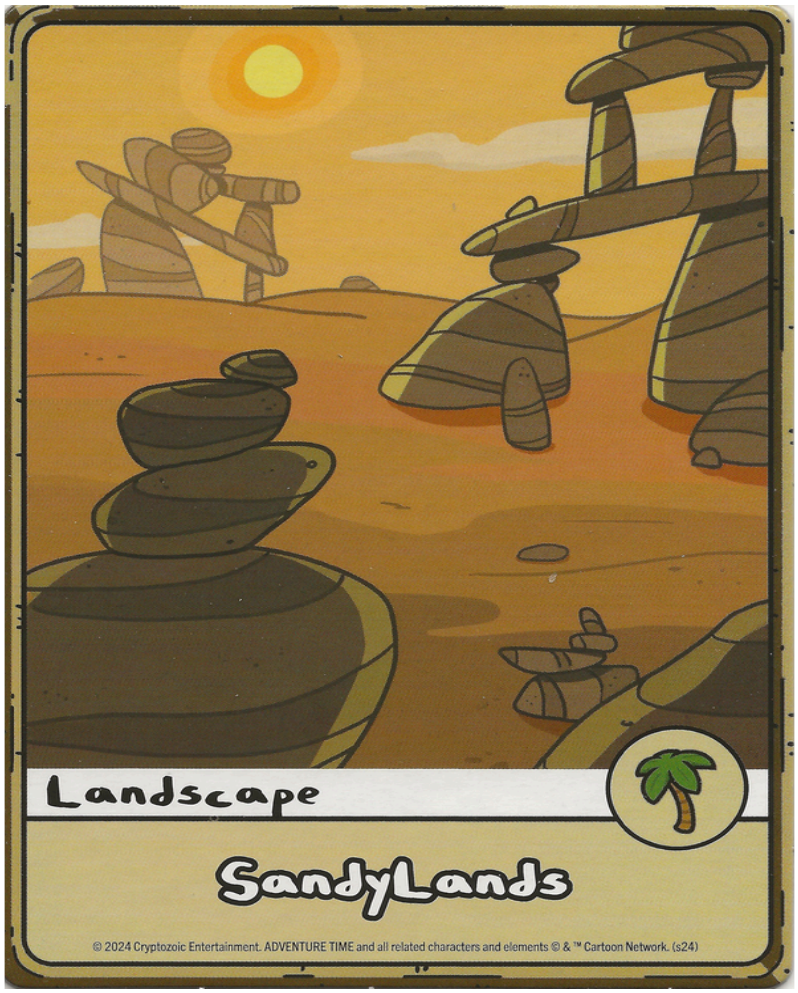
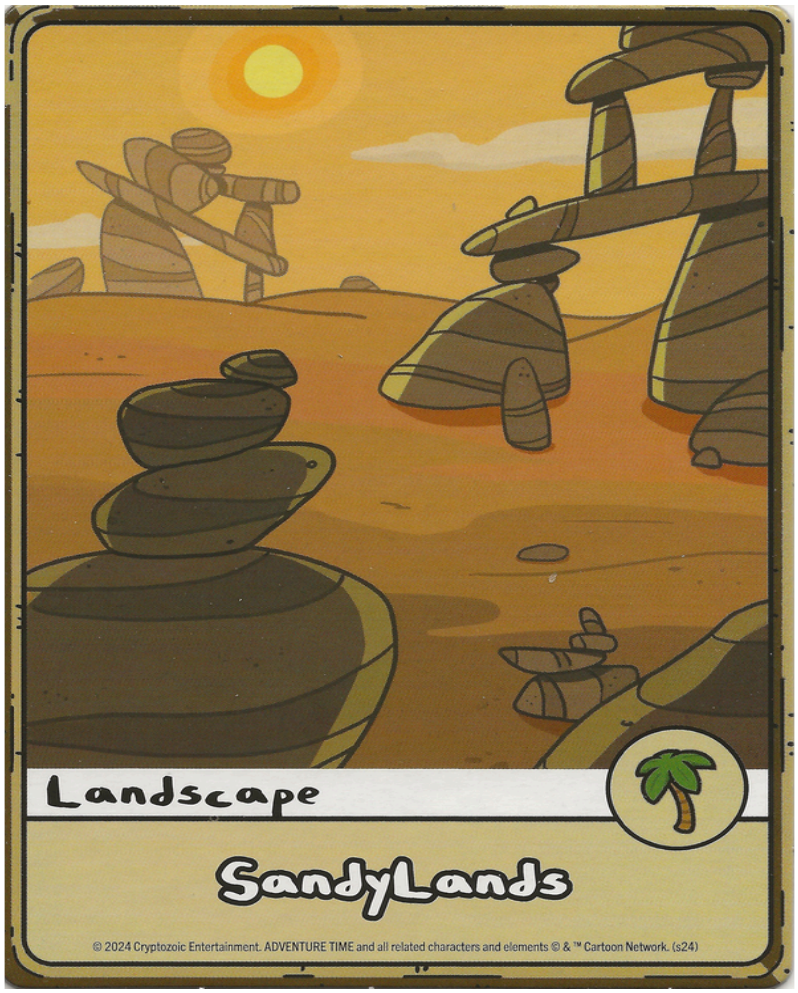

