

SWASHBUCKLING LLAMA



*Magical Llama card*

If this card is in your Field at the beginning of your turn, you may pull a card from any other player's hand and add it to your hand. If you do, skip your Draw phase.



SHAVED LLAMA



*Magical Llama card*

When this card enters your Field, you may return a card in your Field to your hand.



DREADLOCKED ALPACA



*Magical Alpaca card*

When this card enters your Field, you may search the deck for a Magic card and add it to your hand. Shuffle the deck.



ADORABLE ALPACA



*Magical Alpaca card*

When this card enters your Field, you may DRAW a card.

# LLAMA'S UNLEASHED

MAGICAL ALPACACORN



*Magical Alpaca card*

When this card enters your Field, you may bring an Alpaca card from your hand directly into your Field.



CEASELESSLY SCREAMING GOAT



*Magical Goat card*

If this card is in your Field at the beginning of your turn, you may choose any other player. That player must DISCARD a card.



THE FEARSOME ALLIGOATER



*Magical Goat card*

If this card is sacrificed or destroyed, you may DESTROY an Animal card.



HARDCORE PARKOUR GOAT



*Magical Goat card*

When this card enters your Field, you may SACRIFICE any other Animal card. If you do, DESTROY an Animal card. If this card would be sacrificed or destroyed, return it to your hand instead.

# Print-and-play version