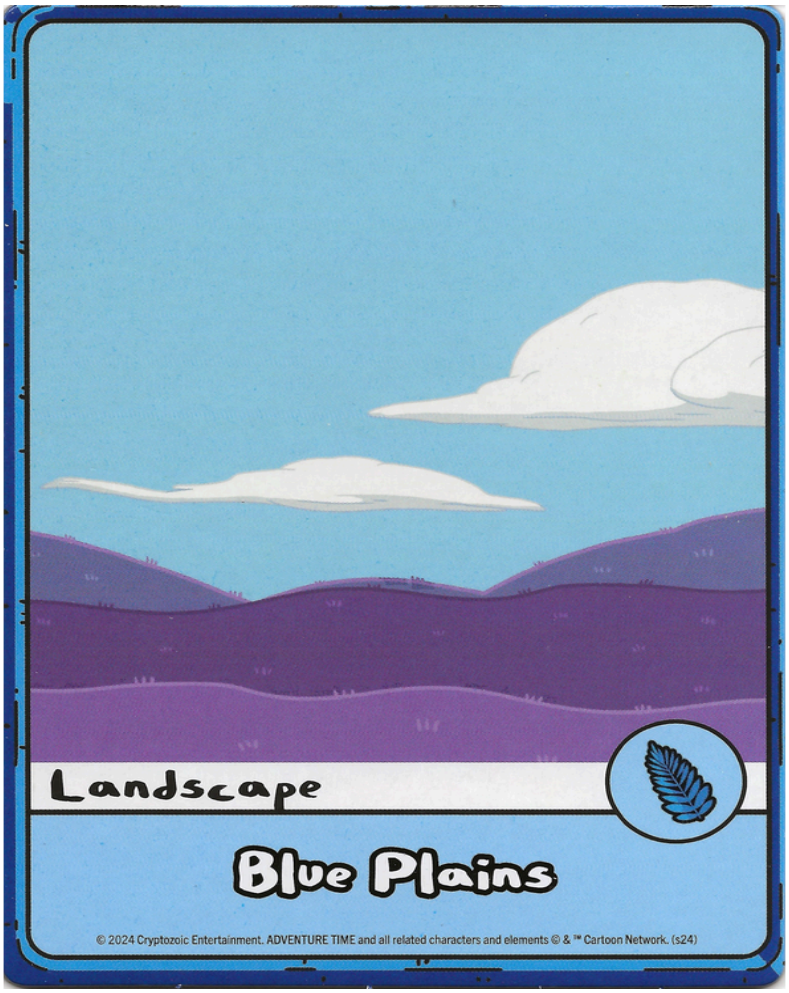
