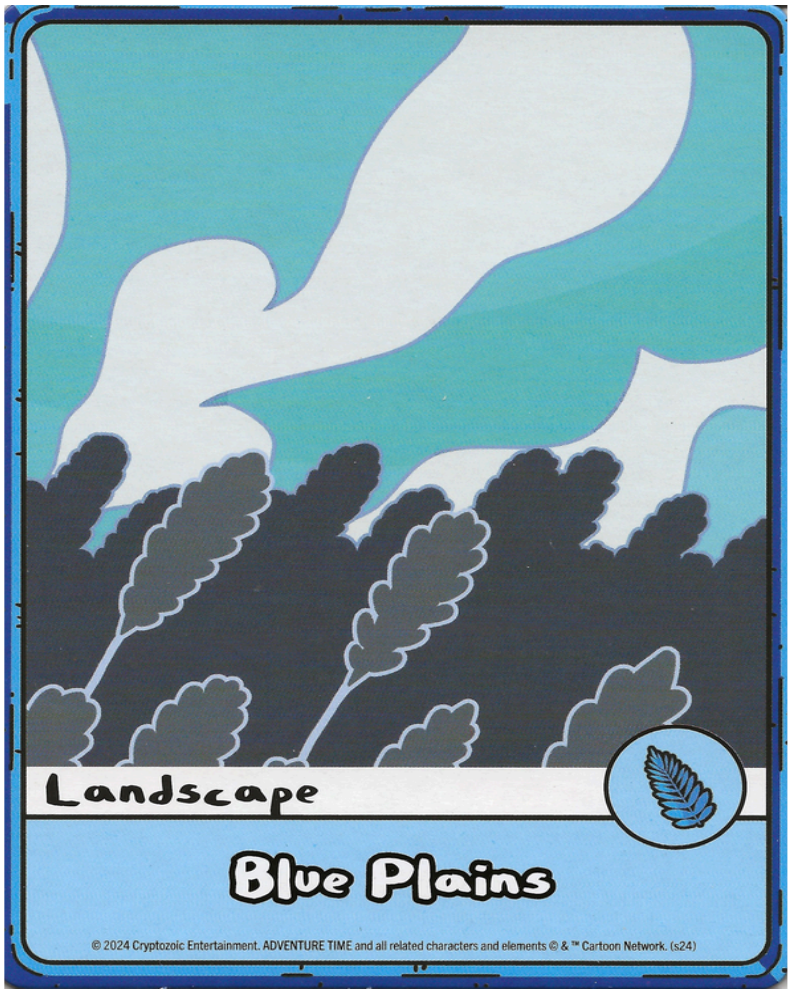
Landscape
Blue Plains
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Landscape
Useless Swamp
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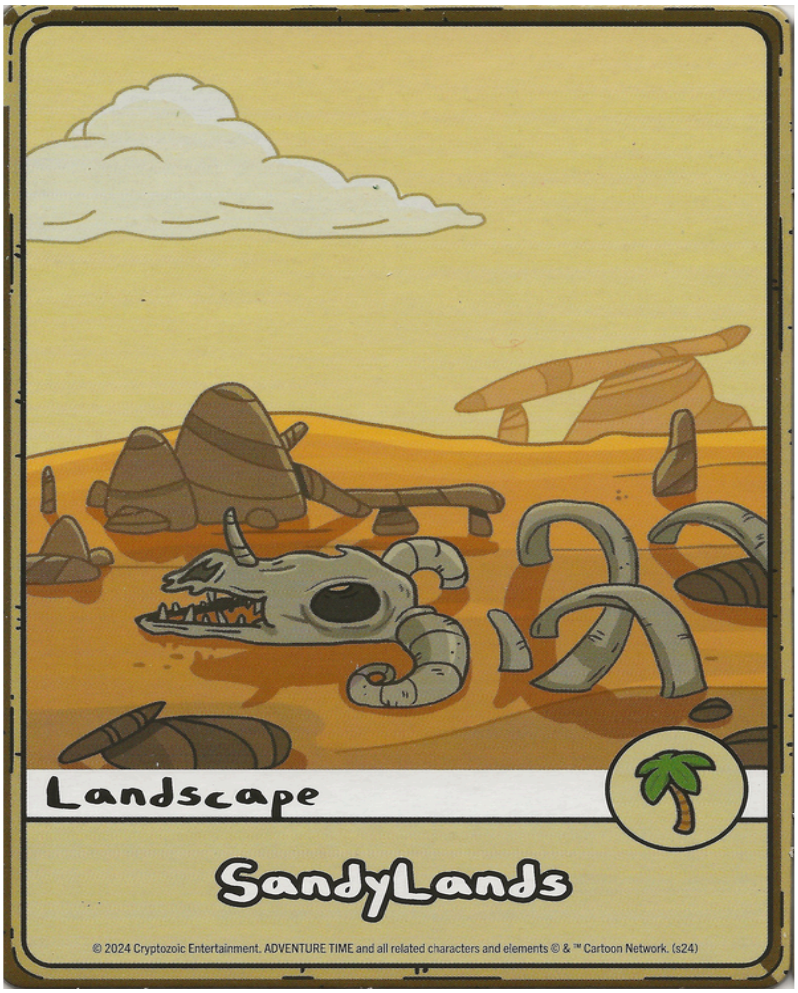
Landscape
SandyLands
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Landscape
SandyLands
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Betty
Your minimum deck size is +5. Begin the game with 5 different 1-cost Spells removed from your deck. Set them aside. These are your Research Notes.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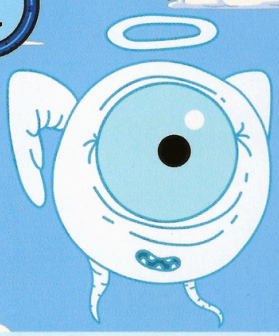
1 Heavenly Gazer



