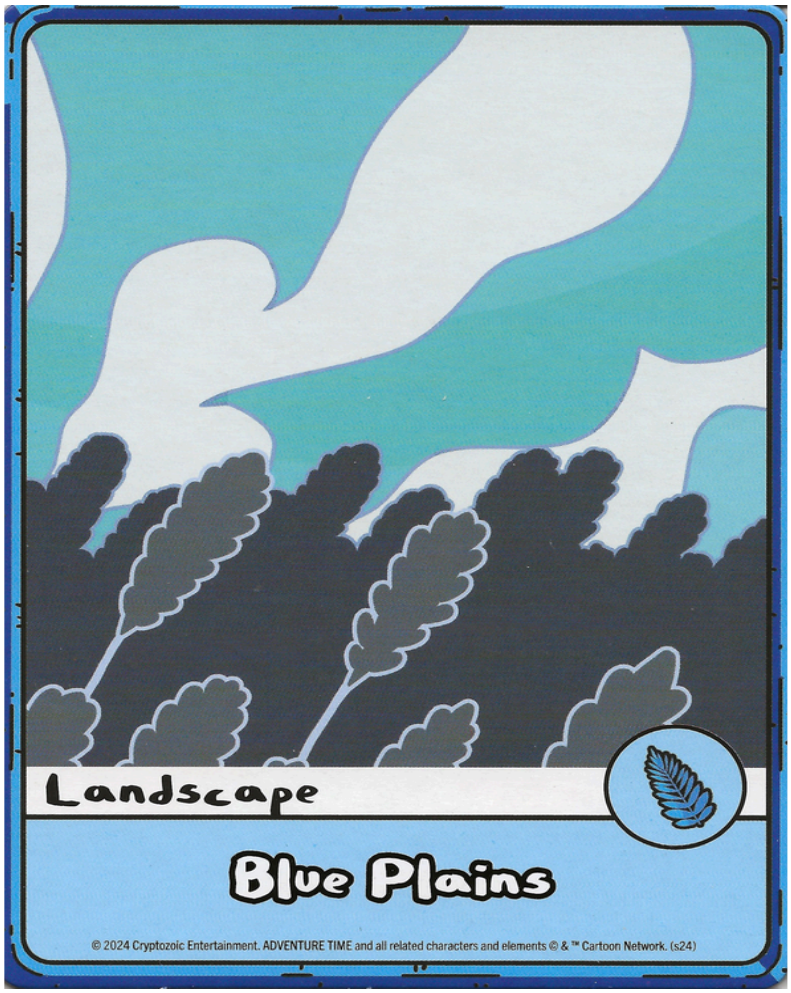
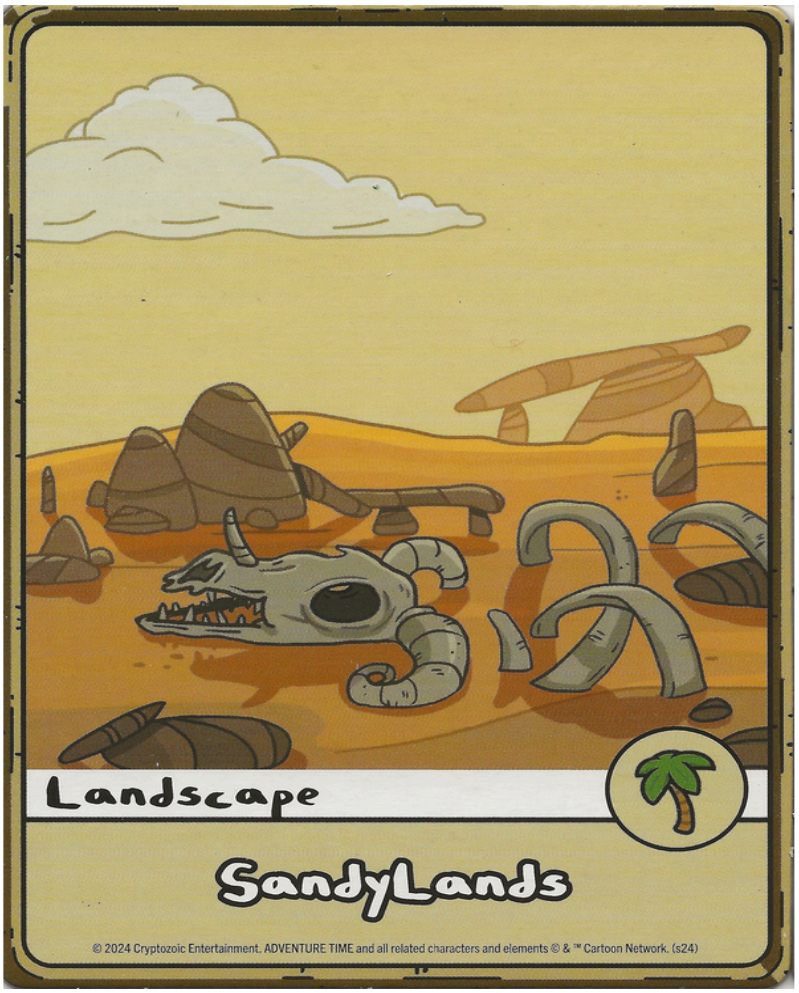

