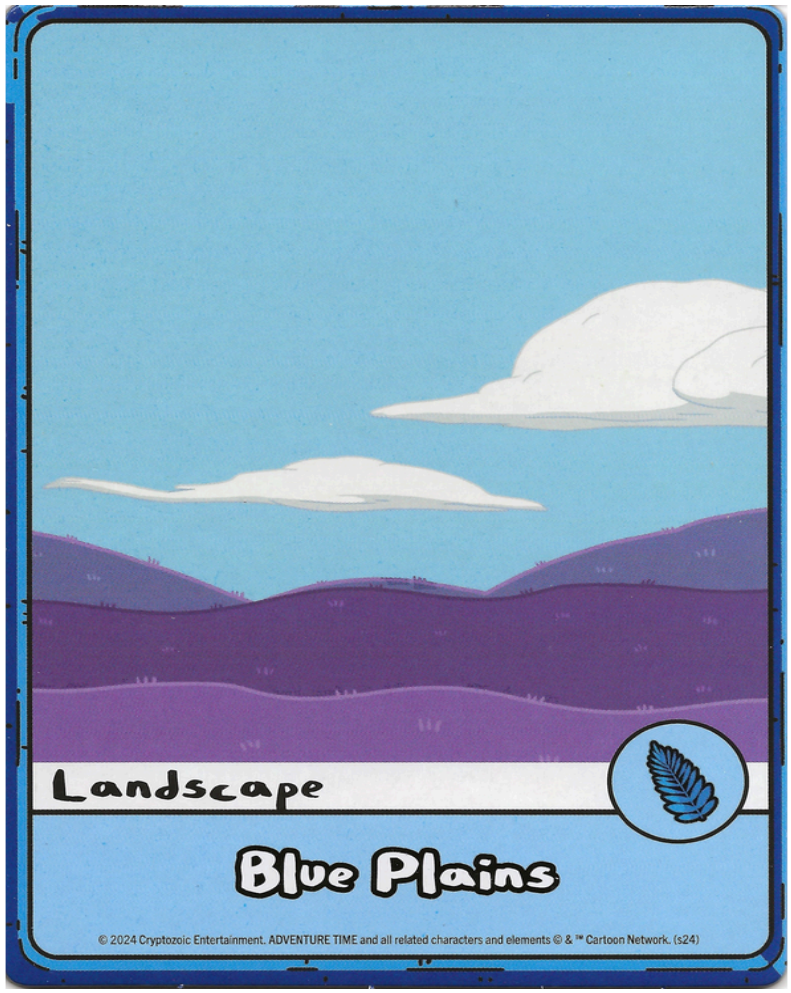
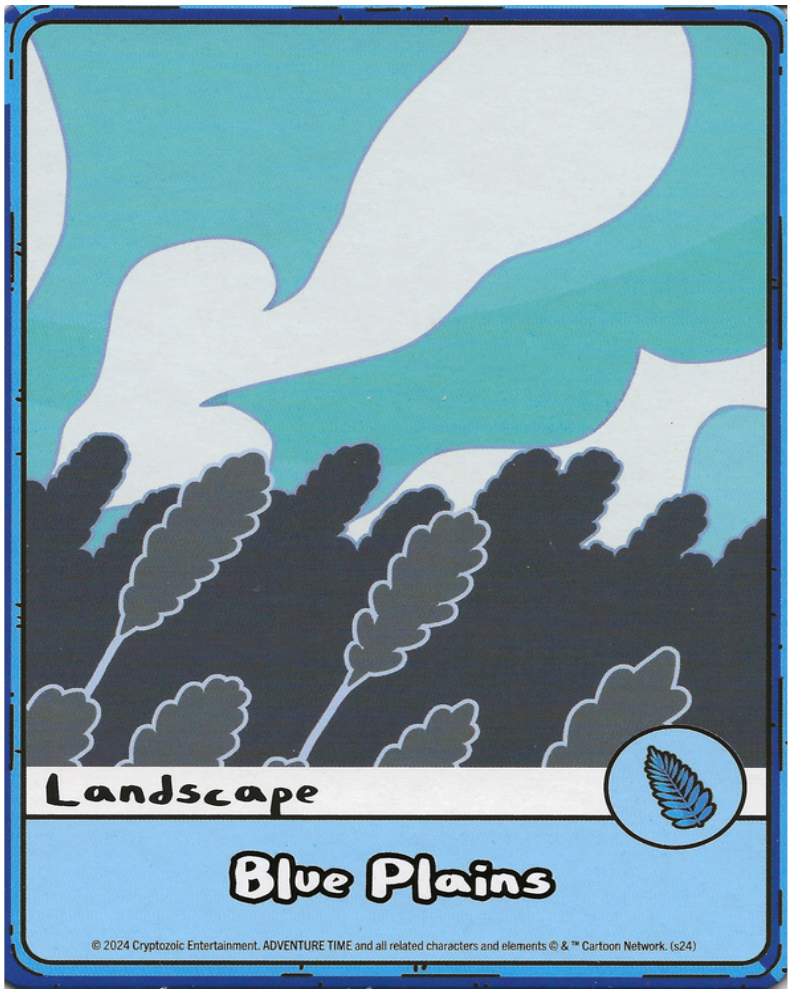
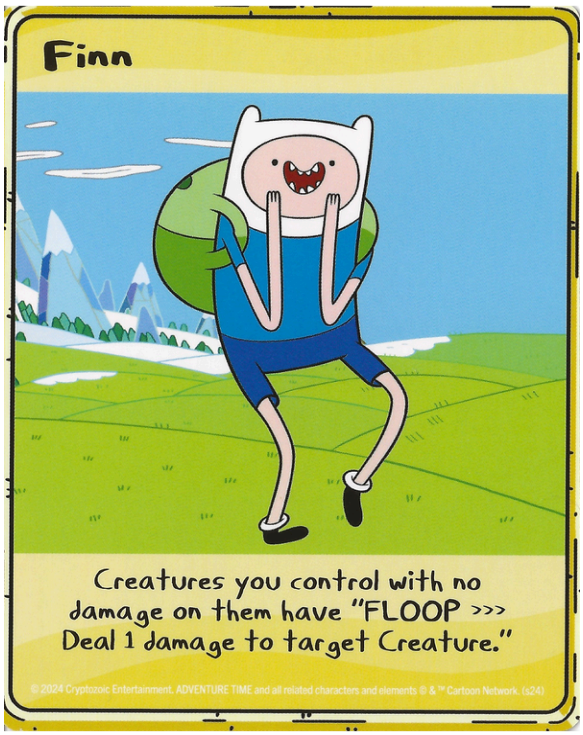

