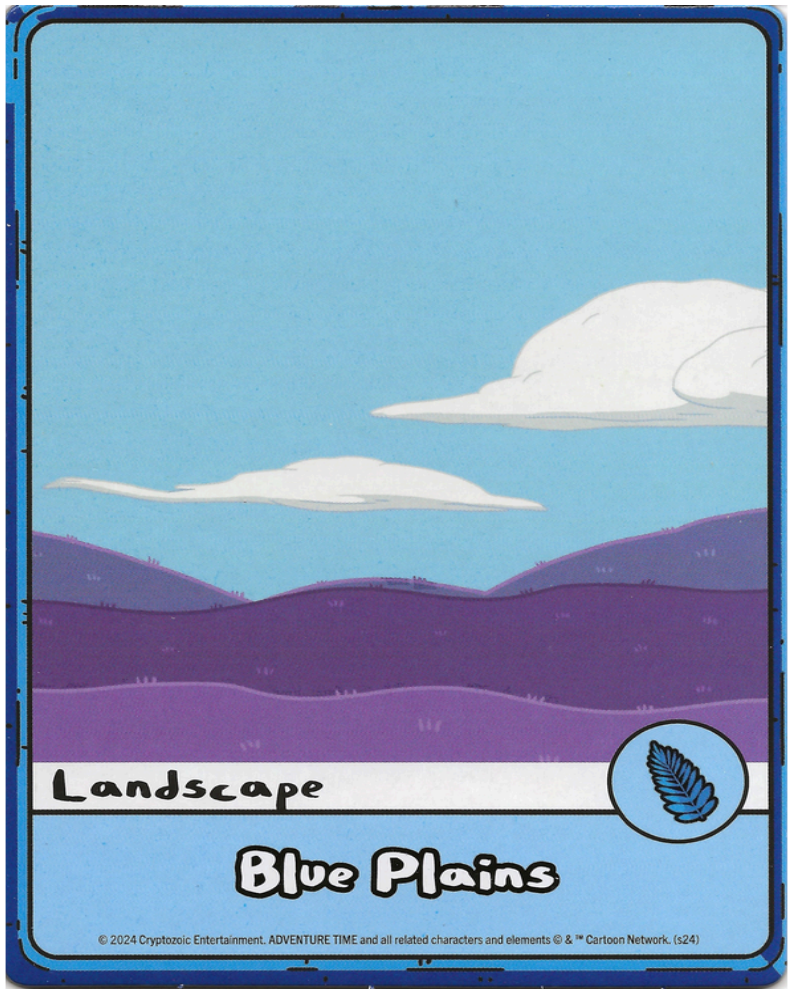
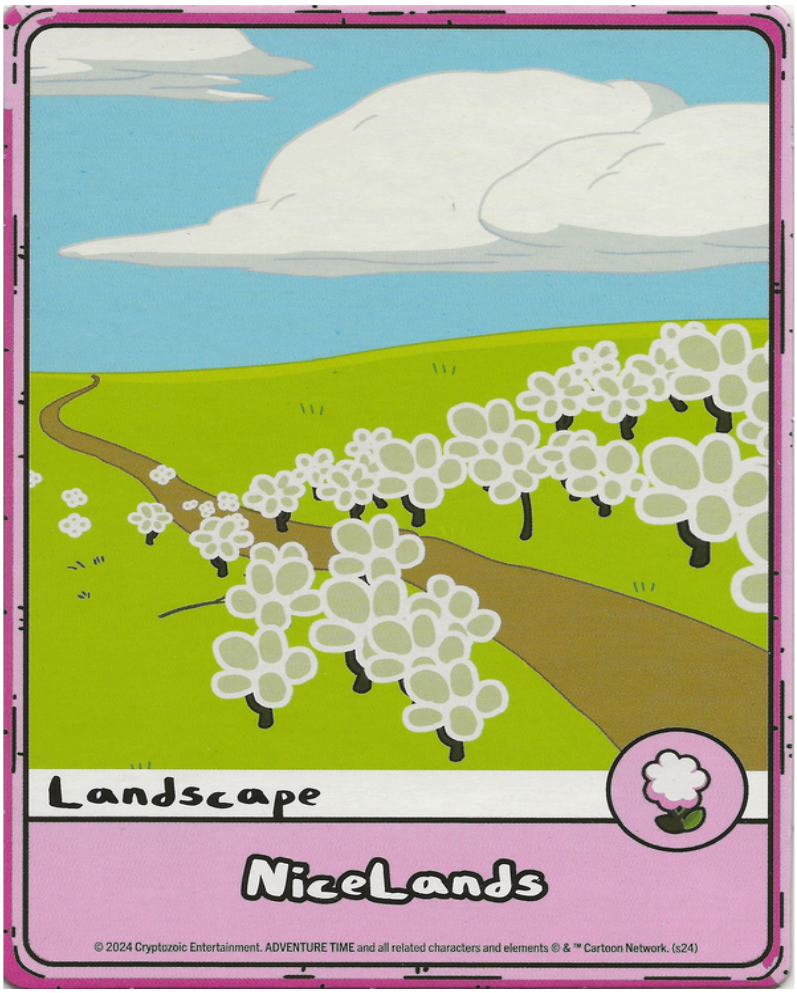
