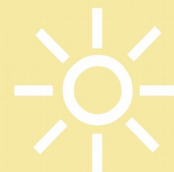
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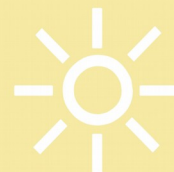
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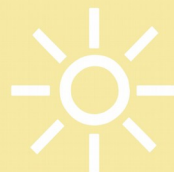
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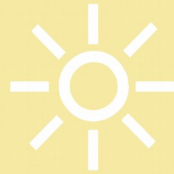
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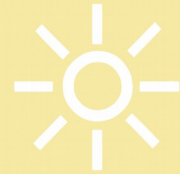
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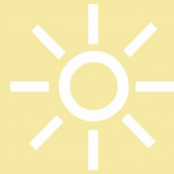
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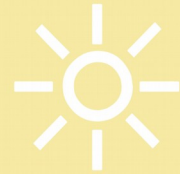
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Angel's Mercy

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



Enchantment - Aura

Enchant a creature, enchanted
creature gets +1/+1 for each card
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Enchantment - Aura

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creature gets +1/+1 for each card
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Enlightened Tutor



Instant

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

Enlightened Tutor



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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

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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

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



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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





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1/1

Mother of Runes





Creature - Human Cleric

 : Target creature you control
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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

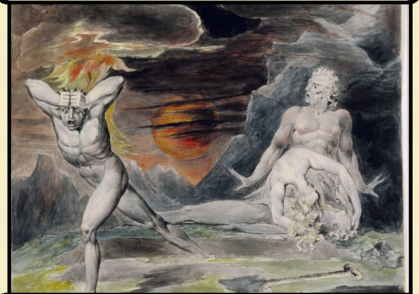
Wrath of God



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

1



Artifact

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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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Winter Orb

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Artifact

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

Ghostly Prison

2



Enchantment

Creatures may only attack you if their owner pays 2 for each creature they are attacking you with

Ghostly Prison

2



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Ghostly Prison

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Ghostly Prison

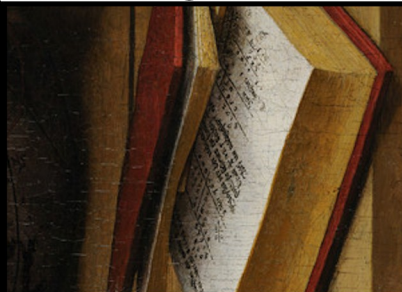
2



Enchantment

Creatures may only attack you if their owner pays 2 for each creature they are attacking you with

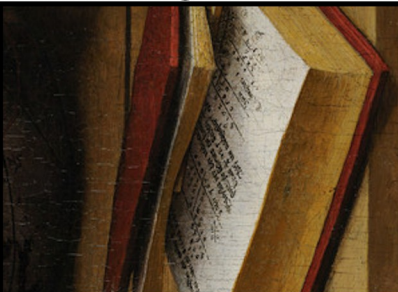
Daedalus' Journal 5



Artifact

At the beginning of your upkeep
gain 1 life for each card in your
hand. You have no maximum hand
size

Daedalus' Journal 5



Artifact

At the beginning of your upkeep
gain 1 life for each card in your
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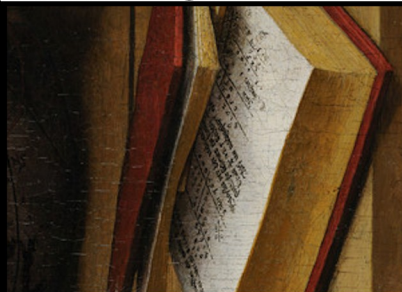
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