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
Blue Plains
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Finn
Creatures you control with no damage on them have "FLOOP >>> Deal 1 damage to target Creature."
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1
Ancient Scholar

Blue Plains Creature
FLOOP >>> Return a random Rainbow card from your discard pile to your hand. If you control a Building in this Lane, gain 1 action.
1
7
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1
Ancient Scholar

Blue Plains Creature
FLOOP >>> Return a random Rainbow card from your discard pile to your hand. If you control a Building in this Lane, gain 1 action.
1
7
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2
Cool Dog

Blue Plains Creature
Your Creatures on adjacent Lanes may not be attacked.
2
7
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2
Cool Dog

Blue Plains Creature
Your Creatures on adjacent Lanes may not be attacked.
2
7
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1
Dragon Claw

Blue Plains Creature
FLOOP >>> Move one of your Creatures to an empty Lane.
1
8
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1
Dragon Claw

Blue Plains Creature
FLOOP >>> Move one of your Creatures to an empty Lane.
1
8
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2
Embarrassing Bard

Blue Plains Creature
FLOOP >>> Draw a card for each of your Flooped Creatures (including this one).
1
5
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2
Embarrassing Bard

Blue Plains Creature
FLOOP >>> Draw a card for each of your Flooped Creatures (including this one).
1
5
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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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0 **Nice Ice Baby**



Rainbow Creature

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

1 ATK · 2 HP

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0 **Nice Ice Baby**



Rainbow Creature

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

1 ATK · 2 HP

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1 **Psionic Architect**



Blue Plains Creature

When Psionic Architect enters play, you may ready one of your Flooped Creatures.

