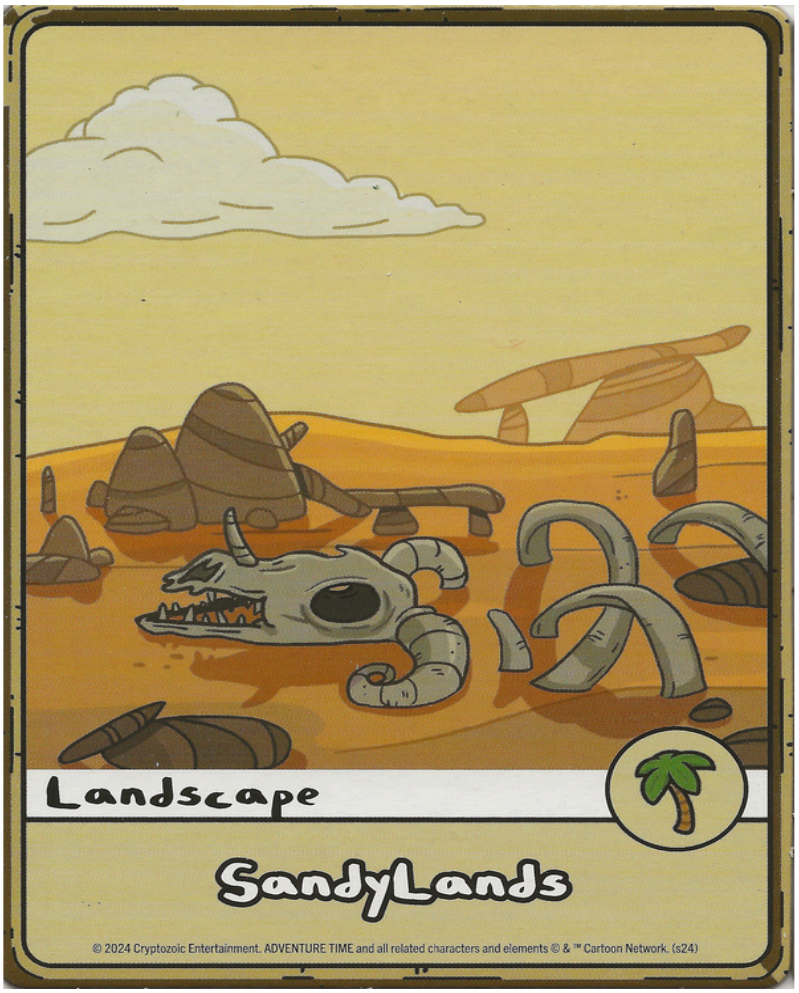
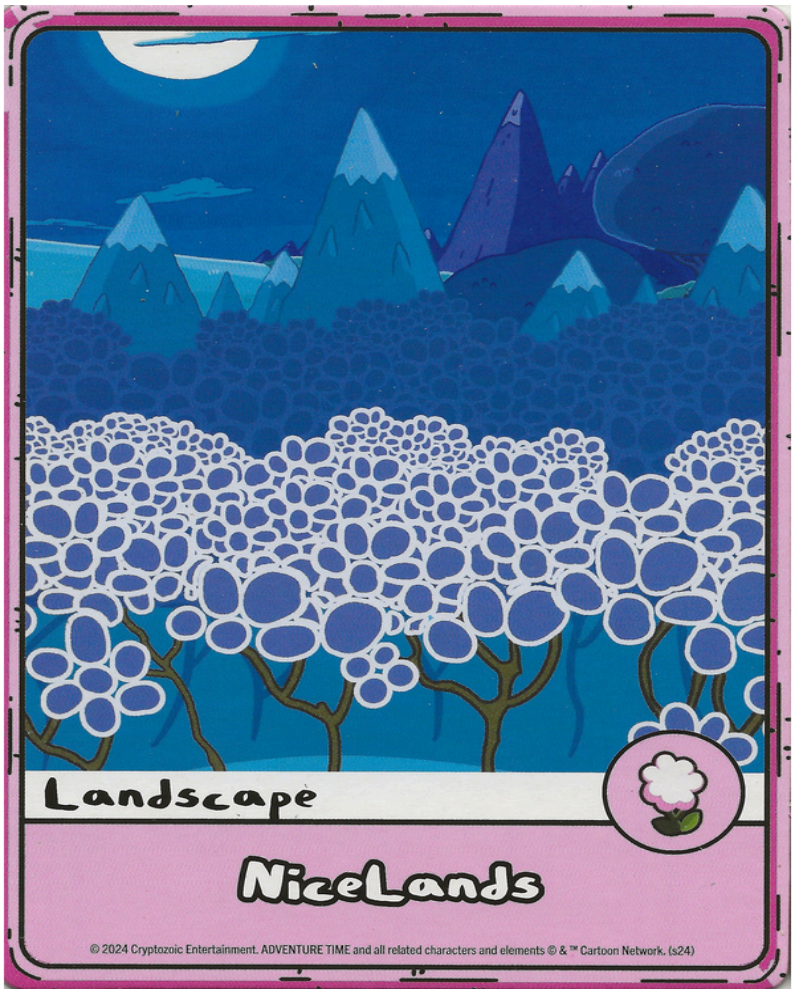

Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
SandyLands
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Landscape
NiceLands
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Betty
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.)
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1

Gnome Snot



Blue Plains Spell

Draw 3 cards.

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1

Free Fall



SandyLands Spell

Each of your Creatures has +1 ATK for each Creature that entered play this turn.

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1

Glorious Gramophone



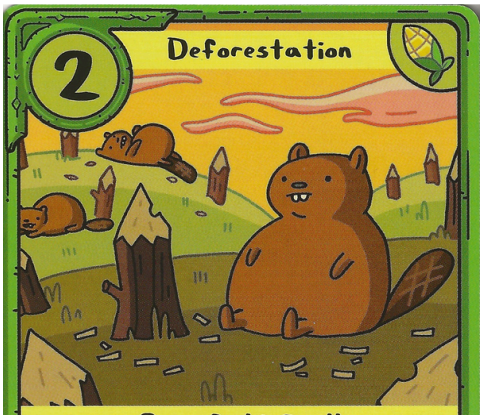
Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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2

Deforestation



Cornfield Spell

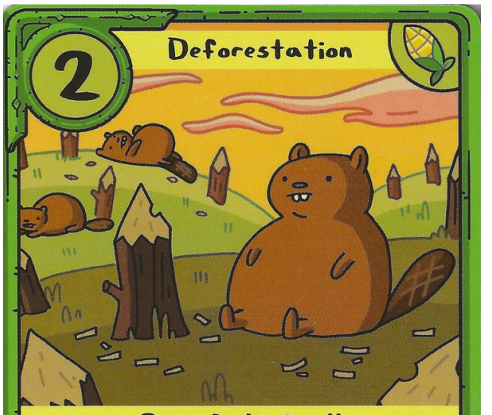
To play this card, you must exhaust one of your Creatures.

Search your deck for a Building and put it into play. Then shuffle your deck.

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2

Deforestation



Cornfield Spell

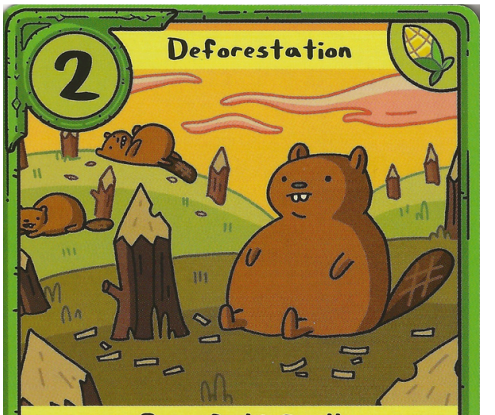
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2

Deforestation



Cornfield Spell

To play this card, you must exhaust one of your Creatures.

Search your deck for a Building and put it into play. Then shuffle your deck.

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1

Convey Wisdom



Blue Plains Spell

Look at the top 4 cards of target player's deck and put them back in any order. Then draw a card.

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2v2

1

Log Knight



Cornfield Creature

FLOOP >>> Put a Building from your hand into play below this Landscape.

(You may not replace a Building.)