Landscape
Cornfield
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Landscape
Cornfield
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Landscape
SandyLands
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Landscape
SandyLands
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Lemongrab
At the start of your Fight Phase, gain 1 HP if you have 1 or more empty Landscapes. (Can't go over 25.)
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2

Archer Dan



Cornfield Creature

FLOOP >>> Destroy target Building in Archer Dan's Lane.

2 | 6

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1

Tome of Ankhs



SandyLands Spell

Draw a card for each of your empty Lanes.

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2

Sandasaurus Rex



SandyLands Creature

+2 ATK for each of your empty Landscapes.

0 | 9

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2

Sandasaurus Rex



SandyLands Creature

+2 ATK for each of your empty Landscapes.

0 | 9

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2

Sandasaurus Rex



SandyLands Creature

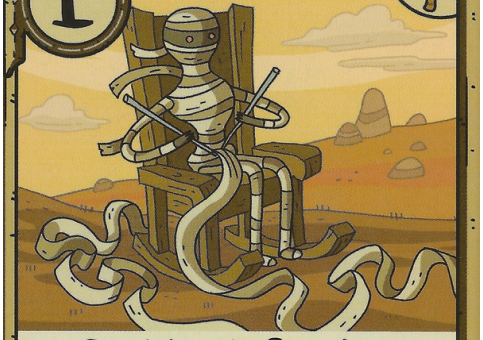
+2 ATK for each of your empty Landscapes.

0 | 9

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1

Grand Mummy



SandyLands Creature

At the start of your turn, you may return Grand Mummy to its owner's hand. If you do, draw 2 cards.

3 | 3

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0

Static Parrotrooper



Rainbow Creature

When Static Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, lose 1 hit point.

0 | 6

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0

Static Parrotrooper



Rainbow Creature

When Static Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, lose 1 hit point.

0 | 6

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1

Jinxed Parrotrooper



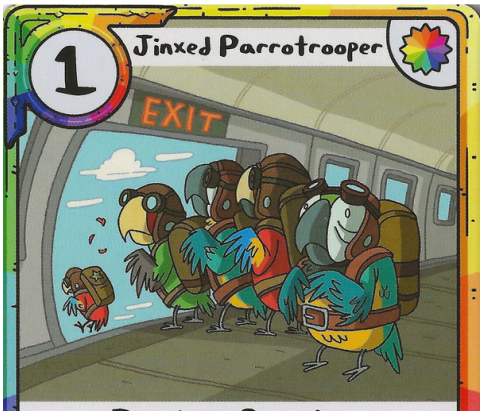
Rainbow Creature

When Jinxed Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, discard a card.

1 | 5

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1
Jinxed Parrotrooper



Rainbow Creature

When Jinxed Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, discard a card.

1 5

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2
Dragoon Parrotrooper



Rainbow Creature

When Dragoon Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced.

Adjacent Creatures have -1 ATK.

1 8

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2
Husky Parrotrooper



Rainbow Creature

When Husky Parrotrooper enters play, move it to any empty Landscape, then flip that Landscape face down. When Husky Parrotrooper leaves play, flip it face up.

2 4

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1
Repelling Rock Crab



SandyLands Creature

Whenever Repelling Rock Crab takes damage from a Creature, it deals that much damage to that Creature.

1 5

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1
Repelling Rock Crab



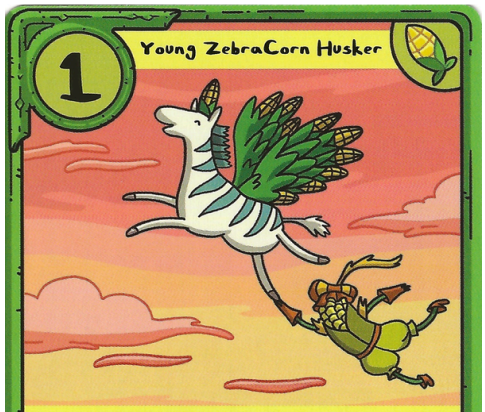
SandyLands Creature

Whenever Repelling Rock Crab takes damage from a Creature, it deals that much damage to that Creature.

