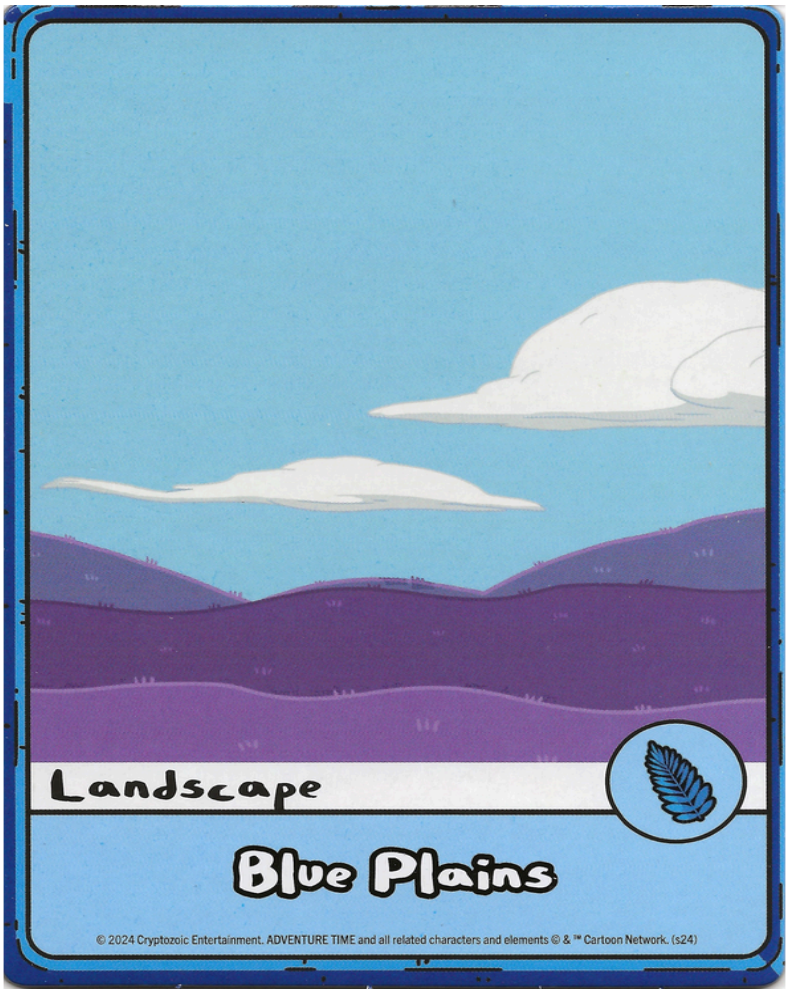
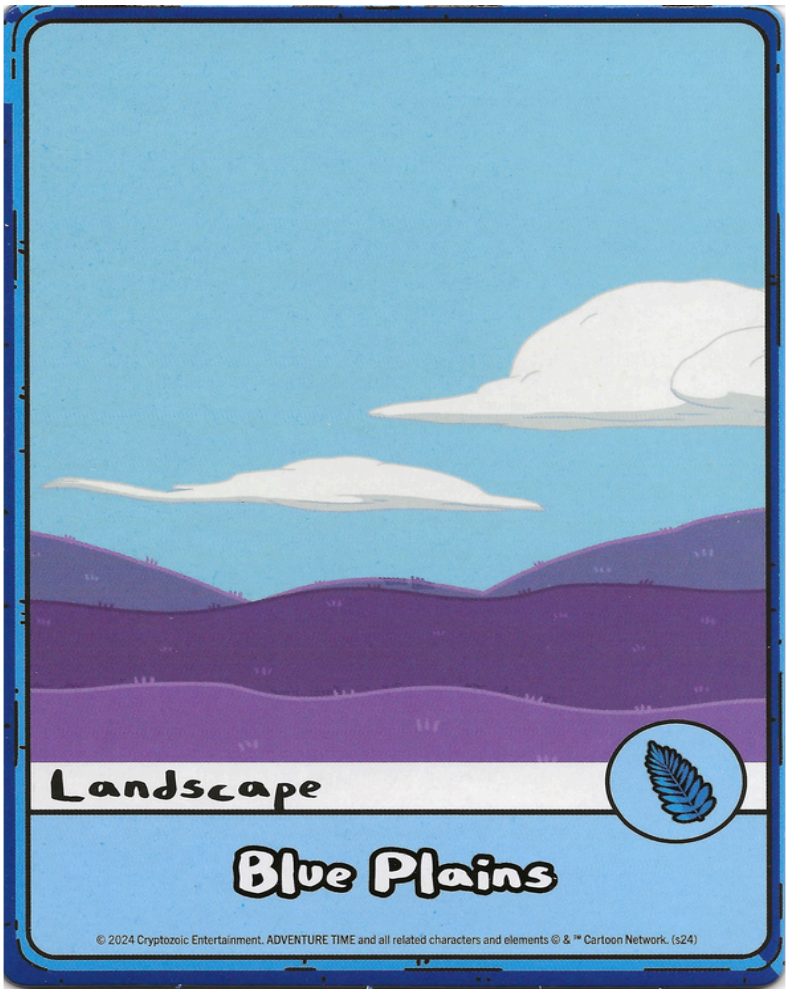
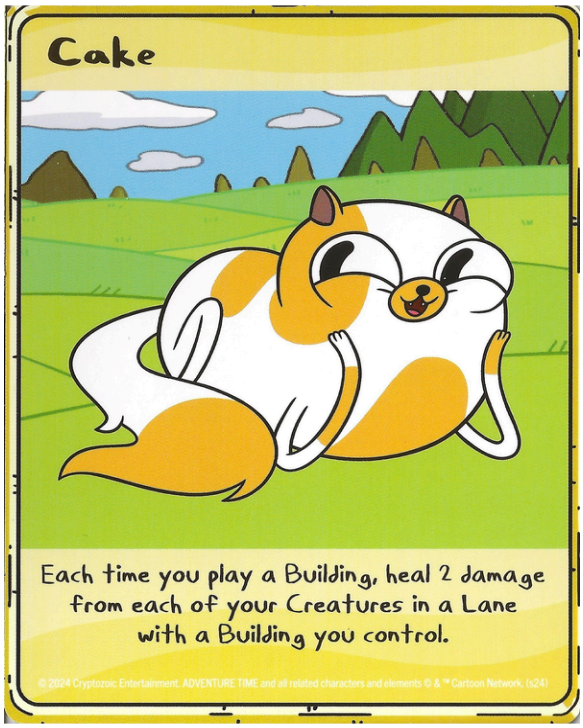

