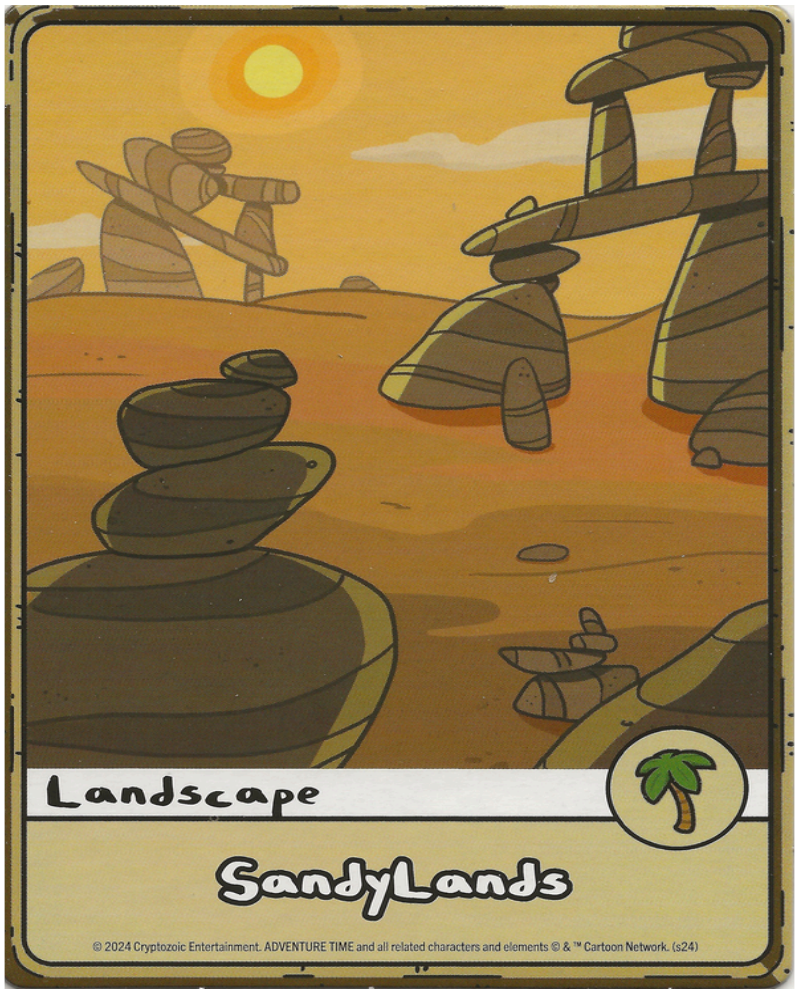
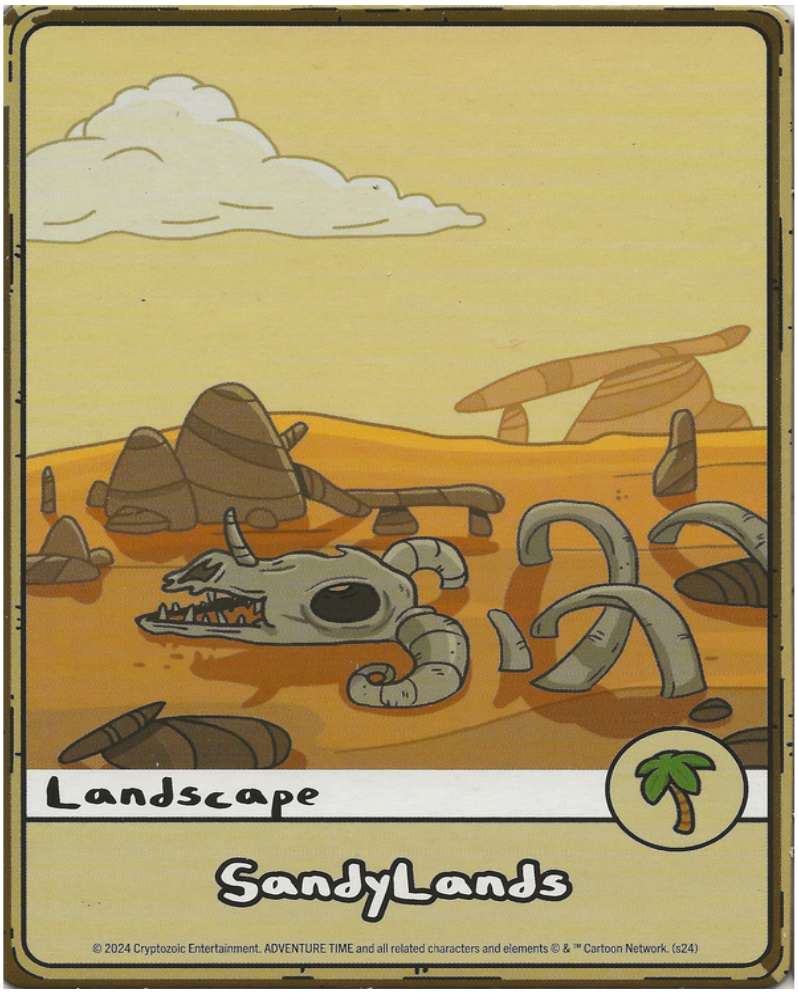
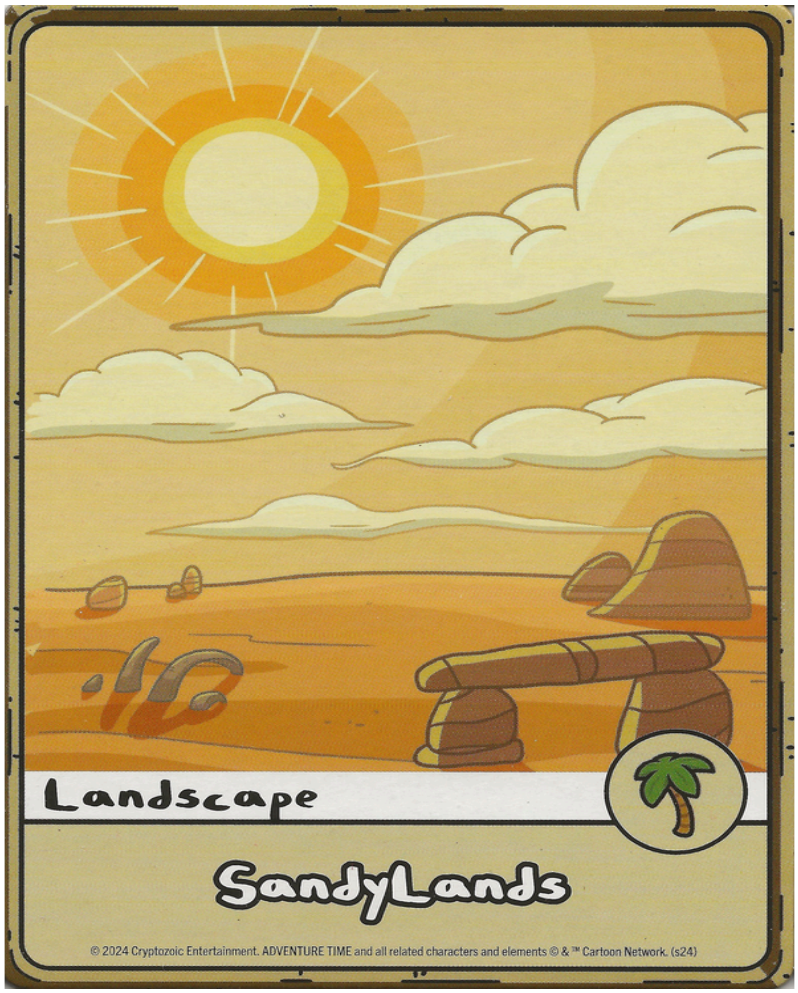