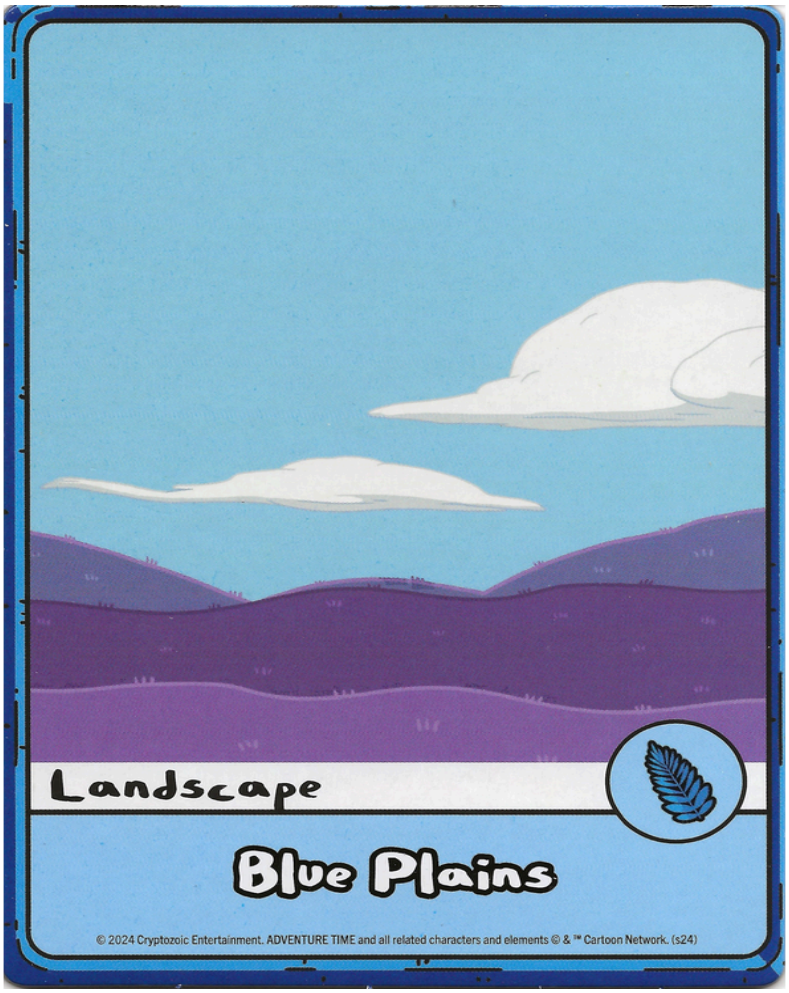
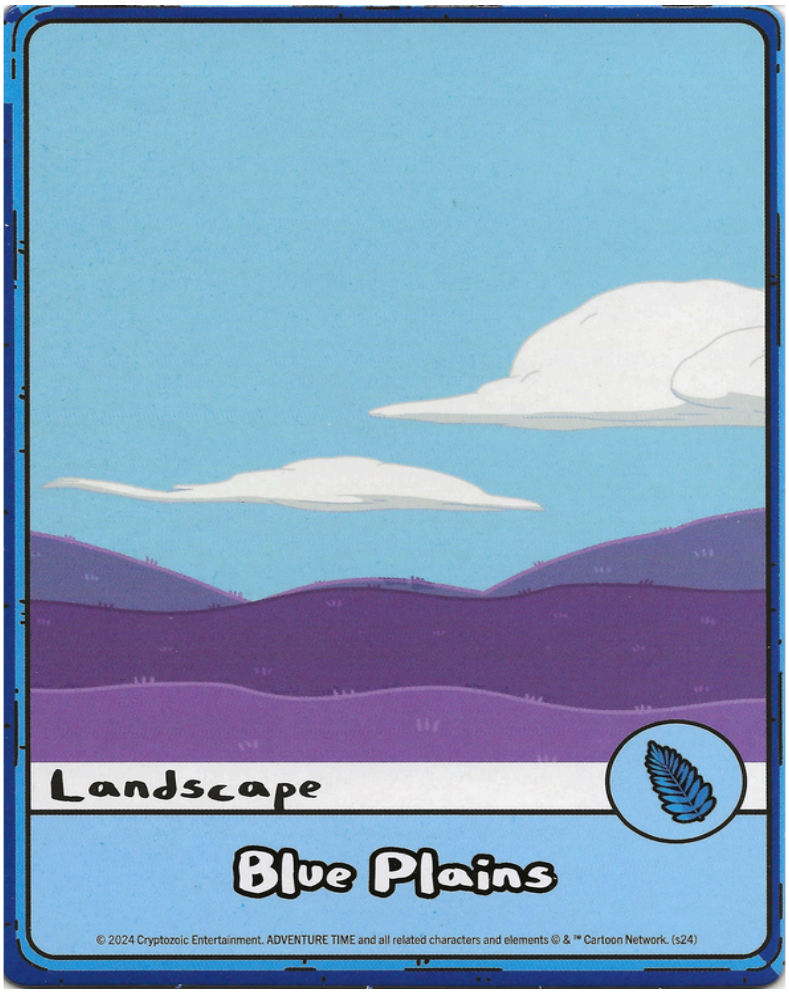