1 5

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1
Young ZebraCorn Husker



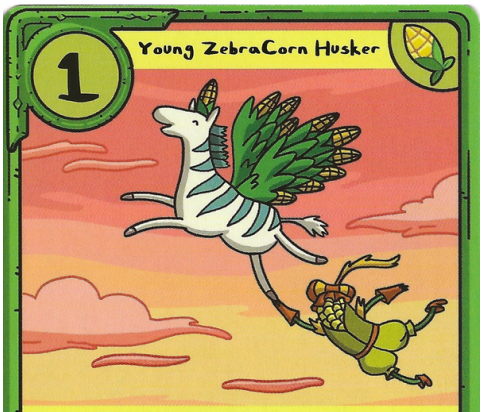
Cornfield Creature

If Young ZebraCorn Husker leaves play during your Fight Phase, you may put it on top of your deck.

2 5

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1
Young ZebraCorn Husker



Cornfield Creature

If Young ZebraCorn Husker leaves play during your Fight Phase, you may put it on top of your deck.

2 5

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1
Scorching Serve



SandyLands Spell

Destroy target opposing Creature. Each opponent draws cards equal to that Creature's cost.

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1
Crab Skull Island



SandyLands Building

FLOOP and pay 1 action >>> If you do not control a Creature in this Lane, reveal cards from the top of your deck until you reveal a Creature, then play it in this Lane for free. Shuffle the other revealed cards into your deck.

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1
Giant Mummy Hand



SandyLands Creature

FLOOP >>> Deal 1 damage to target Creature for each Cornfield Landscape adjacent to this Lane.

0 7

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UNCOMMON FTG

1
Giant Mummy Hand



SandyLands Creature

FLOOP >>> Deal 1 damage to target Creature for each Cornfield Landscape adjacent to this Lane.

0 7

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UNCOMMON FTG

1
Grape Butt



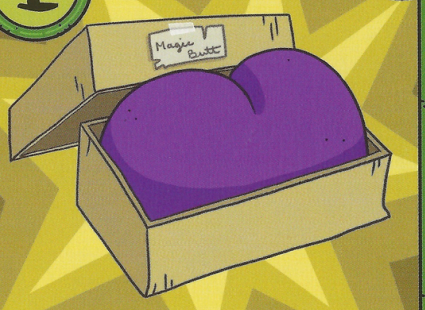
Cornfield Spell

Play only if you played a non-Cornfield card this turn.
Deal 5 damage to target Creature.

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RARE FTG

1
Grape Butt



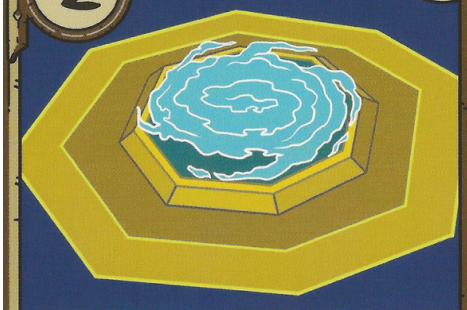
Cornfield Spell

Play only if you played a non-Cornfield card this turn.
Deal 5 damage to target Creature.

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RARE FTG

2
Portal of Unsummoning



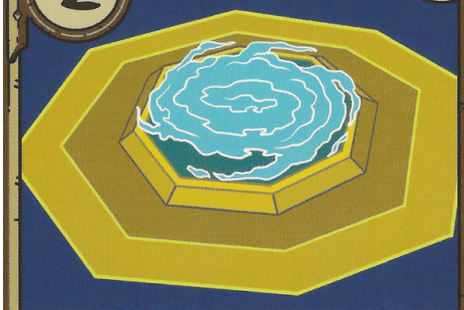
SandyLands Spell

Return target Creature to its owner's hand.

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RARE FTG

2
Portal of Unsummoning



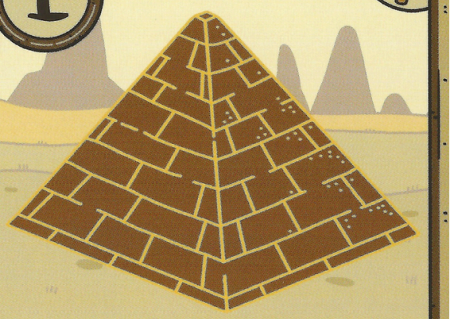
SandyLands Spell

Return target Creature to its owner's hand.