2 ATK · 6 HP

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1 **Psionic Architect**



Blue Plains Creature

When Psionic Architect enters play, you may ready one of your Flooped Creatures.

2 ATK · 6 HP

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1 **Punk Cat**



Blue Plains Creature

Each Creature that changed Lanes this turn has +2 ATK.

2 ATK · 6 HP

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1 **Punk Cat**



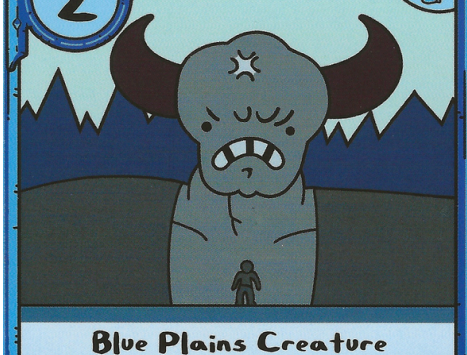
Blue Plains Creature

Each Creature that changed Lanes this turn has +2 ATK.

2 ATK · 6 HP

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2 **Struzann Djinn**



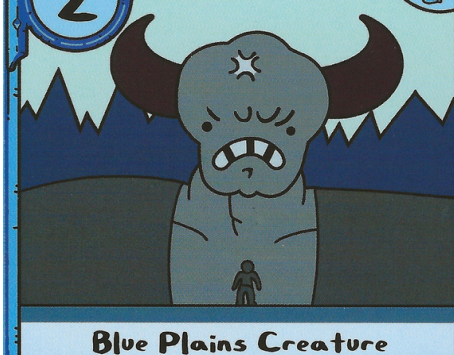
Blue Plains Creature

+2 ATK for each of your Flooped Creatures.

1 ATK · 11 HP

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2 **Struzann Djinn**



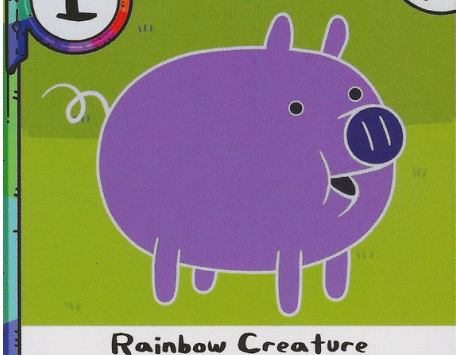
Blue Plains Creature

+2 ATK for each of your Flooped Creatures.

1 ATK · 11 HP

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1 **The Pig**



Rainbow Creature

FLOOP >>> Flip target Cornfield Landscape in this Lane face down.

1 ATK · 4 HP

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1

The Pig



Rainbow Creature

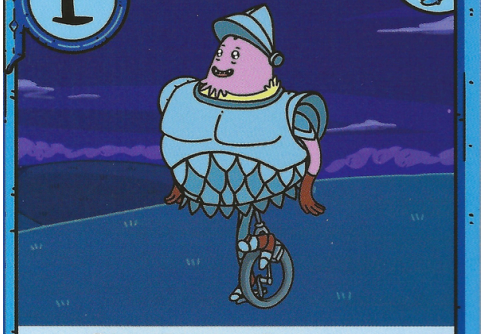
FLOOP >>> Flip target Cornfield Landscape in this Lane face down.

1 4

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1

Uni-Knight



Blue Plains Creature

Pay 1 action >>> Target Creature in this Lane has -10 ATK this turn.

3 4

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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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2

Woadic Marauder



Blue Plains Creature

When Woadic Marauder changes Lanes during a turn, draw a card.