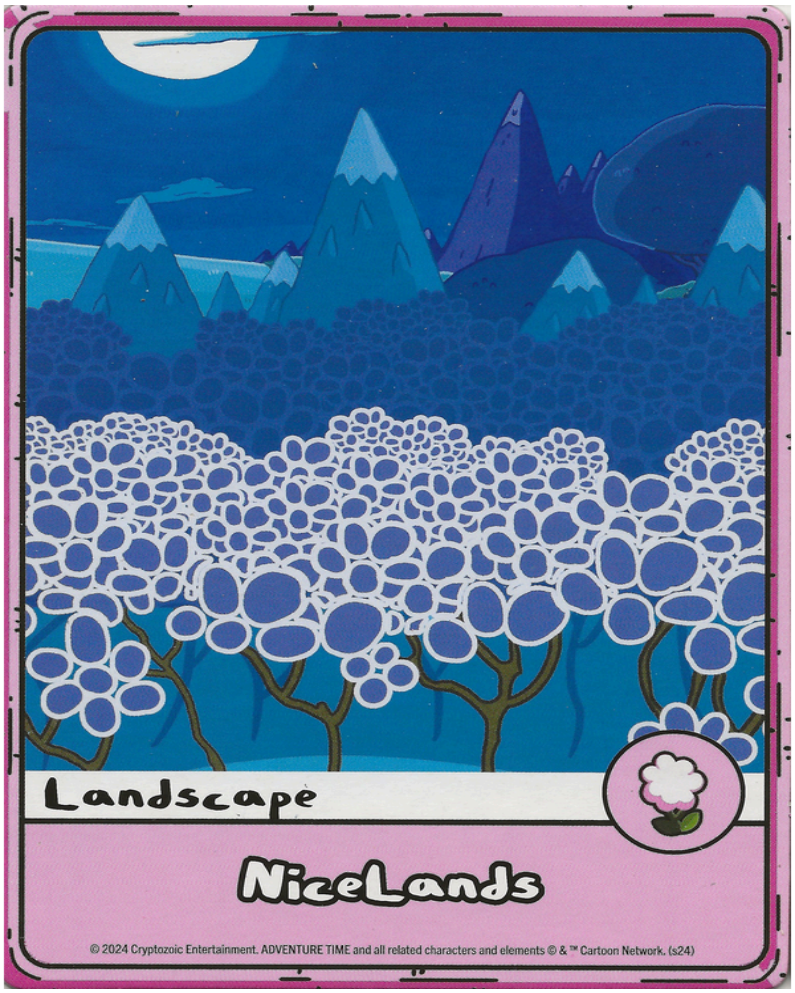