Landscape
Blue Plains
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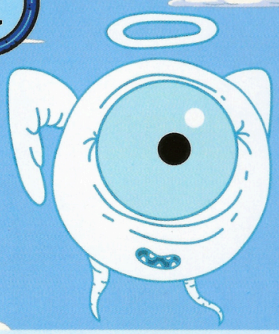

Landscape
Useless Swamp
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Landscape
SandyLands
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Landscape
LavaFlats
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Betty
Your minimum deck size is +5. Begin the game with 5 different 1-cost Spells 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



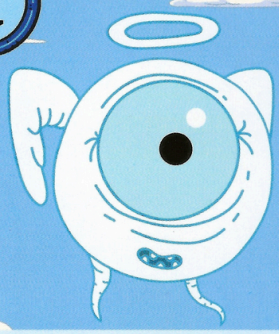
Blue Plains Creature

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

2 5

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1 Heavenly Gazer



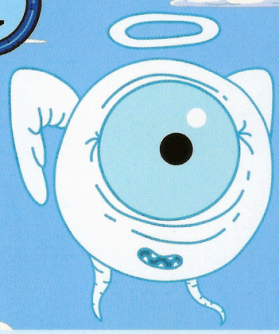
Blue Plains Creature

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

2 5

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1 Heavenly Gazer



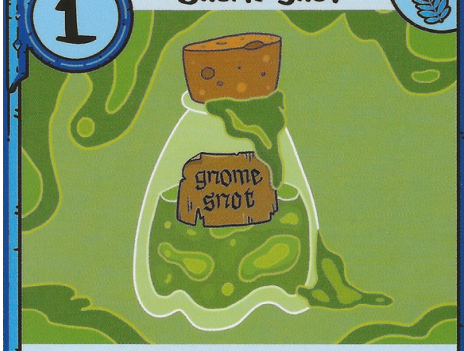
Blue Plains Creature

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

2 5

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1 Gnome Snot

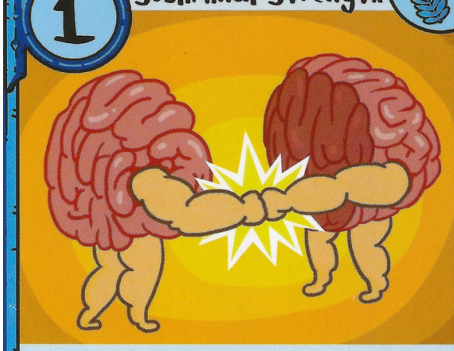


Blue Plains Spell

Draw 3 cards.

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1 Subliminal Strength

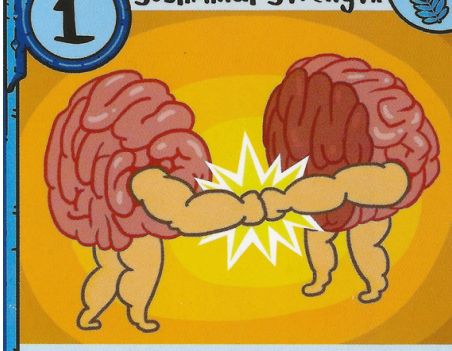


Blue Plains Spell

Target Creature you control has +2 ATK for each Spell you played this turn *(including this one).*

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1 Subliminal Strength



Blue Plains Spell

Target Creature you control has +2 ATK for each Spell you played this turn *(including this one).*

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1 Subliminal Strength



Blue Plains Spell

Target Creature you control has +2 ATK for each Spell you played this turn *(including this one).*

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0 Singing Sword



Rainbow Spell

Target Creature has +1 ATK for every 2 cards you have drawn this turn.

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0 Singing Sword

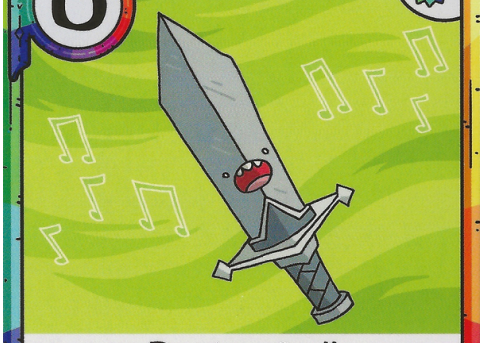


Rainbow Spell

Target Creature has +1 ATK for every 2 cards you have drawn this turn.