2

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FTG

2

1

Log Knight



Cornfield Creature

FLOOP >>> Put a Building from your hand into play below this Landscape.

(You may not replace a Building.)

2

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UNCOMMON

FTG

2

1
Log Knight

Cornfield Creature
FLOOP >>> Put a Building from your hand into play below this Landscape.
(You may not replace a Building.)
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UNCOMMON
FtG
2
2

2
Terrible Tower

NiceLands Building
FLOOP and destroy your Creature in this Lane >>> Play the top 2 cards of your deck for free.
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2
Terrible Tower

NiceLands Building
FLOOP and destroy your Creature in this Lane >>> Play the top 2 cards of your deck for free.
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NiceLands Building
FLOOP and destroy your Creature in this Lane >>> Play the top 2 cards of your deck for free.
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1
AbneGator

Useless Swamp Creature
If this card is discarded from your hand or deck during your turn, gain 1 action. If it is discarded during an opponent's turn, draw a card instead.
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3
4

1
Dune Bug Buggie

SandyLands Creature
When Dune Bug Buggie enters play, you may reveal the top card of your deck. If you reveal a non-SandyLands card, you may play it for free.
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3
1

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Dune Bug Buggie

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3
1

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3
1

1
Lab Assistant


Rainbow Creature
When you play a Spell from anywhere other than your hand, you may resolve its effects a second time. *(You may choose different targets.)*
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1
6

1 Lab Assistant



Rainbow Creature

When you play a Spell from anywhere other than your hand, you may resolve its effects a second time. (You may choose different targets.)

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1 6

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1 Lab Assistant



Rainbow Creature

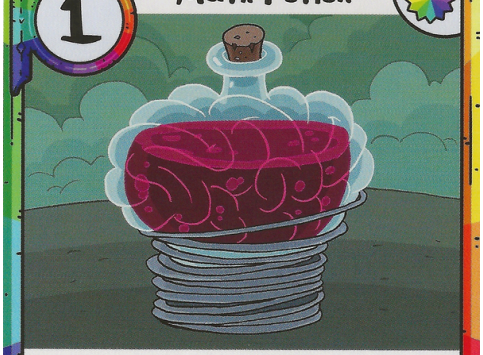
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1 6

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1 Math Potion

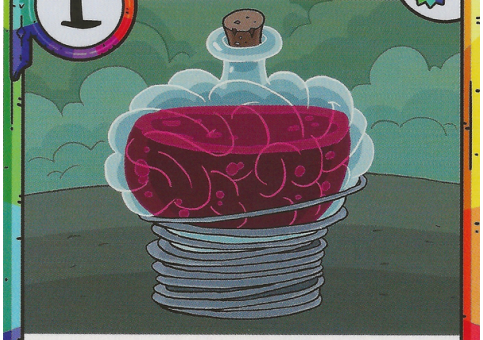


Rainbow Spell

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

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1 Math Potion

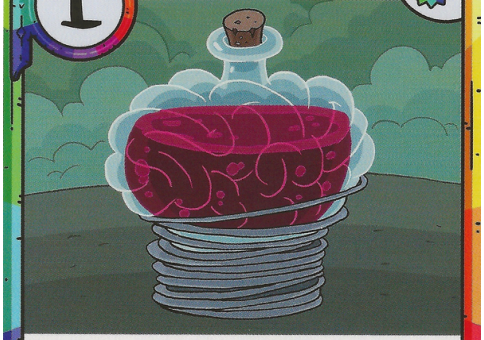


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Rainbow Spell

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

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4 Persuasive Armourdillo



NiceLands Creature

Whump
FLOOP >>> Your next Spell is free.

4 10

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4 Persuasive Armourdillo



NiceLands Creature

Whump
FLOOP >>> Your next Spell is free.

4 10

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1 Wellspring Apartments



SandyLands Building

Your Creatures in this Lane have +1 ATK for each non-SandyLands card you have played this turn.

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0 X-Ray Specs



Blue Plains Spell

Until end of turn, reveal the top card of your deck. You may play cards revealed in this way. These cards cost 1 additional action for each card that has been played in this way this turn.

