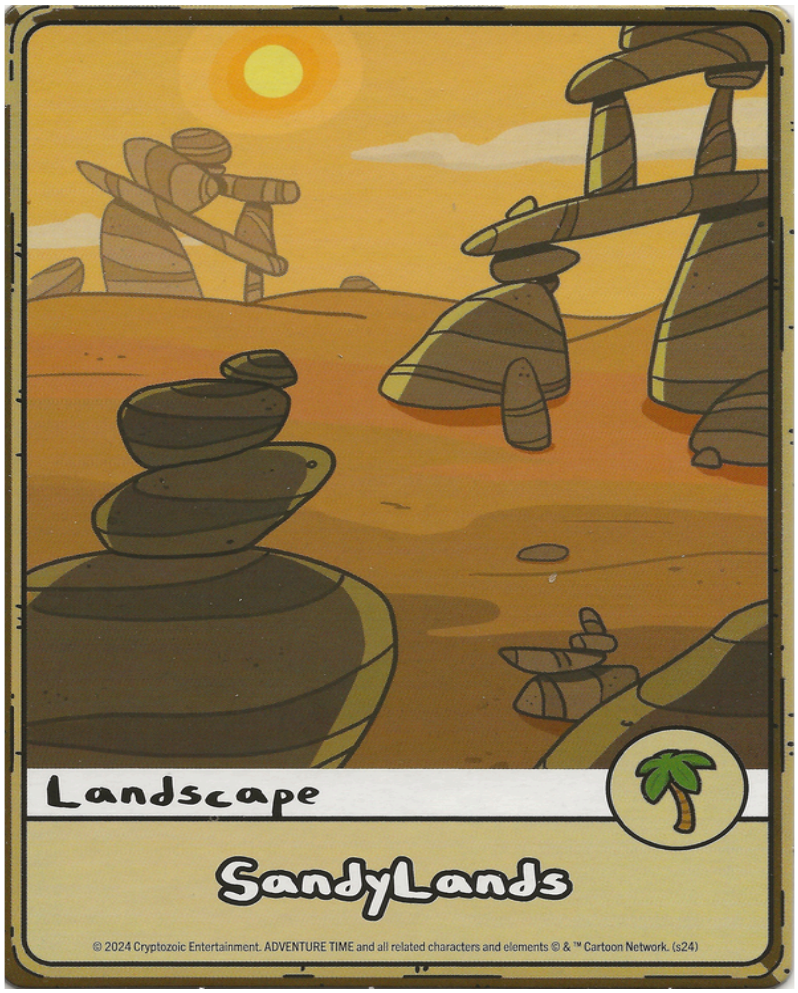
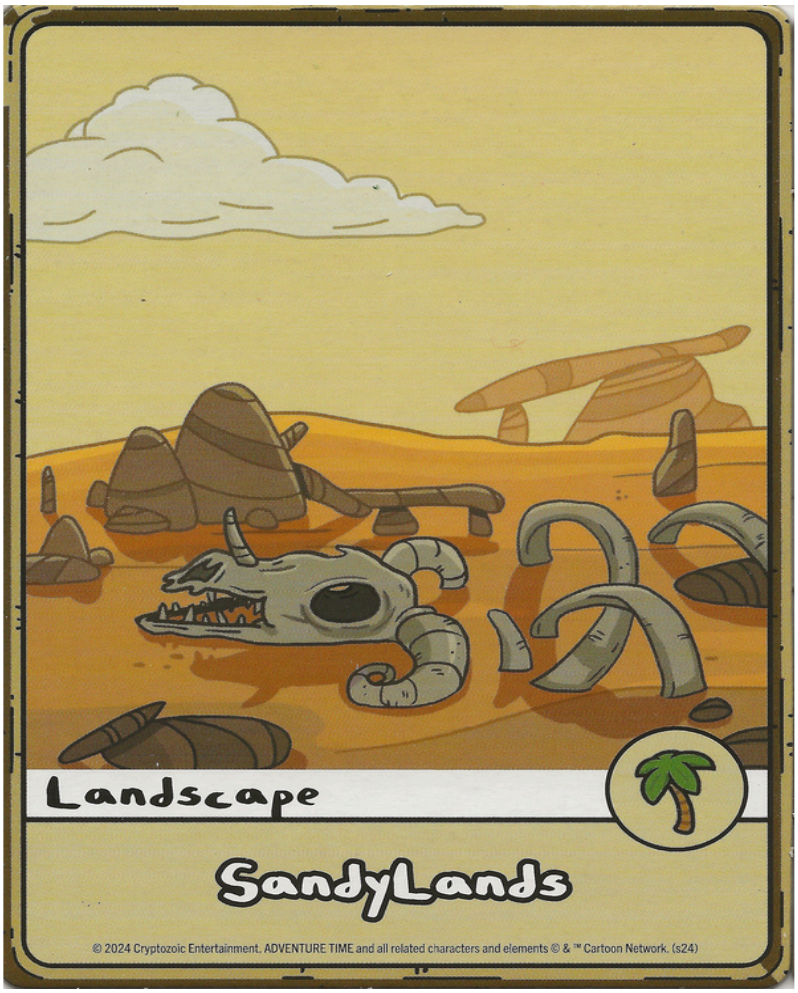