Landscape
SandyLands
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Landscape
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Landscape
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Bella Noche
Your deck may not contain Spells.
Your opponent may only play 1 Spell each turn.
KICKSTARTER
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1

Beach Mummy



SandyLands Creature

FLOOP >>> Return a Creature in an adjacent Lane to its owner's hand.

1 | 6

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1

Beach Mummy

SandyLands Creature

FLOOP >>> Return a Creature in an adjacent Lane to its owner's hand.

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Beach Mummy

SandyLands Creature

FLOOP >>> Return a Creature in an adjacent Lane to its owner's hand.

1 | 6

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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

Carmel Camel



SandyLands Creature

When a Creature you own leaves play, you may put it underneath this card instead.

+1 ATK and +1 DEF for each card under this. When this card leaves play, discard all cards under it.

0 | 4

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1

Carmel Camel

SandyLands Creature

When a Creature you own leaves play, you may put it underneath this card instead.

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0 | 4

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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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0 Static Parrotrooper



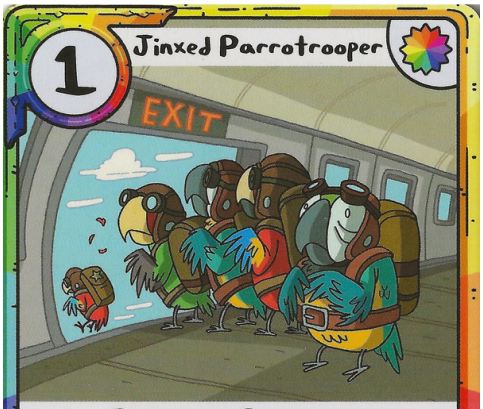
Rainbow Creature

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



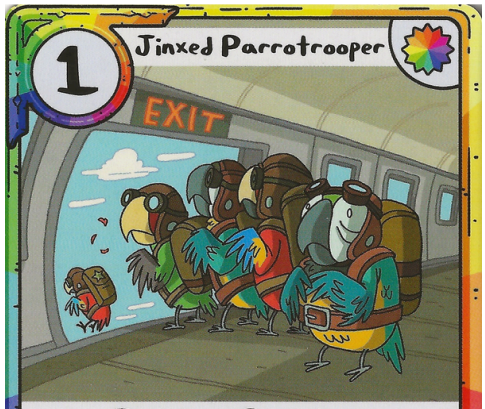
Rainbow Creature

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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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 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 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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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