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2

Ancient Magic Pharaoh Dragon



SandyLands Creature

When Ancient Magic Pharaoh Dragon enters or leaves play, shuffle your discard pile and swap it with your deck.

6 6

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1

Galeblade Tornado



Blue Plains Spell

Return target friendly Creature to its owner's hand. Return target opposing Creature to its owner's hand.

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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

Canopic, the Ceremonial



NiceLands Creature

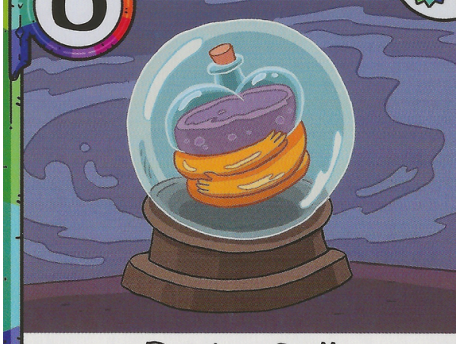
When Canopic enters play, put a Spell from your discard pile on top of your deck.

3 4

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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

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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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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

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2

Spellstorm



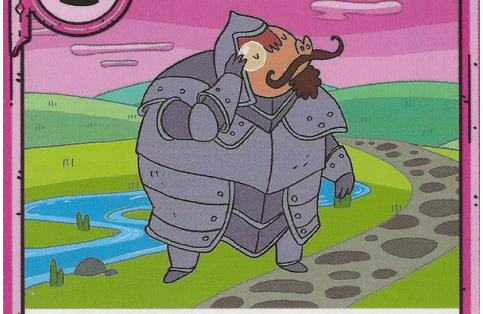
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Discard the top 3 cards of your deck and gain 1 action for each Spell discarded.

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2

Gallant Armourdillo



NiceLands Creature

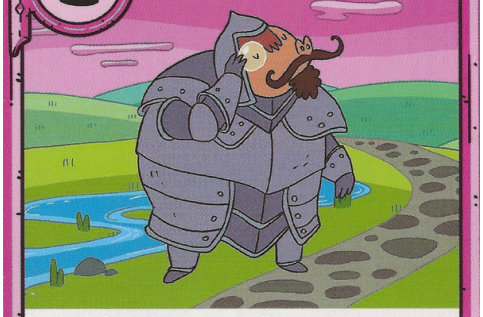
When Gallant Armourdillo replaces a Creature, play the top card of your deck for free.

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2

Gallant Armourdillo



NiceLands Creature

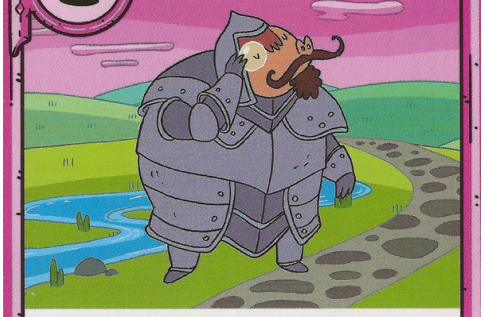
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3 9

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2

Gallant Armourdillo



NiceLands Creature

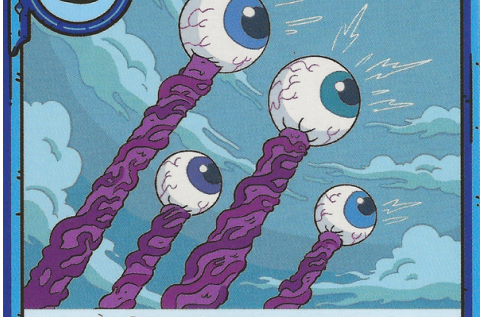
When Gallant Armourdillo replaces a Creature, play the top card of your deck for free.

3 9

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1

Eye See All



Blue Plains Spell

Reveal the top 5 cards of your deck. Put a card of each Landscape type into your hand and discard the rest.

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0

Relocation Potion



Blue Plains Spell

Ready a Building you control.
You may move it below any friendly Landscape with no Building there.

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UNCOMMON LoL

0

Relocation Potion



Blue Plains Spell

Ready a Building you control.
You may move it below any friendly Landscape with no Building there.

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0

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