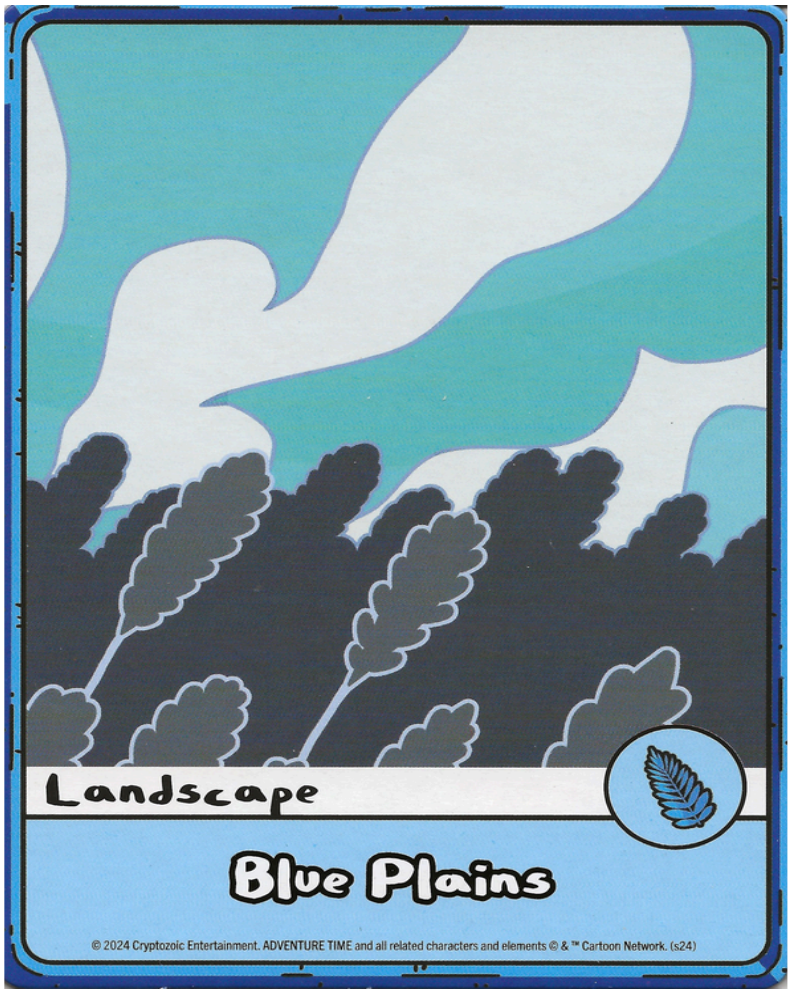

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
Cornfield
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Billy
If your opponent's deck runs out of cards, you win the game.
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2

Cool Dog



Blue Plains Creature

Your Creatures on adjacent Lanes may not be attacked.

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2 | 7

2

Cool Dog



Blue Plains Creature

Your Creatures on adjacent Lanes may not be attacked.

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2 | 7

1

Corn Dog



Cornfield Creature

Corn Dog has +1 DEF for each Cornfield Landscape you control. If you control 3 or fewer Cornfield Landscapes, Corn Dog has +1 ATK.

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0 | 12

1

Corn Dog



Cornfield Creature

Corn Dog has +1 DEF for each Cornfield Landscape you control. If you control 3 or fewer Cornfield Landscapes, Corn Dog has +1 ATK.

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0 | 12

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0 | 12

2

Field Reaper



Cornfield Creature

To play this card, you must discard a card. When Field Reaper enters play, move target Creature in this Lane to an adjacent empty Lane you control.

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1 | 4

2

Field Reaper



Cornfield Creature

To play this card, you must discard a card. When Field Reaper enters play, move target Creature in this Lane to an adjacent empty Lane you control.

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1 | 4

1

Field Stalker



Cornfield Creature

At the start of your turn, each player draws a card.

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1 | 10

1

Field Stalker



Cornfield Creature

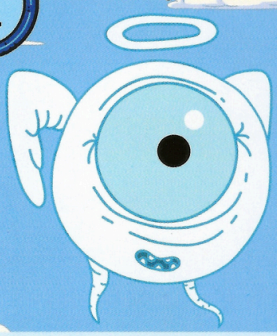
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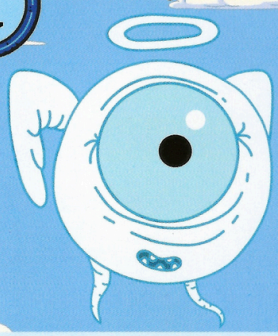
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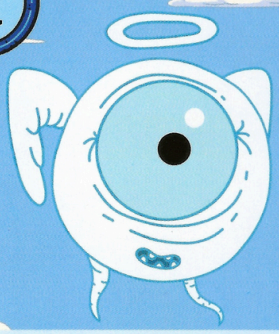
1 | 10