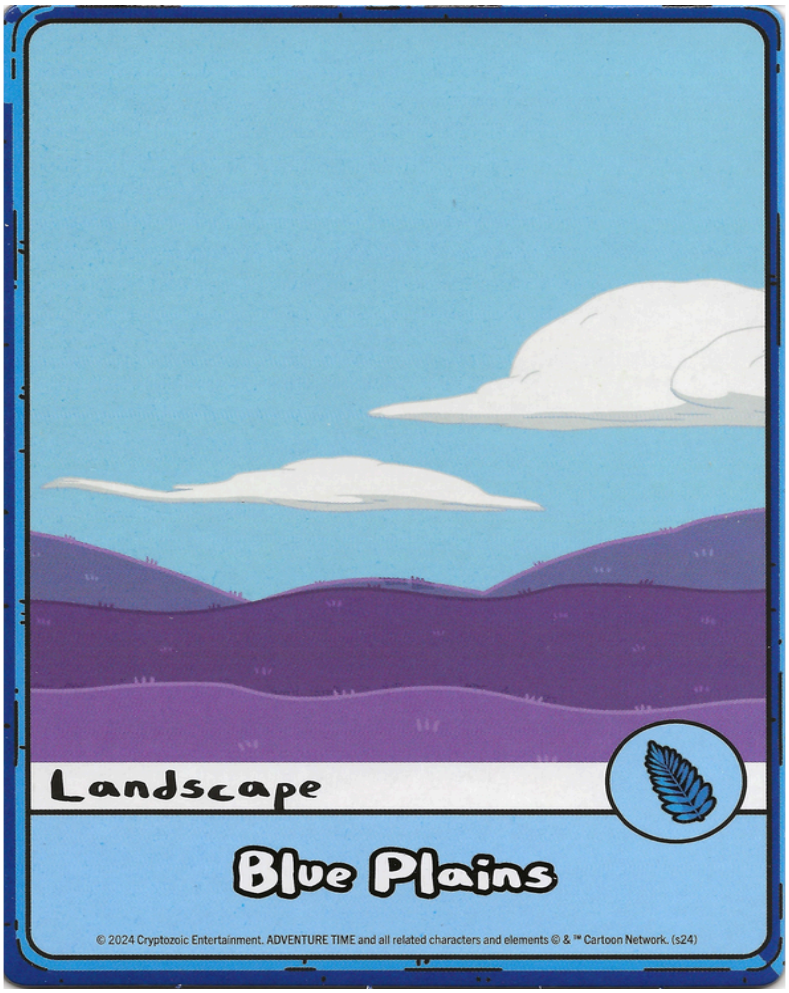