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0 **Singing Sword**



Rainbow Spell

Target Creature has +1 ATK for every 2 cards you have drawn this turn.

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1 **Glorious Gramophone**

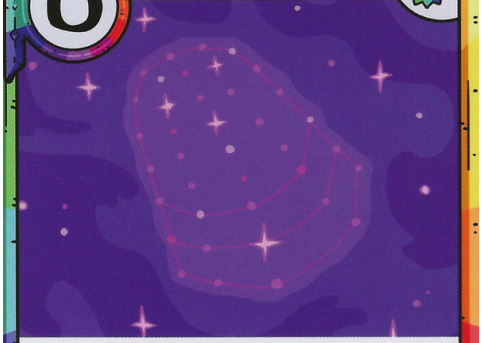


Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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0 **Void Thimble**

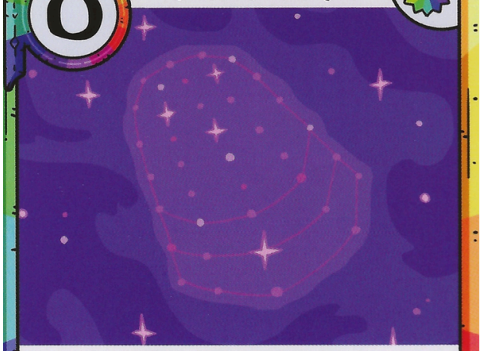


Rainbow Spell

Lose 2 hit points, gain 1 action.

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0 **Void Thimble**



Rainbow Spell

Lose 2 hit points, gain 1 action.

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0 **Void Thimble**



Rainbow Spell

Lose 2 hit points, gain 1 action.

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1 **Convey Wisdom**



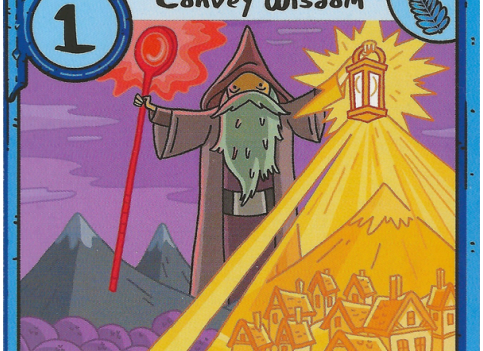
Blue Plains Spell

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 **Convey Wisdom**



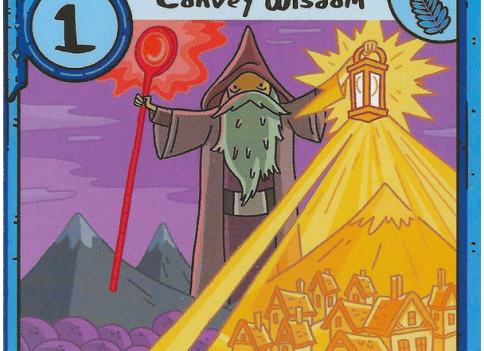
Blue Plains Spell

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 **Convey Wisdom**



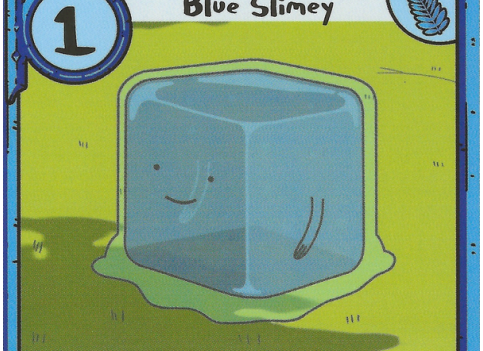
Blue Plains Spell

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 **Blue Slimey**



Blue Plains Creature

If you control 3 or more different Landscape types when Blue Slimey enters play, return a Creature in this Lane to its owner's hand.

2 6

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UNCOMMON
FTG

1

Blue Slimey



Blue Plains Creature

If you control 3 or more different Landscape types when Blue Slimey enters play, return a Creature in this Lane to its owner's hand.

2

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UNCOMMON FTG

6

1

Blue Slimey



Blue Plains Creature

If you control 3 or more different Landscape types when Blue Slimey enters play, return a Creature in this Lane to its owner's hand.