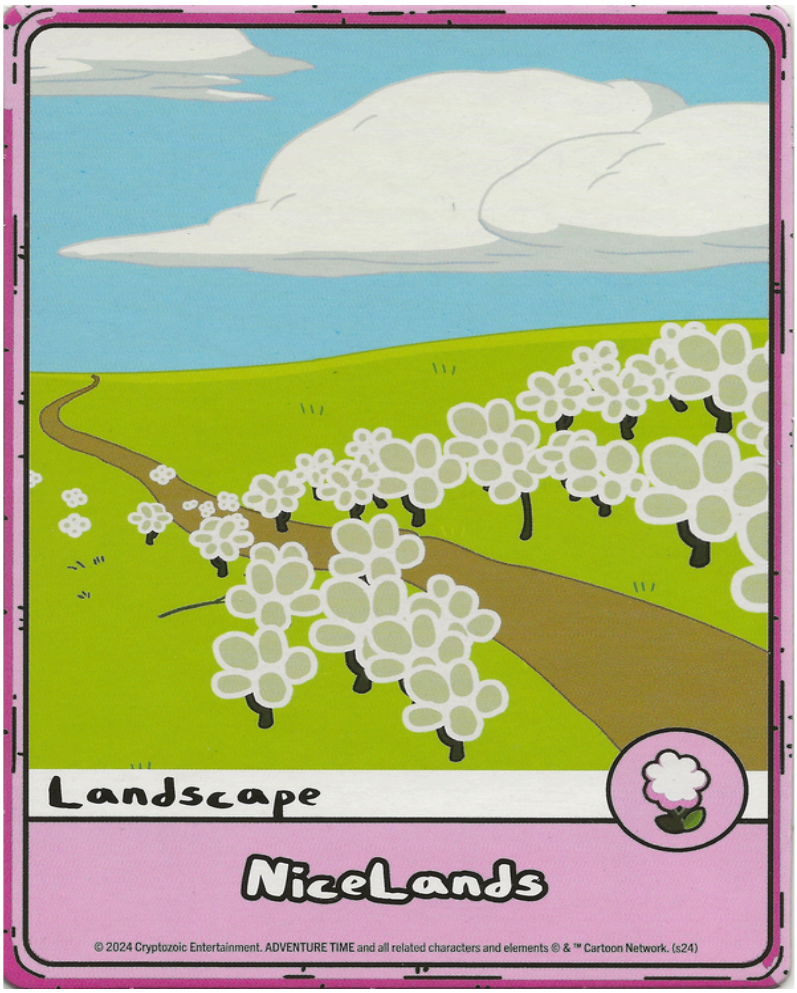
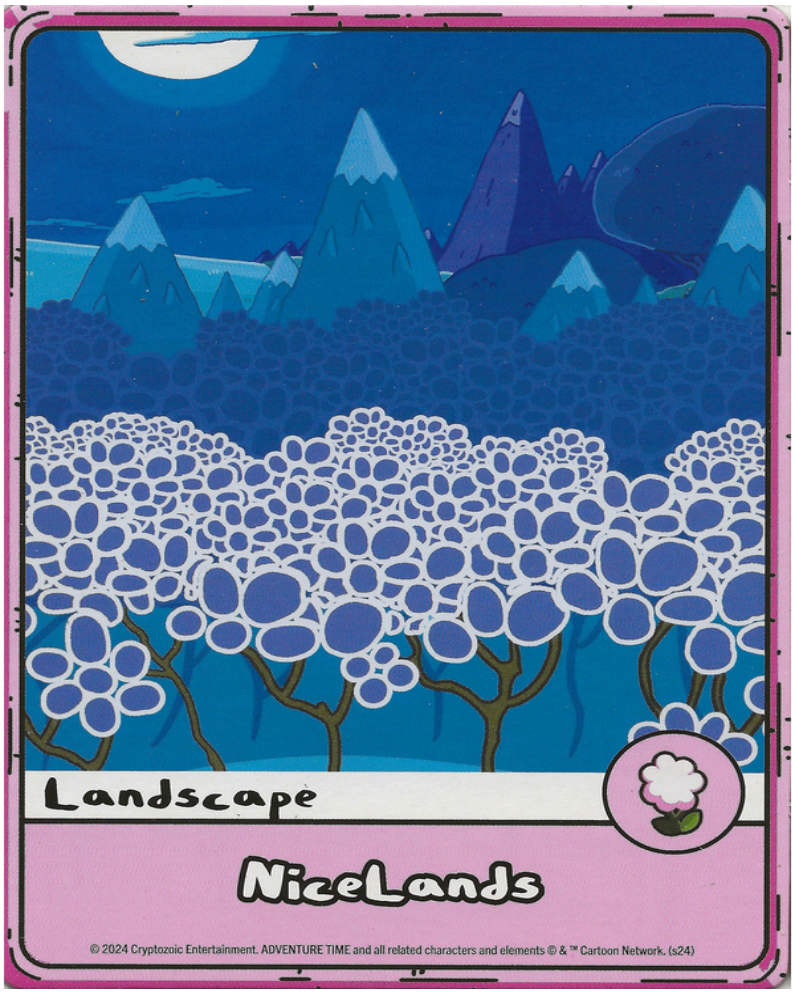