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RARE FTG

1
Sand Pyramid



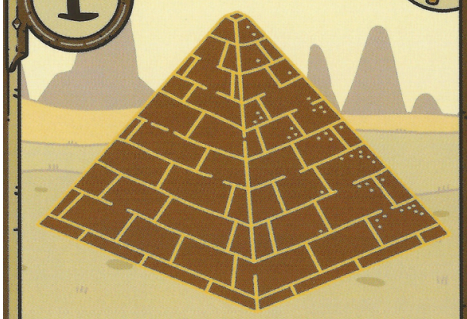
SandyLands Building

Pay 2 actions >>> Return each Creature in this Lane to its owner's hand.

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UNCOMMON FTG

1
Sand Pyramid



SandyLands Building

Pay 2 actions >>> Return each Creature in this Lane to its owner's hand.

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UNCOMMON FTG

2
Berserk Bakery



Cornfield Building

Once during your turn, you may discard a card from your hand to put a damage token on Berserk Bakery.
FLOOP >>> Deal 1 damage to the opposing Creature in this Lane for each token on this.

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KICKSTARTER

2

Berserk Bakery



Cornfield Building

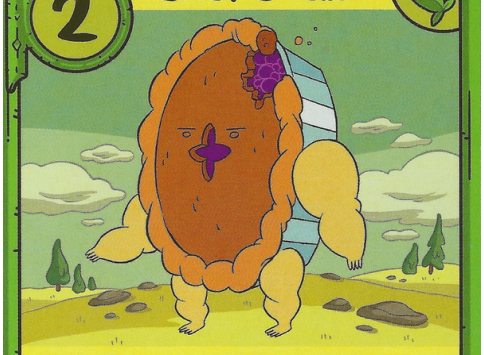
Once during your turn, you may discard a card from your hand to put a damage token on Berserk Bakery.
FLOOP >>> Deal 1 damage to the opposing Creature in this Lane for each token on this.

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KICKSTARTER

2

Crust Crusher



Cornfield Creature

Crust Crusher can be on a Landscape with another Creature. When the other Creature on this Landscape is dealt damage, deal it to Crust Crusher instead.

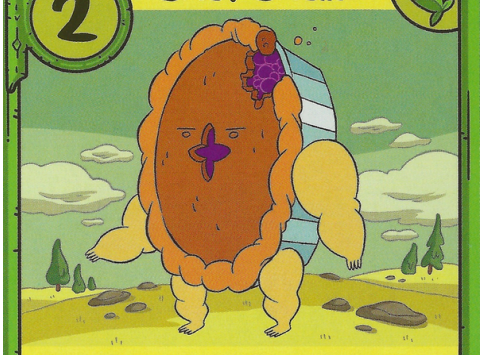
2 8

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2

Crust Crusher



Cornfield Creature

Crust Crusher can be on a Landscape with another Creature. When the other Creature on this Landscape is dealt damage, deal it to Crust Crusher instead.

2 8

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2

Crust Crusher



Cornfield Creature

Crust Crusher can be on a Landscape with another Creature. When the other Creature on this Landscape is dealt damage, deal it to Crust Crusher instead.

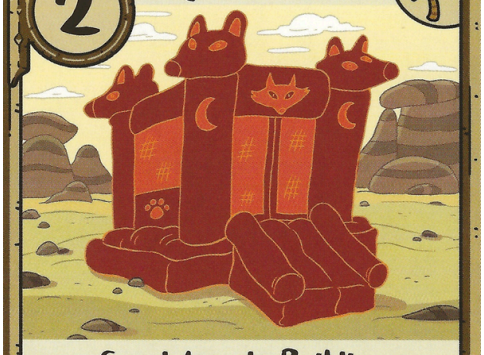
2 8

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2

Bongo Bounce House



SandyLands Building

When you are dealt damage, deal that damage to Bongo Bounce House instead.

8

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2

Bongo Bounce House



SandyLands Building

When you are dealt damage, deal that damage to Bongo Bounce House instead.

8

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2

Bongo Bounce House



SandyLands Building

When you are dealt damage, deal that damage to Bongo Bounce House instead.

8

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2

Waterfall of Swords



Rainbow Spell

Deal damage to each opposing Creature equal to its ATK.

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2

Waterfall of Swords



Rainbow Spell

Deal damage to each opposing Creature equal to its ATK.

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1
Sacred Scythe
Rainbow Spell
Destroy target Creature.
Its owner heals 5 HP.


2
Living Desert
SandyLands Creature
You may not play Creatures.
When an opposing Creature
attacks, you may choose to have
it attack Living Desert instead.
1
UNCOMMON
14


2
Living Desert
SandyLands Creature
You may not play Creatures.
When an opposing Creature
attacks, you may choose to have
it attack Living Desert instead.
1
UNCOMMON
14


2
Living Desert
SandyLands Creature
You may not play Creatures.
When an opposing Creature
attacks, you may choose to have
it attack Living Desert instead.
1
UNCOMMON
14