Blue Plains Creature

FLOOP >>> Put a Spell from your discard pile on top of your deck.

2 5

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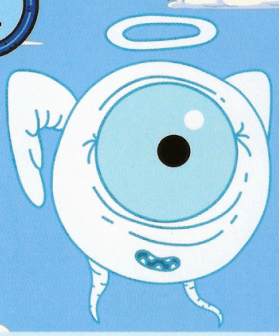
1 Heavenly Gazer



Blue Plains Creature

FLOOP >>> Put a Spell from your discard pile on top of your deck.

2 5

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1 Gnome Snot



Blue Plains Spell

Draw 3 cards.

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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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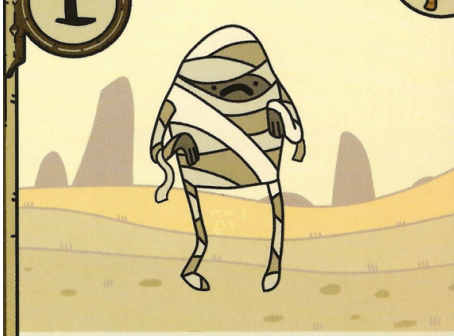
1 Fummy



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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0 Unempty Coffin



Rainbow Spell

Reduce the cost of the next Creature you play this turn by 2 actions.

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1 Blueberry Djinni



Blue Plains Creature

If Blueberry Djinni replaces a Creature, draw 2 cards.

2 6

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1

Blueberry Djinni



Blue Plains Creature

If Blueberry Djinni replaces a Creature, draw 2 cards.

2 | 6

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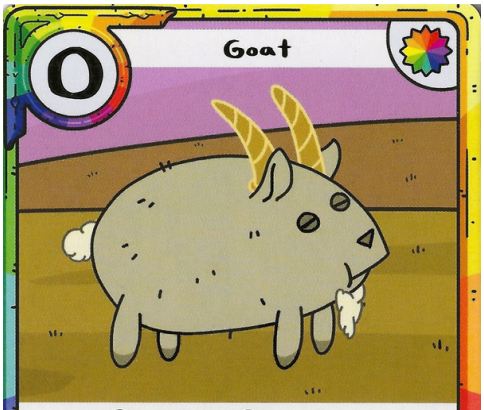
0

Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 | 4

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1

Glorious Gramophone



Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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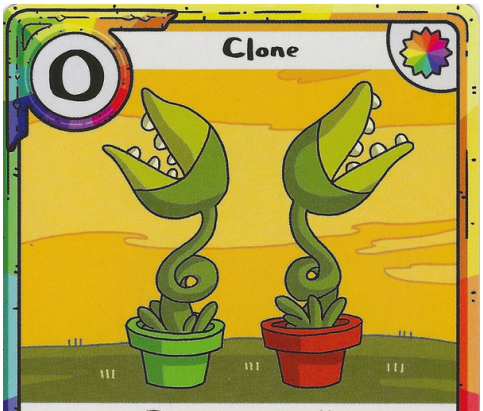
0

Clone



Rainbow Spell

Play your next Creature or Building for free if a Creature or Building with that name is in play.

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1

Djinni Ghost



Blue Plains Creature

FLOOP >>> Pay 2 less to play your next Spell this turn.

