Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350

Renewed Faith 2



Instant

You gain 6 life.
Cycling 1 (1, *Discard this card from your hand: Draw a card.*)
When you cycle Renewed Faith, you may gain 2 life.

Illus. Daye Dorman
™ & © 1993–2002 Wizards of the Coast, Inc. 50/350