Landscape
Blue Plains
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Landscape
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Mr. Fox
Once per turn, you may reveal the top card of your deck. If it costs 0, you may put it into your hand.
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0

Nice Ice Baby



Rainbow Creature

+3 ATK while your opponent does not control a Creature in this Lane.

1 2

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0

Nice Ice Baby



Rainbow Creature

+3 ATK while your opponent does not control a Creature in this Lane.

1 2

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2

Woadic Chief



Blue Plains Creature

+2 ATK for each Spell you have played this turn.

2 10

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0

Woad Talisman



Rainbow Spell

Target Blue Plains Creature you control has +2 ATK this turn.

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0

Woad Talisman



Rainbow Spell

Target Blue Plains Creature you control has +2 ATK this turn.

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2

Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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0

Black Hole Pendant



Rainbow Spell

Target Creature has +X ATK this turn, where X is the number of different Landscape types your opponent controls.

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0

Black Hole Pendant



Rainbow Spell

Target Creature has +X ATK this turn, where X is the number of different Landscape types your opponent controls.

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0

Spazzy Cola



Rainbow Spell

All Creatures have +1 ATK this turn *(including your opponent's Creatures).*

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0

Spazzy Cola



Rainbow Spell

All Creatures have +1 ATK this turn *(including your opponent's Creatures).*

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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



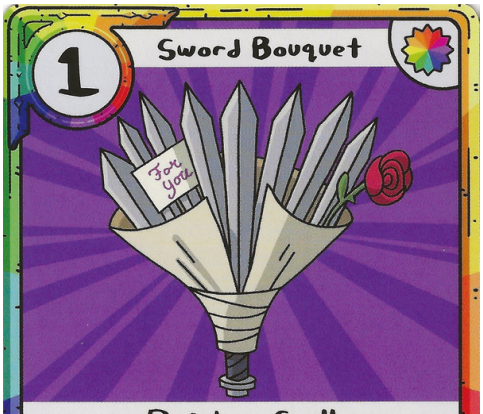
Rainbow Spell

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

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1

Sword Bouquet



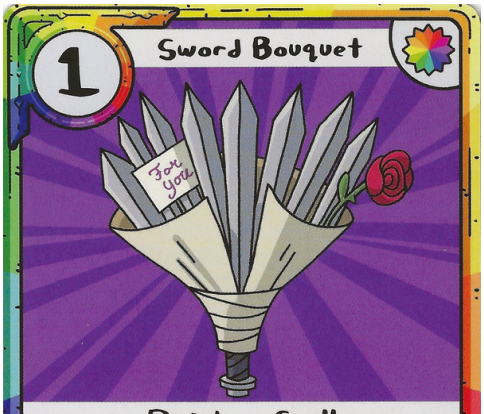
Rainbow Spell

Deal 1 damage to target Creature for every card you have drawn this turn.

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1

Sword Bouquet



Rainbow Spell

Deal 1 damage to target Creature for every card 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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1

Glorious Gramophone



Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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2

Blue Ogre



Blue Plains Creature

Whenever you draw a card, Blue Ogre has +1 ATK this turn.

1 4

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RARE FIG

5

2

Blue Ogre



Blue Plains Creature

Whenever you draw a card, Blue Ogre has +1 ATK this turn.

1 4

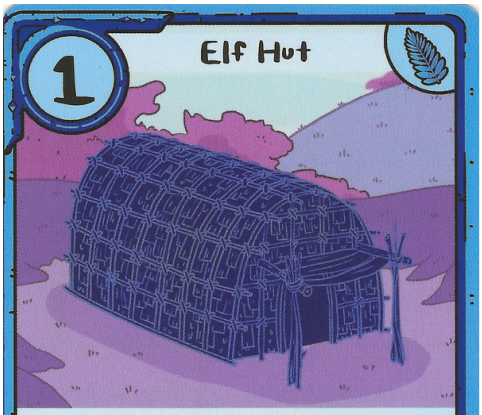
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RARE FIG

5

1

Elf Hut



Blue Plains Building

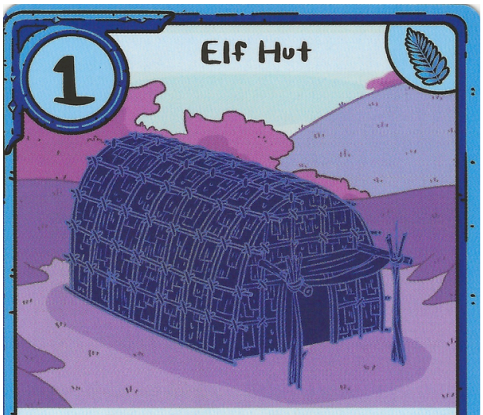
Pay 1 action >>> Draw a card for each Creature in this Lane.