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
NiceLands
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Landscape
NiceLands
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Charlie
Once during your turn, you may move a Creature you control to an adjacent empty Landscape.
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0

The Barrel



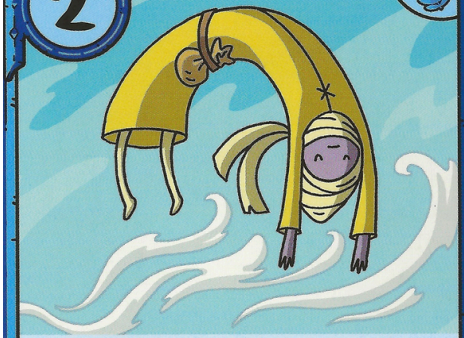
Rainbow Creature

The Barrel has +1 ATK and +1 DEF for each other The Barrel in play.

1 | 5

2

Aeromancer



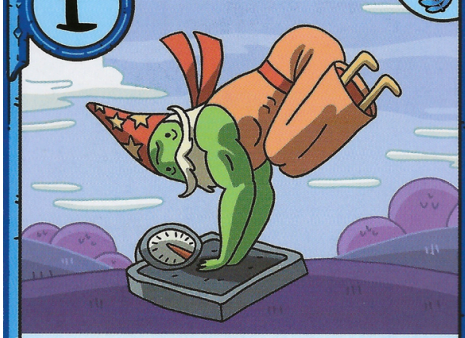
Blue Plains Creature

When Aeromancer enters play, you may swap the positions of 2 Creatures target player controls.

3 | 5

1

Biomancer



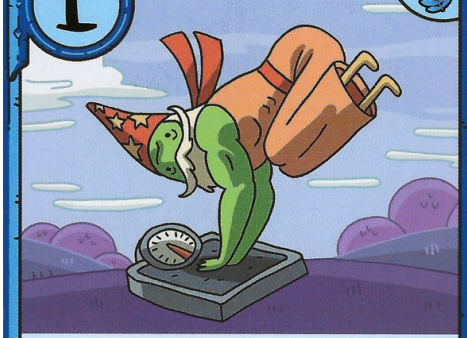
Blue Plains Creature

Whenever one of your Creatures changes Lanes, heal 2 damage from Biomancer.

1 | 8

1

Biomancer



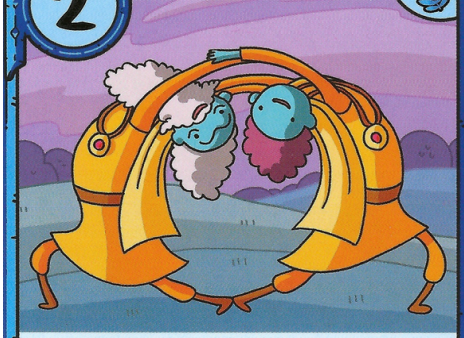
Blue Plains Creature

Whenever one of your Creatures changes Lanes, heal 2 damage from Biomancer.

1 | 8

2

Chronomancer



Blue Plains Creature

Each time Chronomancer changes Lanes, gain 1 action.

3 | 6

1

Geomancer



Blue Plains Creature

At the start of your turn, you may move Geomancer to an empty Landscape you control.

2 | 6

1

Geomancer



Blue Plains Creature

At the start of your turn, you may move Geomancer to an empty Landscape you control.

2 | 6

2

Hydromancer



Blue Plains Creature

When Hydromancer enters play, you may reveal cards from the top of your deck until you reveal a teamwork card, then play it for free. Shuffle the other revealed cards into your deck.

3 | 6

1

Necromancer



Blue Plains Creature

Whenever one of your Creatures leaves play, you may move Necromancer to that Creature's empty Landscape.

1 | 8

1

Necromancer



Blue Plains Creature

Whenever one of your Creatures leaves play, you may move Necromancer to that Creature's empty Landscape.

1 8

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1

Pyromancer



Blue Plains Creature

Whenever Pyromancer is placed onto an empty Landscape, you may deal 2 damage to target Creature in that Lane. Pay 1 action >>> Move Pyromancer to an empty Landscape you control.

