

ARCANE TEACHINGS **I**



SPELL

Draw 2 cards, then put one card from your hand onto your DP.
DPT: Draw 1 card.

ARCANE TEACHINGS **I**



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DPT: Draw 1 card.

ARCANE TEACHINGS **I**



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Draw 2 cards, then put one card from your hand onto your DP.
DPT: Draw 1 card.

ELECTROSTATIC FIELD **II**



P - SPELL

Deal 1 damage to each Creature at the Beginning of your Standby-Phase.
Destroy Electrostatic Field:
 Deal 1 damage to a Creature of your choice.

ELECTROSTATIC FIELD **II**



P - SPELL

Deal 1 damage to each Creature at the Beginning of your Standby-Phase.
Destroy Electrostatic Field:
 Deal 1 damage to a Creature of your choice.

ELECTROSTATIC FIELD **II**



P - SPELL

Deal 1 damage to each Creature at the Beginning of your Standby-Phase.
Destroy Electrostatic Field:
 Deal 1 damage to a Creature of your choice.

TIME LEAP **III**



SPELL

Put the top 5 cards from your SB onto your DP.
 You gain an additional turn after this one.

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TIME LEAP **III**



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 You gain an additional turn after this one.