Landscape
SandyLands
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Landscape
SandyLands
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Landscape
NiceLands
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Landscape
NiceLands
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Magic Man
Discard a Spell >>> Draw a card.
(Limit: Once per turn.)
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1 Bladespire Maelstrom



Rainbow Spell

Remove all non-damage tokens from Creatures, Landscapes, and players. Then deal 2 damage to target Creature for each token removed.

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2 Bottlebeard, the Cool



SandyLands Creature

When Bottlebeard enters play, you may put up to 2 cards with "Potion" in their name into your hand from your discard pile.

3 7

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2 Bottlebeard, the Cool



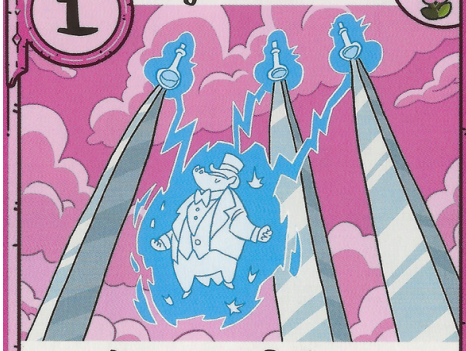
SandyLands Creature

When Bottlebeard enters play, you may put up to 2 cards with "Potion" in their name into your hand from your discard pile.

3 7

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1 Brightheart Nexus

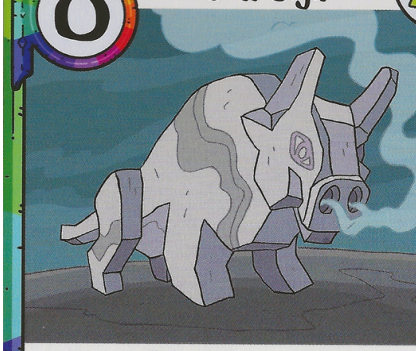


NiceLands Building

When you play a Spell, heal 1 damage from friendly Creatures in this Lane. If you have no Creatures in this Lane, target player gains 1 HP instead.

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0 Bull Sigil

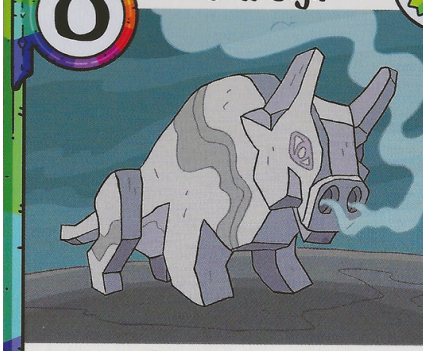


Rainbow Spell

Put an (1) on target Creature. If the Creature has 2 or more (1) on it, you may draw a card.

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0 Bull Sigil



Rainbow Spell

Put an (1) on target Creature. If the Creature has 2 or more (1) on it, you may draw a card.

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2 Chalice, the Cruel



SandyLands Creature

After you play a Spell, deal 2 damage to an opposing Creature.

3 11

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2 Chalice, the Cruel



SandyLands Creature

After you play a Spell, deal 2 damage to an opposing Creature.

