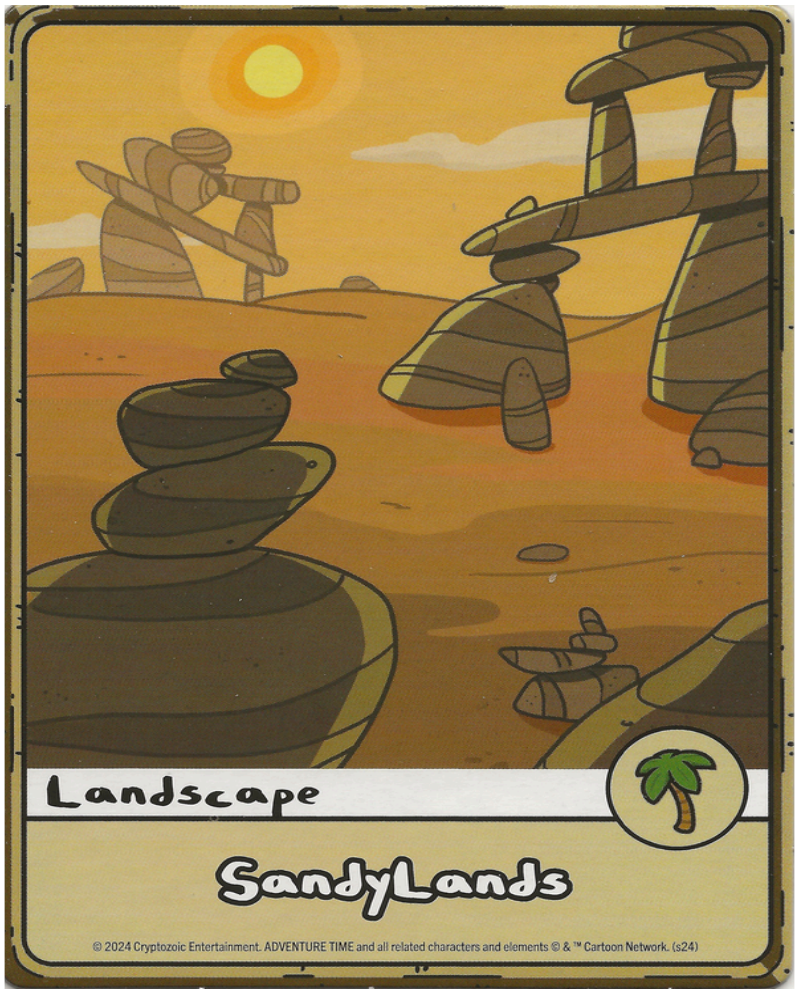
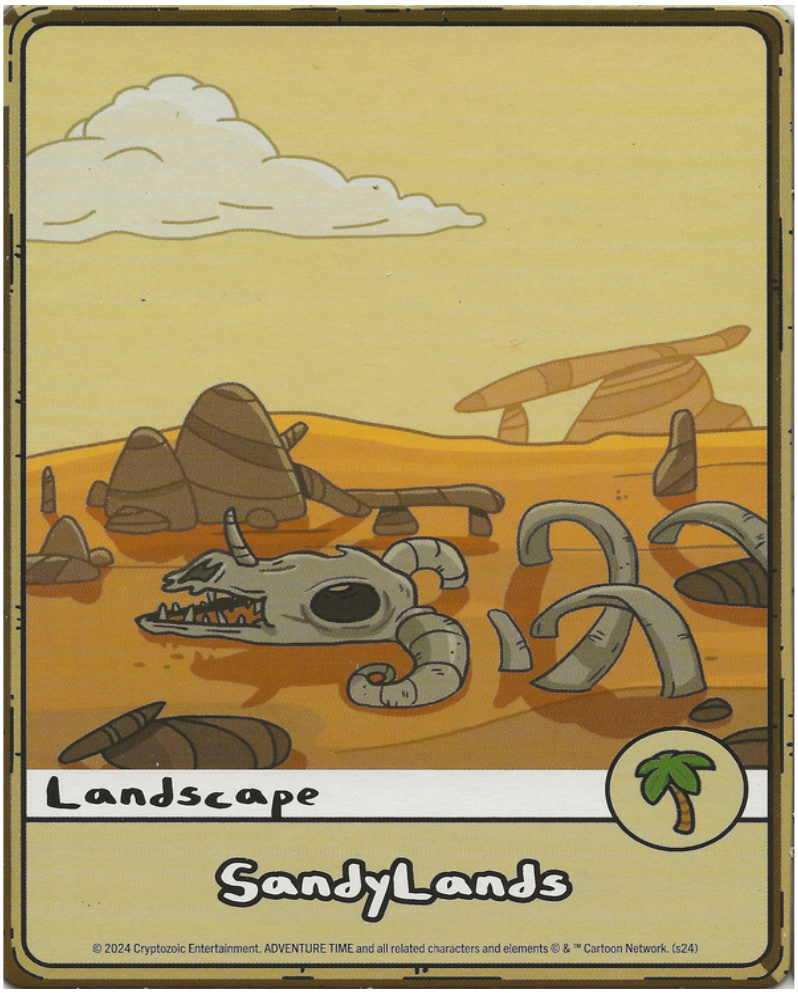

Landscape
SandyLands
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Landscape
SandyLands
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Landscape
NiceLands
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Landscape
NiceLands
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Betty
Your minimum deck size is +5. Begin the game with 5 different 1-cost Spells removed from your deck. Set them aside. These are your Research Notes. Pay 1 action >>> Reveal a random card from your Research Notes and play it for free. (Limit: Once per turn.)
KICKSTARTER
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1 Fummy



SandyLands Creature

FLOOP >>> Gain 1 action this turn.