2

Husky Parrotrooper

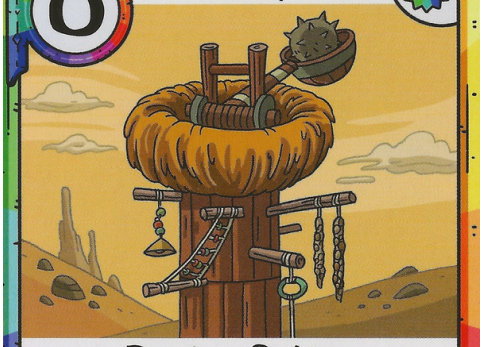
Rainbow Creature

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

0

Parrotmilitary Outpost



Rainbow Building

Each Creature in this Lane has -1 ATK.

0

Parrotmilitary Outpost

Rainbow Building

Each Creature in this Lane has -1 ATK.

0

Parrotmilitary Outpost

Rainbow Building

Each Creature in this Lane has -1 ATK.

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

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

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

1

Sand Castle



SandyLands Building

Destroy Sand Castle >>> Put your Creature in this Lane into your hand and then play it for free.

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2v2

1

Sand Castle



SandyLands Building

Destroy Sand Castle >>> Put your Creature in this Lane into your hand and then play it for free.

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2v2

1

Sand Castle



SandyLands Building

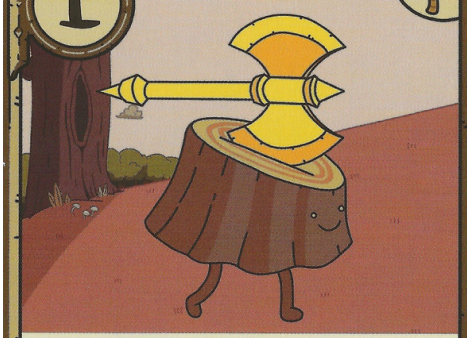
Destroy Sand Castle >>> Put your Creature in this Lane into your hand and then play it for free.

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2v2

1

Golden Axe Stump



SandyLands Creature

Whenever an opponent draws a card, deal 1 damage to that player.

1

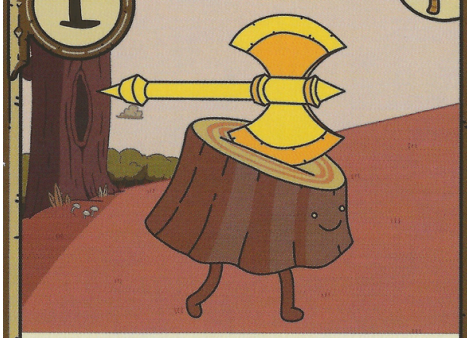
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RARE
FtG

7

1

Golden Axe Stump



SandyLands Creature

Whenever an opponent draws a card, deal 1 damage to that player.

1

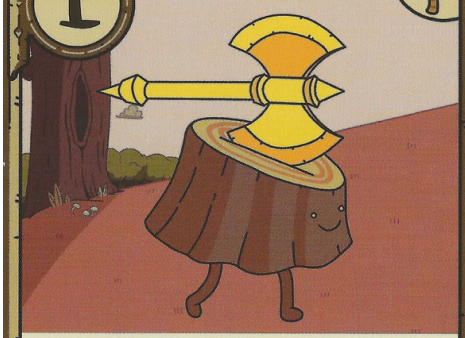
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RARE
FtG

7

1

Golden Axe Stump



SandyLands Creature

Whenever an opponent draws a card, deal 1 damage to that player.

1

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RARE
FtG

7

1

Adored Cobnoblin



Cornfield Creature

Gobble
FLOOP >>> Reduce the cost of the next Creature you play by 1.

1

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4

1

Adored Cobnoblin



Cornfield Creature

Gobble
FLOOP >>> Reduce the cost of the next Creature you play by 1.

1

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4

1

Bad Luck Birdies



Cornfield Creature

FLOOP and destroy a Creature you control >>> Deal damage to Bad Luck Birdies equal to the damage on the destroyed Creature. Then deal damage to target opposing Creature equal to the damage on Bad Luck Birdies.

0

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13


1
Bad Luck Birdies
Cornfield Creature
FLOOP and destroy a Creature you control >>> Deal damage to Bad Luck Birdies equal to the damage on the destroyed Creature. Then deal damage to target opposing Creature equal to the damage on Bad Luck Birdies.
0
13


1
Hay Girl
Cornfield Creature
Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)
1
5


1
Hay Girl
Cornfield Creature
Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)
1
5


1
Hay Girl
Cornfield Creature
Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)
1
5