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
Cornfield
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Cake
Each time you play a Building, heal 2 damage from each of your Creatures in a Lane with a Building you control.
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1 **Celestial Castle**



Rainbow Building

Your Creature in this Lane has +3 DEF.

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1 **Silo of Truth**

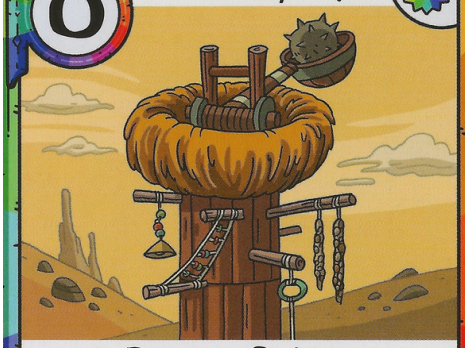


Cornfield Building

Pay 2 actions >>> Steal a random card from your opponent's hand and play it at no cost.

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0 **Parrotmilitary Outpost**



Rainbow Building

Each Creature in this Lane has -1 ATK.

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1 **Lumbercaddy**



Cornfield Creature

FLOOP >>> Move target Building you control to any Lane without one.

2 6

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1 **Lumbercaddy**



Cornfield Creature

FLOOP >>> Move target Building you control to any Lane without one.

2 6

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0 **Helping Hand**



Rainbow Creature

FLOOP >>> Return a Building from your discard pile to your hand.

1 4

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0 **Helping Hand**



Rainbow Creature

FLOOP >>> Return a Building from your discard pile to your hand.

1 4

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1 **Husker Champion**



Cornfield Creature

+2 ATK and +2 DEF if you control a Building in this Lane.

1 4

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1 **Husker Champion**



Cornfield Creature

+2 ATK and +2 DEF if you control a Building in this Lane.

1 4

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2

Burly Lumberjack



Cornfield Creature

You may play additional Buildings in this Lane.

2 9

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2

Burly Lumberjack



Cornfield Creature

You may play additional Buildings in this Lane.

2 9

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2

Husker Valkyrie



Cornfield Creature

+2 ATK and +2 DEF if you control a Building in this Lane.

2 6

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2

Husker Valkyrie



Cornfield Creature

+2 ATK and +2 DEF if you control a Building in this Lane.

2 6

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2

Tough Lumberjill



Cornfield Creature

When Tough Lumberjill enters play, deal 1 damage to your opponent for each Building you control.