3 11

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1 Cheat Sheet

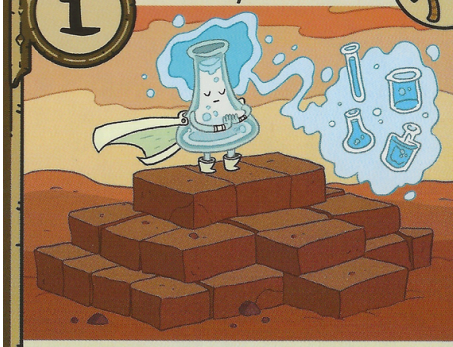


Rainbow Spell

Draw a card.
The next 2 cards you play with "Potion" in their name cost 1 less this turn.

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1 Erlenmeyer, the Calm



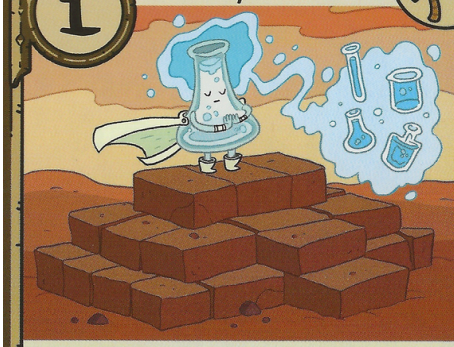
SandyLands Creature

The second Spell you play each turn costs 1 less.

2 5

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1 Erlenmeyer, the Calm



SandyLands Creature

The second Spell you play each turn costs 1 less.

2 5

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1 Infernal Spade



SandyLands Spell

Deal 1 damage to target Creature for each Spell in your discard pile.

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1 Infernal Spade



SandyLands Spell

Deal 1 damage to target Creature for each Spell in your discard pile.

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1 Math Potion

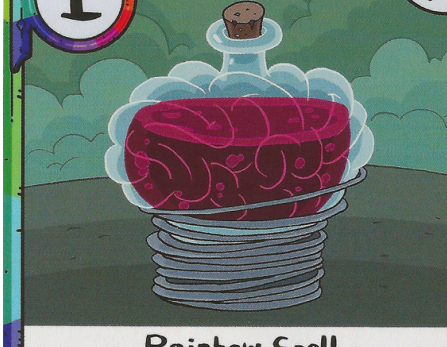


Rainbow Spell

Draw 3 cards, then put 1 card from your hand on top of your deck.

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1 Math Potion

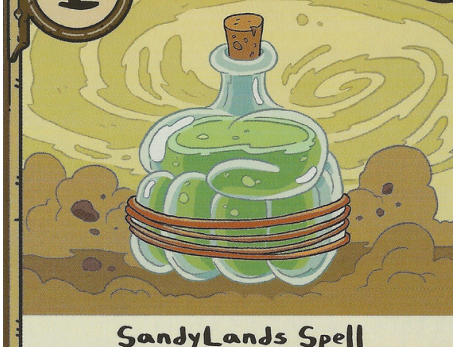


Rainbow Spell

Draw 3 cards, then put 1 card from your hand on top of your deck.

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1 Punch Potion



SandyLands Spell

Deal 3 damage to target Creature or player.

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1 Punch Potion



SandyLands Spell

Deal 3 damage to target Creature or player.

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2 Quaffius, the Chemist



SandyLands Creature

When you play your first Spell each turn, you may resolve its effects a second time.
(You may choose different targets.)

1 8

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1

Yolked Potion



NiceLands Spell

Heal 2 damage from target Creature and put 2 on it. Then, if that Creature has at least 5 ATK, draw a card.

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1

Yolked Potion



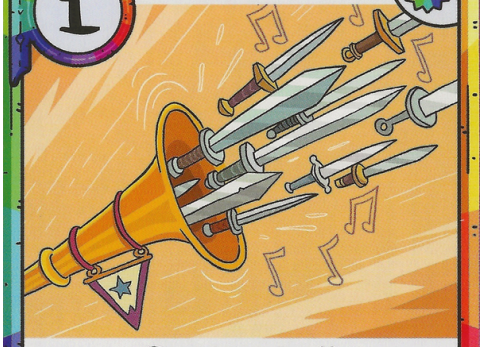
NiceLands Spell

Heal 2 damage from target Creature and put 2 on it. Then, if that Creature has at least 5 ATK, draw a card.