1 | 6

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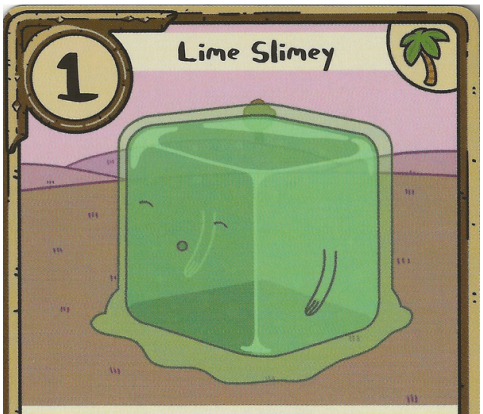
RARE
FtG

1

Lime Slimey



SandyLands Creature

If you control 3 or more different Landscape types when Lime Slimey enters play, draw 2 cards.

2 | 6

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UNCOMMON
FtG

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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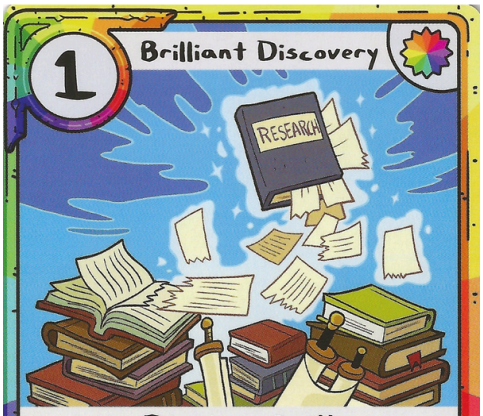
RARE
FtG

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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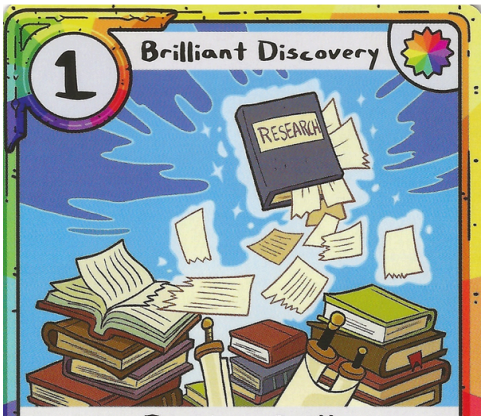
1 **Brilliant Discovery**



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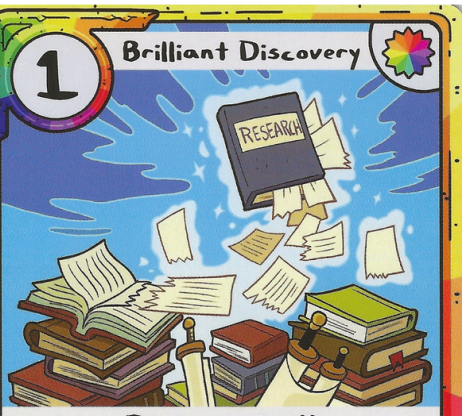
1 **Brilliant Discovery**



Rainbow Spell

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

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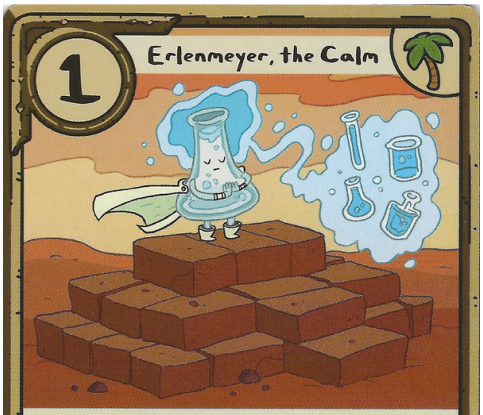
1 **Erlenmeyer, the Calm**



SandyLands Creature

The second Spell you play each turn costs 1 less.

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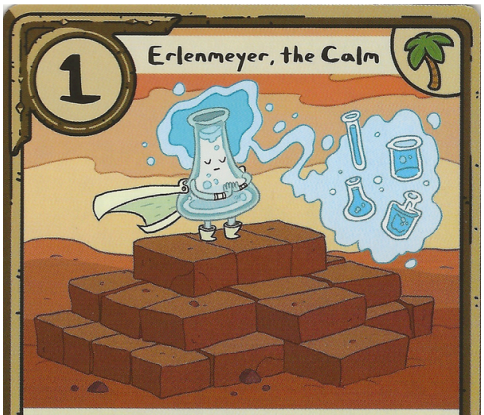
2 5

1 **Erlenmeyer, the Calm**



SandyLands Creature

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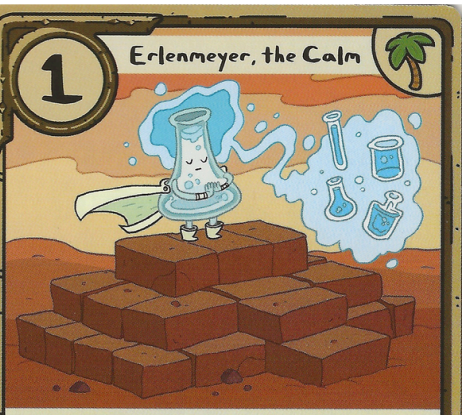
2 5

1 **Erlenmeyer, the Calm**



SandyLands Creature

The second Spell you play each turn costs 1 less.

