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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB

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.

Dave Dorman
™ & © 1993–2003 Wizards of the Coast, Inc. 50/350
SB