1
Field Stalker

Cornfield Creature
At the start of your turn, each player draws a card.
1
10
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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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Heavenly Gazer

Blue Plains Creature
FLOOP >>> Put a Spell from your discard pile on top of your deck.
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Heavenly Gazer

Blue Plains Creature
FLOOP >>> Put a Spell from your discard pile on top of your deck.
2
5
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2
Legion of Earlings

Cornfield Creature
When Legion of Earlings enters play, you may return target Creature in this Lane to its owner's hand.
2
8
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2
Legion of Earlings

Cornfield Creature
When Legion of Earlings enters play, you may return target Creature in this Lane to its owner's hand.
2
8
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8
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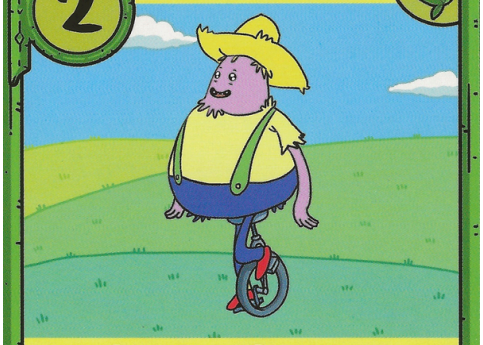
2
Travelin' Farmer

Cornfield Creature
When Travelin' Farmer leaves play, deal 1 damage to your opponent for each card in their hand.
2
12
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2
Travelin' Farmer

Cornfield Creature
When Travelin' Farmer leaves play, deal 1 damage to your opponent for each card in their hand.
2
12
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Cornfield Creature

When Travelin' Farmer leaves play, deal 1 damage to your opponent for each card in their hand.

2 12

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1
Field of Nightmares



Cornfield Spell

Deal 1 damage to your opponent for each card in their hand.

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1
Field of Nightmares



Cornfield Spell

Deal 1 damage to your opponent for each card in their hand.

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1
Field of Nightmares



Cornfield Spell

Deal 1 damage to your opponent for each card in their hand.

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1
Celestial Castle



Rainbow Building

Your Creature in this Lane has +3 DEF.

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1
Celestial Castle



Rainbow Building

Your Creature in this Lane has +3 DEF.

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2
Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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1 Djinni Ghost



Blue Plains Creature

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

1 RARE FtG 6

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1 Djinni Ghost

Blue Plains Creature

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

1 RARE FtG 6

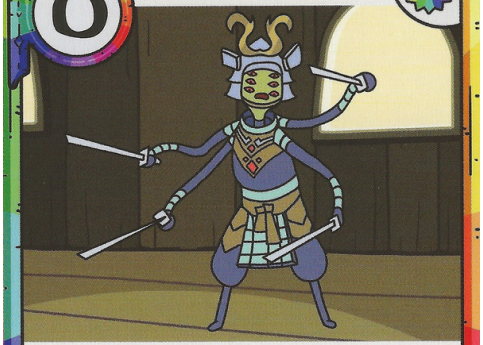
1 Djinni Ghost

Blue Plains Creature

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

1 RARE FtG 6

0 Quadurai



Rainbow Creature

At the start of your turn, deal 2 damage to each opponent with 4 or more cards in hand.

0 RARE FtG 6

0 Quadurai

Rainbow Creature

At the start of your turn, deal 2 damage to each opponent with 4 or more cards in hand.

0 RARE FtG 6

0 Quadurai

Rainbow Creature

At the start of your turn, deal 2 damage to each opponent with 4 or more cards in hand.

0 RARE FtG 6

2 Witch Slap



Rainbow Spell

Target opponent discards down to 5 cards and then takes 1 damage for each card discarded this way.

RARE FtG

2 Witch Slap

Rainbow Spell

Target opponent discards down to 5 cards and then takes 1 damage for each card discarded this way.

RARE FtG

1 Silo of Justice



Cornfield Building

Pay 1 action >>> Deal 1 damage to target Creature in this Lane and the player who controls it loses 1 hit point.

UNCOMMON FtG

1

Silo of Justice



Cornfield Building

Pay 1 action >>> Deal 1 damage to target Creature in this Lane and the player who controls it loses 1 hit point.

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UNCOMMON

FtG

1

Yellow Lighthouse



Cornfield Building

At the start of your turn, each player who controls a Creature in this Lane draws a card.

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COMMON

FtG

1

Yellow Lighthouse



Cornfield Building

At the start of your turn, each player who controls a Creature in this Lane draws a card.

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COMMON

FtG

1

Yellow Lighthouse



Cornfield Building

At the start of your turn, each player who controls a Creature in this Lane draws a card.

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COMMON

FtG