3 6

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2

Tough Lumberjill



Cornfield Creature

When Tough Lumberjill enters play, deal 1 damage to your opponent for each Building you control.

3 6

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2

Archer Danica



Cornfield Creature

FLOOP and destroy a Building you control >>> Deal 3 damage to each opposing Creature.

1 6

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1

Popcorn Butteredfly



Cornfield Creature

FLOOP >>> Draw a card for each Building you control.

1 5

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1

Popcorn Butteredfly



Cornfield Creature

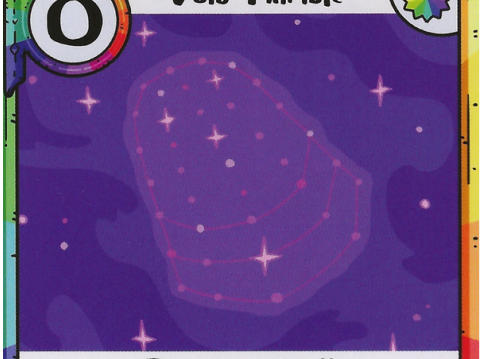
FLOOP >>> Draw a card for each Building you control.

1 5

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0

Void Thimble



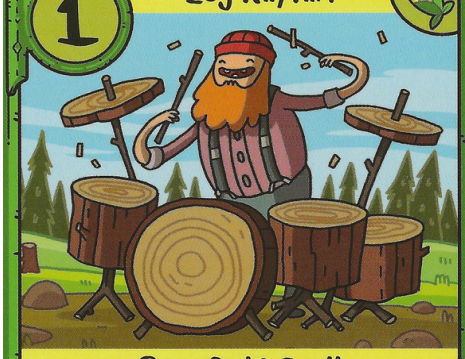
Rainbow Spell

Lose 2 hit points, gain 1 action.

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1

Log Rhythm



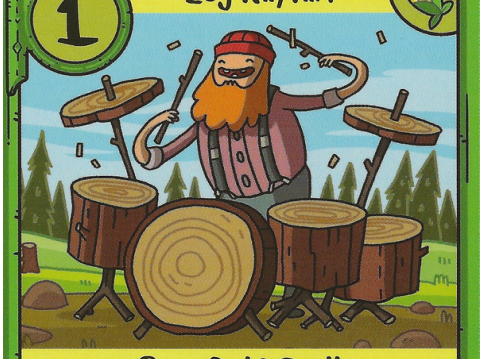
Cornfield Spell

Each of your Creatures in a Lane with a Building you control has +2 ATK this turn.

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1

Log Rhythm



Cornfield Spell

Each of your Creatures in a Lane with a Building you control has +2 ATK this turn.

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2

Harvest Moon



Cornfield Spell

Put a Building from your discard pile into play.

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2

Deforestation



Cornfield Spell

To play this card, you must exhaust one of your Creatures.
Search your deck for a Building and put it into play.
Then shuffle your deck.

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2

Learning Center



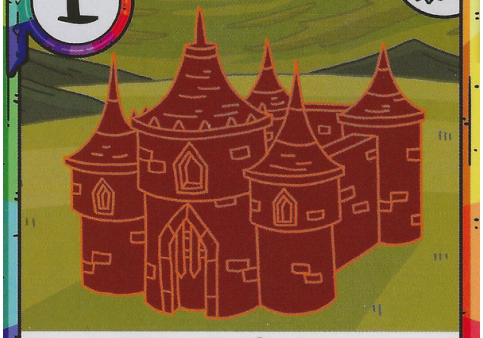
Blue Plains Building

Learning Center gains the game text of Buildings you control in adjacent Lanes *(but not their names).*

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1

Blood Castle



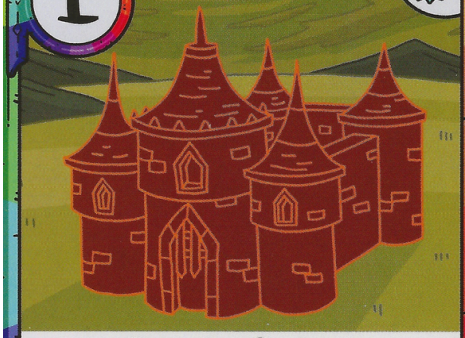
Rainbow Building

Each time an opposing Creature in this Lane takes damage, increase the amount by 1.