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1

Sword Horn



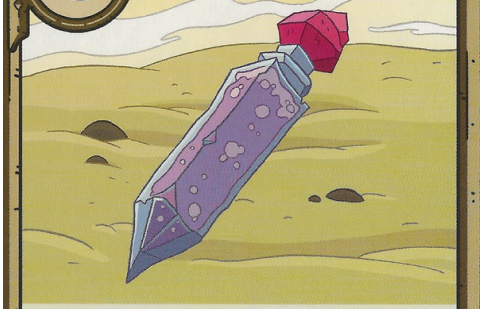
Rainbow Spell

Put an on target Creature. Do this again for every 2 Spells in your discard pile.

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1

Vial of Vengeance



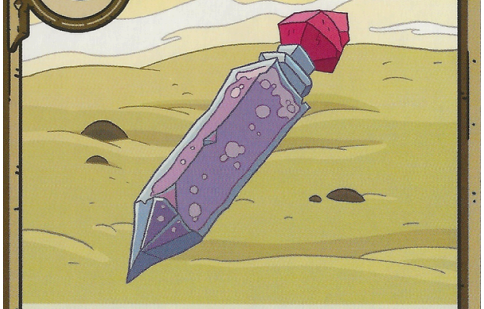
SandyLands Spell

Move all damage from one of your Creatures onto target opposing Creature. Then return your Creature to your hand.

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1

Vial of Vengeance



SandyLands Spell

Move all damage from one of your Creatures onto target opposing Creature. Then return your Creature to your hand.

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1

Phialis, the Caretaker



NiceLands Creature

When Phialis enters play, you may reveal any Spells from your hand. Target player heals 2 HP for each Spell revealed in this way.

2 7

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1

Phialis, the Caretaker



NiceLands Creature

When Phialis enters play, you may reveal any Spells from your hand. Target player heals 2 HP for each Spell revealed in this way.

2 7

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1

Canopic, the Ceremonial



NiceLands Creature

When Canopic enters play, put a Spell from your discard pile on top of your deck.

3 4

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1

Canopic, the Ceremonial



NiceLands Creature

When Canopic enters play, put a Spell from your discard pile on top of your deck.

3 4

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1

Axolotl



Rainbow Creature

FLOOP >>> Target player heals 3 HP.

1 | 5

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1

Eye Viner



NiceLands Creature

When Eye Viner enters play, if you have 3 or more Spells in your discard pile, put 3 on Eye Viner.

1 | 6

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1

Eye Viner



NiceLands Creature

When Eye Viner enters play, if you have 3 or more Spells in your discard pile, put 3 on Eye Viner.

1 | 6

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1

Heart Potion



NiceLands Spell

Heal 5 damage from target Creature or have target player heal 5 HP. Then, if that Creature has no damage or that player is at max HP, draw a card.

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1

Heart Potion



NiceLands Spell

Heal 5 damage from target Creature or have target player heal 5 HP. Then, if that Creature has no damage or that player is at max HP, draw a card.

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0

Crystal Ball



Rainbow Spell

Name a card and reveal the top card of your deck. If it is the named card, play it for free.

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0

Crystal Ball



Rainbow Spell

Name a card and reveal the top card of your deck. If it is the named card, play it for free.

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0

Phoenix Talisman



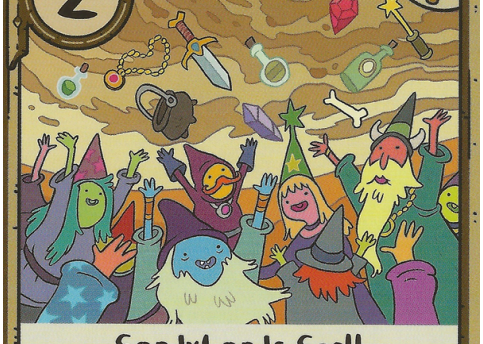
NiceLands Spell

When a friendly Creature is destroyed this turn, return it to its owner's hand.

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2

Spellstorm



SandyLands Spell

Deal 2 damage to each opposing Creature.
Discard the top 3 cards of your deck and gain 1 action for each Spell discarded.

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2

Spellstorm



SandyLands Spell

Deal 2 damage to each opposing Creature.
Discard the top 3 cards of your deck and gain 1 action for each Spell discarded.

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1

Spellfire Conduit



SandyLands Building

When you play a Spell, deal 1 damage to each opposing Creature in this Lane. If there are no opposing Creatures in this Lane, deal 1 damage to target player instead.

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1

Spillith, the Crippler



SandyLands Creature

When Spillith enters play, discard the top 3 cards of your deck. For each discarded Spell, deal 2 damage to target Creature.

3 5

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1

Spillith, the Crippler



SandyLands Creature

When Spillith enters play, discard the top 3 cards of your deck. For each discarded Spell, deal 2 damage to target Creature.

3 5

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