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2 5

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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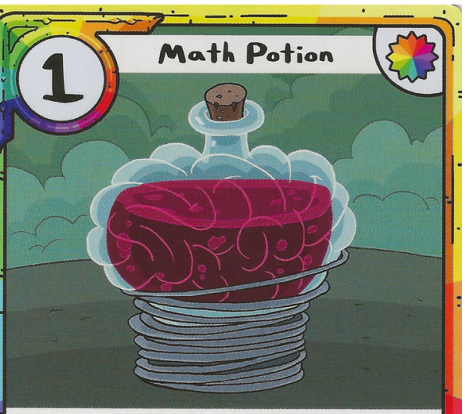
1 6

1 **Math Potion**



Rainbow Spell

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

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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

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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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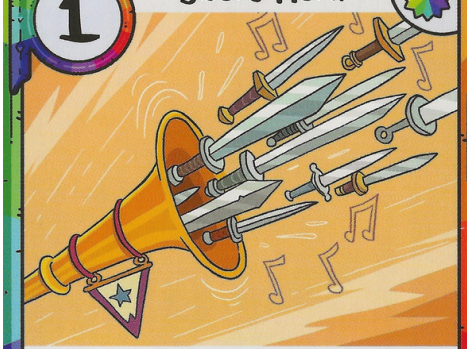
1

Sword Horn



Rainbow Spell

Put an (1) on target Creature.
Do this again for every 2 Spells in your discard pile.

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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 COMMON LoL 6

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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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Spellstorm



SandyLands Spell

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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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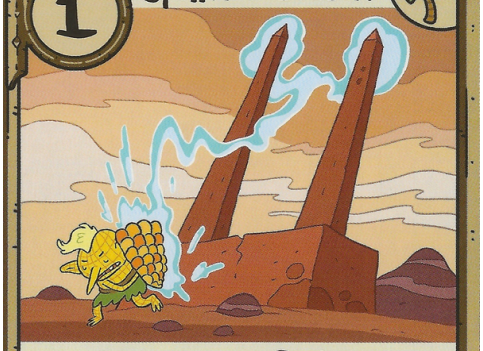
1

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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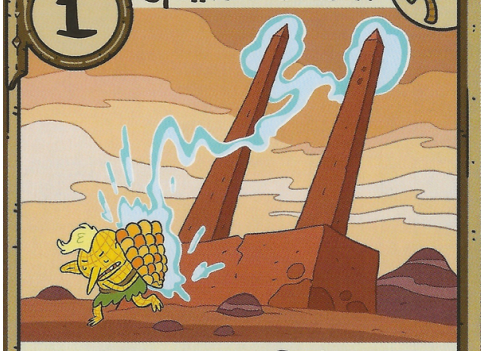
1

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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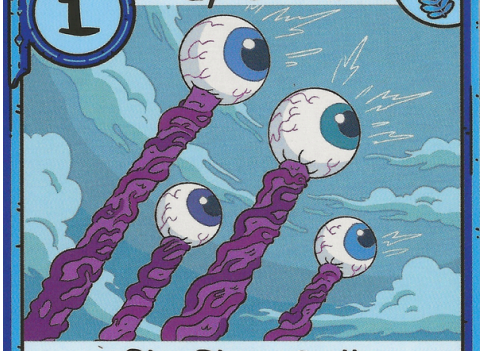
1

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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COMMON

LoL

2

4-Dimension Eel



SandyLands Creature

Slippery
When 4-Dimension Eel enters play, target opponent loses HP equal to the difference in your hand sizes.

4 5

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2

4-Dimension Eel



SandyLands Creature

Slippery
When 4-Dimension Eel enters play, target opponent loses HP equal to the difference in your hand sizes.

4 5

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2

4-Dimension Eel



SandyLands Creature

Slippery
When 4-Dimension Eel enters play, target opponent loses HP equal to the difference in your hand sizes.

4 5

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1

Fowl Play



SandyLands Spell

Flip a coin. If heads, target opponent has 1 less action next turn. If tails, gain an action. Remove this card from the game.

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0

End of the Road



SandyLands Building

Remove End of the Road from the game >>> Shuffle your discard pile into your deck.

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0

End of the Road



SandyLands Building

Remove End of the Road from the game >>> Shuffle your discard pile into your deck.

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