

Dandetoken

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(This card can not start in your deck and is removed from the game completely when removed from the field.)

Plant

1

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Dandemouse

Last Breath: Summon 1 Dandetoken to targets opponents field. Dandetoken has 0 Ronum, 0 Attack, 1 Health, Plant Type with the ability "This card can not attack." (Last Breath: Activate when destroyed by battle or card effect.)

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Dragonling

Flight (Flight: Is uneffect by Protector unless the Protector has flight.)

Dragon

2

1



1 Dragonling



Flight (Flight: Is uneffect by Protector unless the Protector has flight.)

2 Dragon 1

1 Dragonling



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2 Dragon 1

1 Spring Stepper



When this card goes from Offguard to Onguard. You may put it back in your hand.

1 Beast 1

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When this card goes from Offguard to Onguard. You may put it back in your hand.

1 Beast 1

2 Goat



Slayer: Target opponent sends the top card of their deck to the graveyard.  
(Slayer: If this card sends a creature to the graveyard, activate this card's effect.)

3 Goat 2

2 Goat



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Slayer: Target opponent sends the top card of their deck to the graveyard.  
(Slayer: If this card sends a creature to the graveyard, activate this card's effect.)

3 Goat 2

2 Cliff Dropper



Hidden  
(Hidden: Opponents can not choose this card for attacks, spells, items or card abilities until this card attacks.)

2 Elemental 2

2 Cliff Dropper



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3 Harpie



Fast Hand  
(Fast Hand: In combat this card deals damage first when attacking.)

2 Bird 3

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3

Harpie

Fast Hand  
(Fast Hand: In combat this card deals damage first when attacking.)

2

Bird

3

3

Gryphen

"A hefty bird."

3

Bird

3

3

Gryphen

"A hefty bird."

3

Bird

3

3

Gryphen

"A hefty bird."

3

Bird

3

3

Gryphen

"A hefty bird."

3

Bird

3

4

Dandeox

1 Air Card

When this card attacks or is attacked. Summon 1 Dandetoken to target opponents field. Dandetoken has 0 Ronum, 0 Attack, 1 Health, Plant Type with the ability "This card can not attack."

3

Beast

4

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4



**5 Wyvern**  
1 Air Card



Spellproof  
(Spell Proof: Unaffected by all spells while on the field.)

"How did that spell do nothing?!"

**5 Dragon 4**

**5 Wyvern**  
1 Air Card



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"How did that spell do nothing?!"

**5 Dragon 4**

**6 Swift Foot**  
2 Air Cards



Fast Hand  
(Fast Hand: In combat this card deals damage first when attacking.)  
During combat with this card. Flip a coin and call heads/tails or roll a dice and call even/odds. If this cards controler wins, combat damage to this card is reduced to 0.

**7 Beast 3**

**6 Swift Foot**  
2 Air Cards



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**7 Beast 3**

**7 Giant Hawk**  
2 Air Cards



Flight  
(Flight: Is unesfect by Protector unless the Protector has flight.)  
Welcome: Return 2 target non-equipment cards from the field to their owner's hand.  
(Welcome: Activate when the card enters the battlefield.)

**5 Bird 4**



**7** Giant Hawk

2 Air Cards



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(Flight: Is unneffect by Protector unless the Protector has flight.)  
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Welcome: Return 2 target non-equipment cards from the feild to their owner's hand.  
(Welcome: Activate when the card enters the battlefield.)

**5** Bird **4**

**2** Switch



Return one creature you control back to it's owners hand. Then summon a creature of the same Ronum value and in the same position. Pay the cost if one. If the creature that was returned was the target of an attack, spell, item or ability. The new creature is the new target.

Spell-Evasion

**2** Switch



Return one creature you control back to it's owners hand. Then summon a creature of the same Ronum value and in the same position. Pay the cost if one. If the creature that was returned was the target of an attack, spell, item or ability. The new creature is the new target.

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Spell-Evasion

**3** Quick Eye



Give a creature Reflex.  
(Reflex: In combat this card deals damage first when getting attacked.)

Spell-Enhance

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Spell-Enhance

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Spell-Enhance

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Give a creature Reflex.  
(Reflex: In combat this card deals damage first when getting attacked.)

Spell-Enhance

**4 Blown Off Path**

1 Air Card



When your opponent goes to summon a creature from the hand. Prevent the summon of that creature and send it to the Graveyard.

Spell-Disruption

**4 Blown Off Path**

1 Air Card



When your opponent goes to summon a creature from the hand. Prevent the summon of that creature and send it to the Graveyard.

Spell-Disruption

**4 Blown Off Path**

1 Air Card



When your opponent goes to summon a creature from the hand. Prevent the summon of that creature and send it to the Graveyard.

Spell-Disruption

**4 Blown Off Path**

1 Air Card



When your opponent goes to summon a creature from the hand. Prevent the summon of that creature and send it to the Graveyard.

Spell-Disruption

**6 Up and Away**

2 Air Cards



Return a creature back to its owner's hand.

"Wow! That bear went way up there!"

Spell-Wind

**6 Up and Away**

2 Air Cards



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Spell-Wind

**6 Up and Away**

2 Air Cards



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Up and Away

2 Air Cards

Return a creature back to its owner's hand.

"Wow! That bear went way up there!"

Spell-Wind

1

Bird's Nest

Search your deck for a Bird type creature. Shuffle your deck then place it on top.

"It might hatch soon!"

Item-Egg

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Bird's Nest

Search your deck for a Bird type creature. Shuffle your deck then place it on top.

"It might hatch soon!"

Item-Egg

2

Sky Glazed Wings

You or creature you control gain Flight till the end of the turn.

"Wow! These are uplifting!"

Item-Food

2

Sky Glazed Wings

You or creature you control gain Flight till the end of the turn.

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**3** Dandecatcher



If a Dandetoken is ment to be summoned, you may draw 1 card instead.

Item-Trap

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**3** Dandecatcher



If a Dandetoken is ment to be summoned, you may draw 1 card instead.

Item-Trap

**6** Swift Cloth

12 Air Ronum



During combat with this card. Flip a coin and call heads/tails or roll a dice and call even/odds. If this cards controler wins, combat damage to this card is reduced to 0.

Armor-Cloak

**30**

**3** Bounce Band

6 Air Ronum



Skill: Send 1 Air card from the material zone to the graveyard. Then return one creature you control back to its owners hand.  
(Skill: If this card is On-Guard you may change it to Off-Guard to activate this effect.)

Accessory-Band

**3** Swift Dagger

6 Air Ronum



Off Hand  
(Off Hand: Ignoring the rule of only having one equipment type. You may equip a second equipment with Off Hand. Weapons attack at the same time.)  
If you have 2 Swift Dagger equiped gain Fast Hand.  
(Fast Hand: In combat this card deals damage first when attacking.)

**2** Weapon-Dagger

**3** Swift Dagger

6 Air Ronum




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**2** Weapon-Dagger

**0** Soul of Air

Starting Gear



"I will soar higher than the mountains!"

Accessory-Gem