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1

Blood Castle



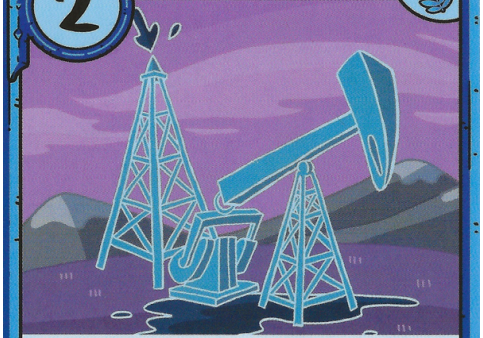
Rainbow Building

Each time an opposing Creature in this Lane takes damage, increase the amount by 1.

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2

Oil Refinery



Blue Plains Building

Your Creature in this Lane has +2 DEF for each Oil Refinery you control.

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2 Oil Refinery



Blue Plains Building

Your Creature in this Lane has +2 DEF for each Oil Refinery you control.

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1 Celestial Fortress

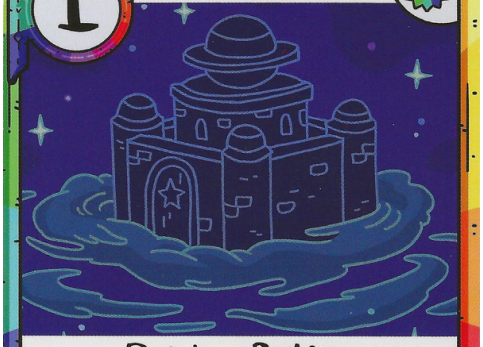


Rainbow Building

The opposing Creature in this Lane has -2 DEF.

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1 Celestial Fortress



Rainbow Building

The opposing Creature in this Lane has -2 DEF.

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1 Log Knight



Cornfield Creature

FLOOP >>> Put a Building from your hand into play below this Landscape.
(You may not replace a Building.)

2 2

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UNCOMMON FtG

1 Log Knight



Cornfield Creature

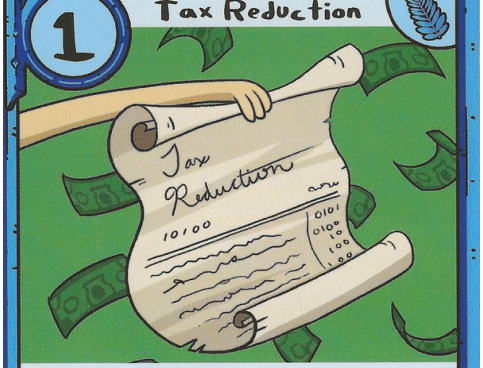
FLOOP >>> Put a Building from your hand into play below this Landscape.
(You may not replace a Building.)

2 2

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UNCOMMON FtG

1 Tax Reduction



Blue Plains Spell

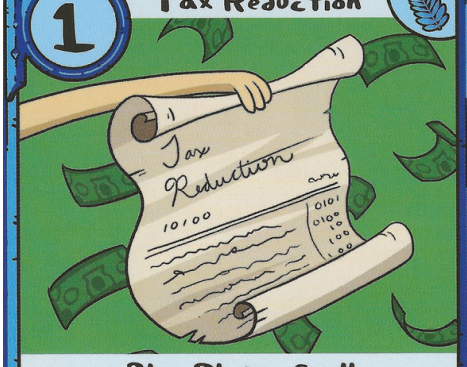
You may move each of your Buildings to different Lanes you control.

You may move each of your opponent's Buildings to different Lanes they control.

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UNCOMMON FtG

1 Tax Reduction



Blue Plains Spell

You may move each of your Buildings to different Lanes you control.

You may move each of your opponent's Buildings to different Lanes they control.

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UNCOMMON FtG

1 Wandering Workshop



Rainbow Building

FLOOP >>> Put an ⚓ on a Creature in this Lane.
Then move Wandering Workshop below an adjacent Landscape if there is no Building there.

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RARE LoL

1 Wandering Workshop



Rainbow Building

FLOOP >>> Put an ⚓ on a Creature in this Lane.
Then move Wandering Workshop below an adjacent Landscape if there is no Building there.

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RARE LoL

1

Wandering Workshop



Rainbow Building

FLOOP >>> Put an ⊕ on a Creature in this Lane. Then move Wandering Workshop below an adjacent Landscape if there is no Building there.

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RARE

LoL

1

Energy Potion



Cornfield Spell

Gain 2 actions on your next turn.

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UNCOMMON

LoL

0

Relocation Potion



Blue Plains Spell

Ready a Building you control. You may move it below any friendly Landscape with no Building there.

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UNCOMMON

LoL

0

Relocation Potion



Blue Plains Spell

Ready a Building you control. You may move it below any friendly Landscape with no Building there.

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UNCOMMON

LoL