2

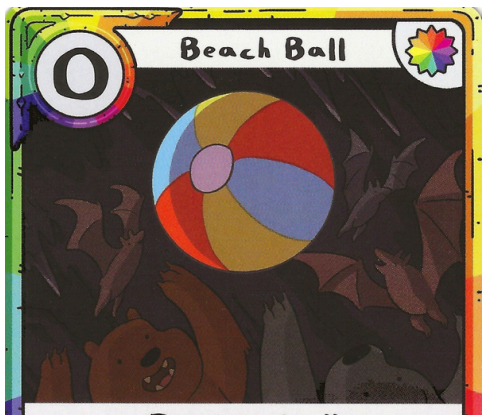
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UNCOMMON FTG

6

0

Beach Ball



Rainbow Spell

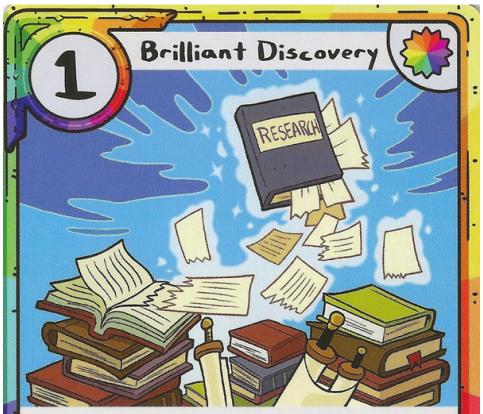
Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card.
(You may only play 1 Beach Ball per turn.)

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1

Brilliant Discovery



Rainbow Spell

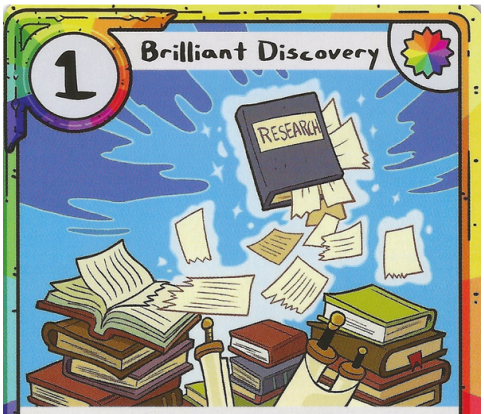
Draw 2 cards.
You may shuffle up to 2 Spells from your discard pile into your Research Notes.

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KICKSTARTER

1

Brilliant Discovery



Rainbow Spell

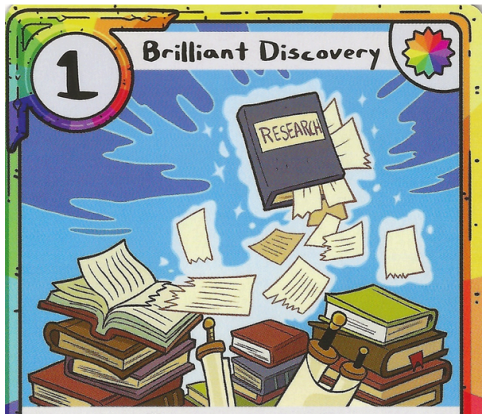
Draw 2 cards.
You may shuffle up to 2 Spells from your discard pile into your Research Notes.

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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

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.

3

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1

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.

3

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1

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.

3

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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.)*

KICKSTARTER

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.)*

KICKSTARTER

1 6

1 **PropaGator**



Useless Swamp Creature

When PropaGator enters play, name a card. Reveal the top card of your deck. If it is the named card, discard it and gain 2 actions.

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2 7

1 **PropaGator**



Useless Swamp Creature

When PropaGator enters play, name a card. Reveal the top card of your deck. If it is the named card, discard it and gain 2 actions.

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2 7

1 **PropaGator**



Useless Swamp Creature

When PropaGator enters play, name a card. Reveal the top card of your deck. If it is the named card, discard it and gain 2 actions.

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2 7

0 **Royal Prosperity**



Rainbow Spell

Each player draws 2 cards.

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0 **Royal Prosperity**



Rainbow Spell

Each player draws 2 cards.

KICKSTARTER

0 **Royal Prosperity**



Rainbow Spell

Each player draws 2 cards.

KICKSTARTER

1

Trial by Fire



LavaFlats Spell

Reveal the top 2 cards of your deck. Discard 1 and play the other for free. If you have 1 or fewer cards in hand, you may put the discarded card into your hand instead.

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1

Trial by Fire

LavaFlats Spell

Reveal the top 2 cards of your deck. Discard 1 and play the other for free. If you have 1 or fewer cards in hand, you may put the discarded card into your hand instead.

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1

Trial by Fire

LavaFlats Spell

Reveal the top 2 cards of your deck. Discard 1 and play the other for free. If you have 1 or fewer cards in hand, you may put the discarded card into your hand instead.

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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.

KICKSTARTER

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.

KICKSTARTER

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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1

Brilliant Flare



LavaFlats Spell

Draw 5 cards. At end of turn, discard all but 1 card.

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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.

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.


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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1
Sand Synergy
SandyLands Spell
Draw a card for each Creature of a different Landscape type in play.
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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