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COMMON FtG

1

Elf Hut



Blue Plains Building

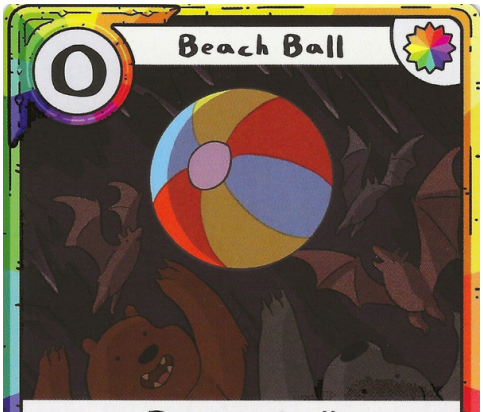
Pay 1 action >>> Draw a card for each Creature in this Lane.

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COMMON FtG

0

Beach Ball



Rainbow Spell

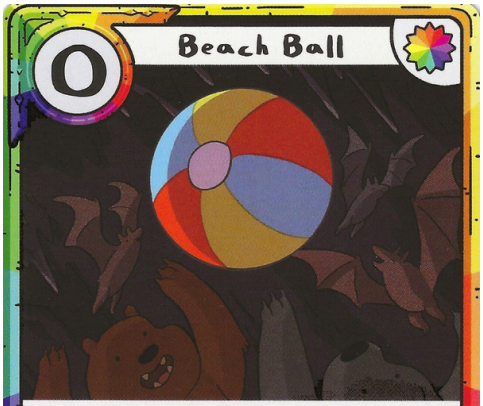
Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card. *(You may only play 1 Beach Ball per turn.)*

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0

Beach Ball



Rainbow Spell

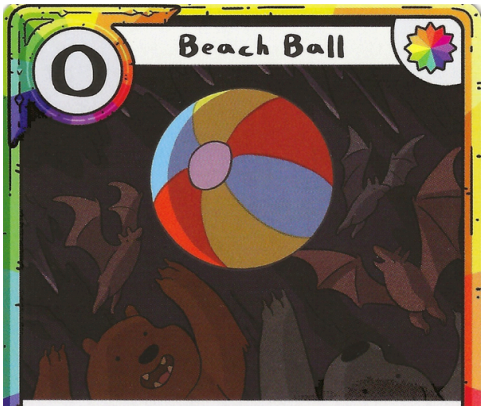
Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card. *(You may only play 1 Beach Ball per turn.)*

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KICKSTARTER

0

Beach Ball



Rainbow Spell

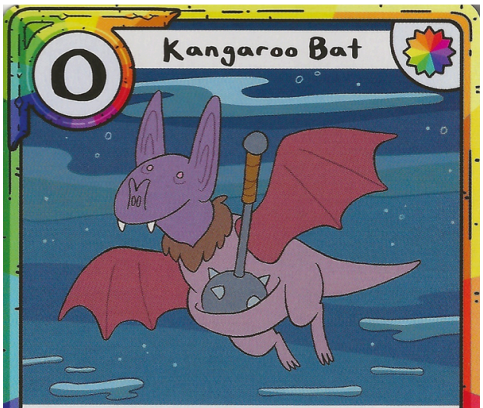
Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card. *(You may only play 1 Beach Ball per turn.)*

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0

Kangaroo Bat



Rainbow Creature

When Kangaroo Bat damages an opponent, put an (1) on Kangaroo Bat.

2 1

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0

Kangaroo Cat



Rainbow Creature

The first time Kangaroo Cat damages an opponent, put an (1) on Kangaroo Cat.

2 3

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2

Mouth Beater



Blue Plains Creature

Mouth Beater has +1 ATK for each card in your hand. When Mouth Beater defeats a Creature, draw a card.

0 8

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COMMON LoL

2

Mouth Beater



Blue Plains Creature

Mouth Beater has +1 ATK for each card in your hand. When Mouth Beater defeats a Creature, draw a card.

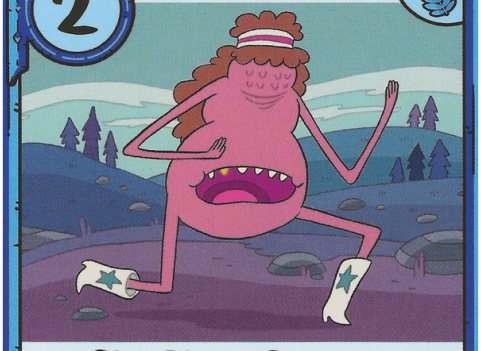
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COMMON LoL

2

Mouth Beater



Blue Plains Creature

Mouth Beater has +1 ATK for each card in your hand.
When Mouth Beater defeats a Creature, draw a card.