3 9

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2

Woadic Marauder



Blue Plains Creature

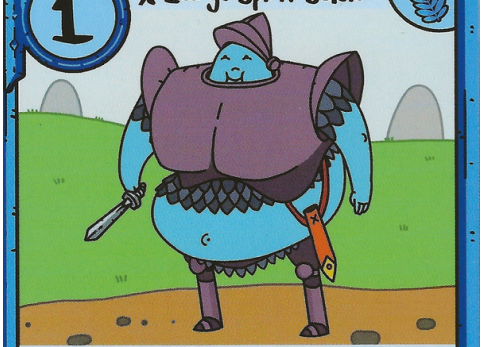
When Woadic Marauder changes Lanes during a turn, draw a card.

3 9

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1

X-Large Spirit Soldier



Blue Plains Creature

Each adjacent Creature has +1 ATK.

1 9

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1

X-Large Spirit Soldier



Blue Plains Creature

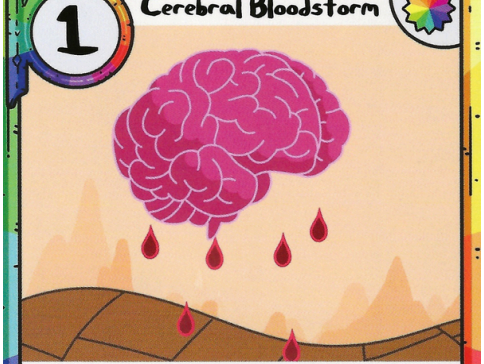
Each adjacent Creature has +1 ATK.

1 9

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1

Cerebral Bloodstorm



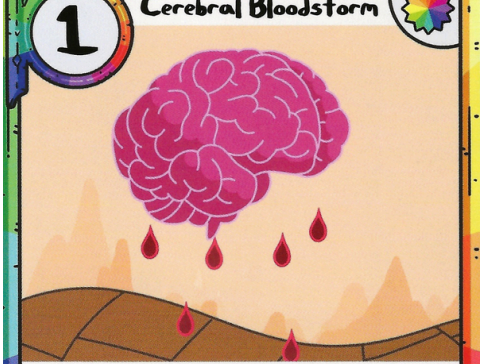
Rainbow Spell

Deal 1 damage to each opposing Creature.

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1

Cerebral Bloodstorm



Rainbow Spell

Deal 1 damage to each opposing Creature.

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1
Gnome Snot


Blue Plains Spell
Draw 3 cards.
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1
Gnome Snot


Blue Plains Spell
Draw 3 cards.
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0
Teleport

Rainbow Spell
Move one of your Creatures
to one of your empty Landscapes.
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0
Teleport

Rainbow Spell
Move one of your Creatures
to one of your empty Landscapes.
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0
Woad Blood

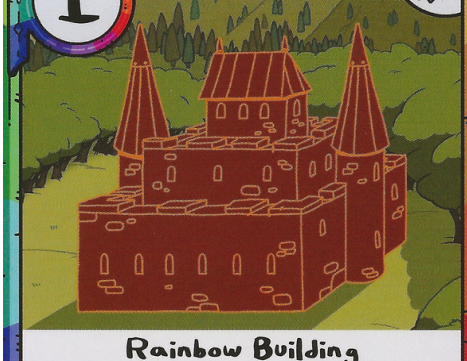
Rainbow Spell
Each Creature that changed Lanes
this turn has +2 ATK.
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0
Woad Talisman

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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1
Blood Fortress

Rainbow Building
Your Creature in this Lane
has +1 ATK.
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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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1

Schoolhouse



Blue Plains Building

FLOOP >>> Your Creature in this Lane loses all abilities and gains the Floop ability of a random Creature (with a Floop ability) in your discard pile until end of turn.

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1

Woad Mobile Home



Blue Plains Building

FLOOP >>> Move a Creature in an adjacent Lane to this Lane (if empty).

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1

Woad Mobile Home



Blue Plains Building

FLOOP >>> Move a Creature in an adjacent Lane to this Lane (if empty).

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