2 7

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1 Fummy

SandyLands Creature

FLOOP >>> Gain 1 action this turn.

2 7

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SandyLands Creature

FLOOP >>> Gain 1 action this turn.

2 7

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1 Tome of Ankhs



SandyLands Spell

Draw a card for each of your empty Lanes.

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1 Tome of Ankhs

SandyLands Spell

Draw a card for each of your empty Lanes.

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1 Tome of Ankhs

SandyLands Spell

Draw a card for each of your empty Lanes.

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1 Brilliant Discovery



Rainbow Spell

Draw 2 cards.
You may shuffle up to 2 Spells from your discard pile into your Research Notes.

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KICKSTARTER

1 Brilliant Discovery

Rainbow Spell

Draw 2 cards.
You may shuffle up to 2 Spells from your discard pile into your Research Notes.

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KICKSTARTER

1 Brilliant Discovery

Rainbow Spell

Draw 2 cards.
You may shuffle up to 2 Spells from your discard pile into your Research Notes.

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KICKSTARTER

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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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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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 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 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

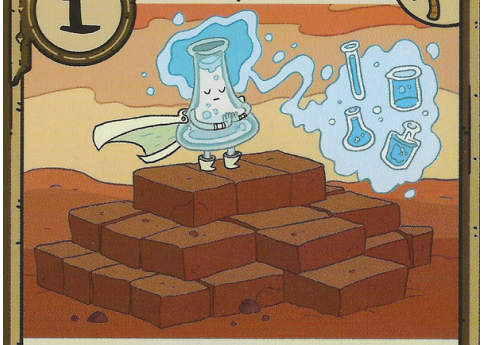
The second Spell you play each turn costs 1 less.

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



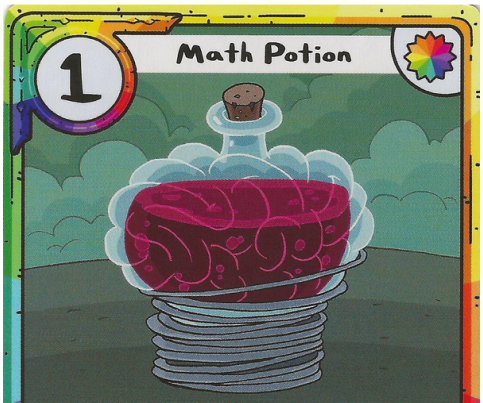
SandyLands Spell

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

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1

Math Potion



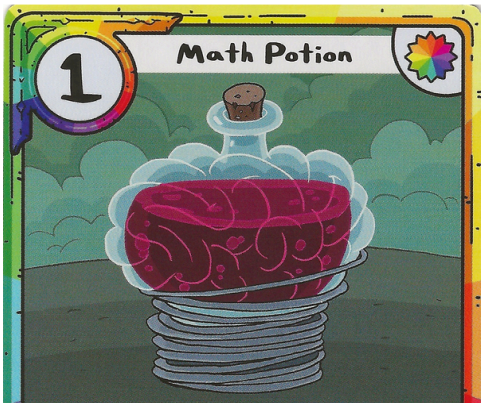
Rainbow Spell

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

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1

Math Potion



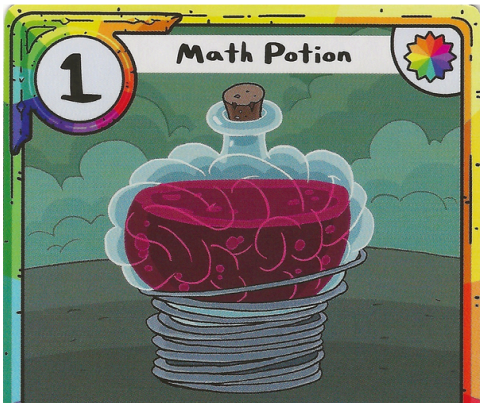
Rainbow Spell

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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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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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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

2

Quaffius, the Chemist

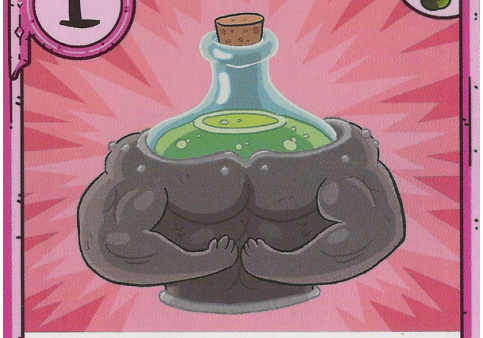
SandyLands Creature

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

1 | 8

1

Yolked Potion



NiceLands Spell

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

1

Yolked Potion

NiceLands Spell

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

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

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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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 Phoenix Talisman



NiceLands Spell

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

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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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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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2 Dr. Pieclops



NiceLands Creature

Each time you play a Spell, gain 2 HP. If you are already at maximum HP, deal 2 damage to target opponent.

4 COMMON 8

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2 Dr. Pieclops



NiceLands Creature

Each time you play a Spell, gain 2 HP. If you are already at maximum HP, deal 2 damage to target opponent.

4 COMMON 8

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