0 | 8

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COMMON

LoL

1

Neuromancer



Blue Plains Creature

FLOOP >>> Play a cost 0 card from your discard pile. At the end of your turn, remove it from the game.

3 | 6

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1

Neuromancer



Blue Plains Creature

FLOOP >>> Play a cost 0 card from your discard pile. At the end of your turn, remove it from the game.

3 | 6

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1

Neuromancer



Blue Plains Creature

FLOOP >>> Play a cost 0 card from your discard pile. At the end of your turn, remove it from the game.

3 | 6

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0

Platypus



Blue Plains Creature

Platypus has +1 ATK for each different 0-cost card in your discard pile.

0 | 3

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0

Platypus



Blue Plains Creature

Platypus has +1 ATK for each different 0-cost card in your discard pile.

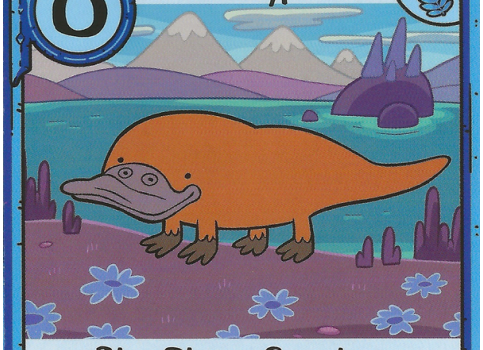
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0

Platypus



Blue Plains Creature

Platypus has +1 ATK for each different 0-cost card in your discard pile.

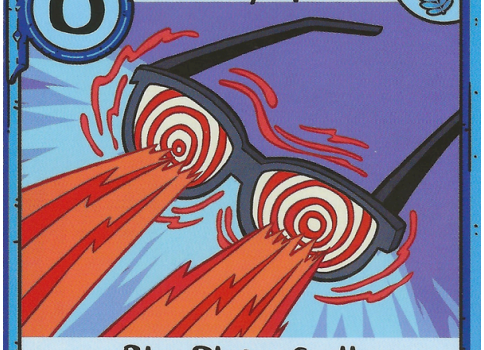
0 | 3

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0

X-Ray Specs



Blue Plains Spell

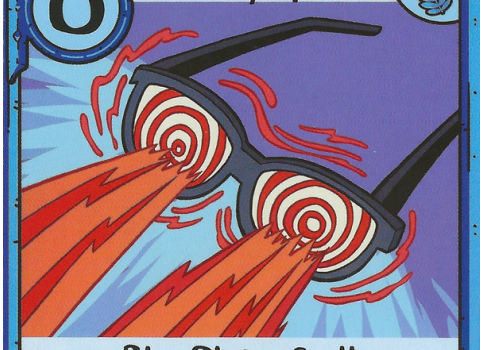
Until end of turn, reveal the top card of your deck. You may play cards revealed in this way. These cards cost 1 additional action for each card that has been played in this way this turn.

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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.

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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.

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2

Brainblades



Blue Plains Spell

Put an (1) on target Creature. Give it an additional (1) for each other card in your hand.

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COMMON
LoL

2

Brainblades



Blue Plains Spell

Put an (1) on target Creature. Give it an additional (1) for each other card in your hand.

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COMMON
LoL

2

Ghost Sorceress



Blue Plains Creature

After you play your first Spell each turn, draw 2 cards, then discard 1 card.

3 (1)

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RARE
LoL

7

2

Ghost Sorceress



Blue Plains Creature

After you play your first Spell each turn, draw 2 cards, then discard 1 card.

3 (1)

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RARE
LoL

7