0 8

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1

Pyromancer



Blue Plains Creature

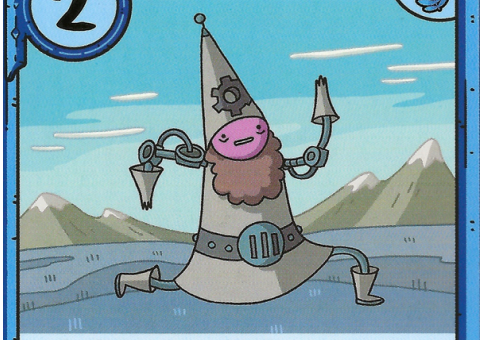
Whenever Pyromancer is placed onto an empty Landscape, you may deal 2 damage to target Creature in that Lane. Pay 1 action >>> Move Pyromancer to an empty Landscape you control.

0 8

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2

Robomancer



Blue Plains Creature

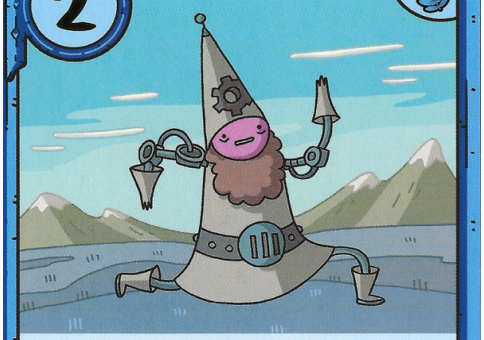
+1 ATK for each Creature that changed Lanes during your turn.

2 7

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2

Robomancer



Blue Plains Creature

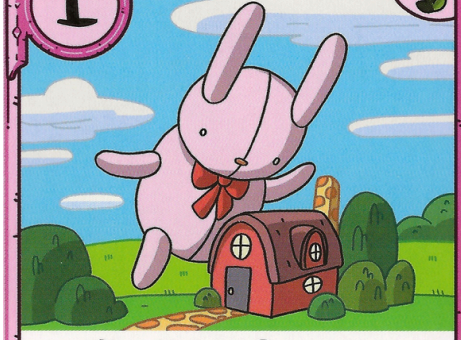
+1 ATK for each Creature that changed Lanes during your turn.

2 7

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1

Adorabunny



NiceLands Creature

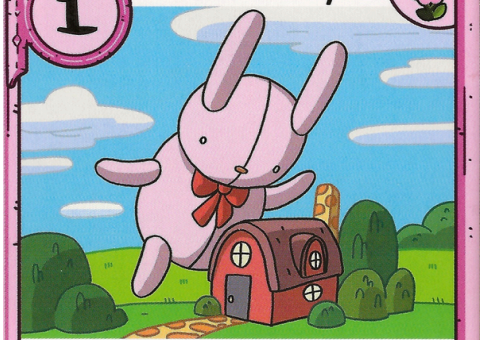
At the start of your turn, if Adorabunny has 4 or more damage on it, deal 3 damage to target opponent.

0 8

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1

Adorabunny



NiceLands Creature

At the start of your turn, if Adorabunny has 4 or more damage on it, deal 3 damage to target opponent.

0 8

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2

Endearing Elephant



NiceLands Creature

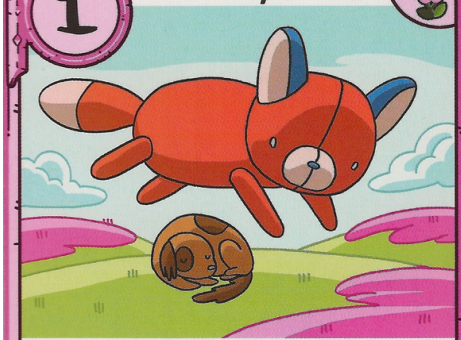
Whenever Endearing Elephant is targeted by an opponent's Spell, deal 2 damage to target opponent.

4 4

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1

Fluffy Fox



NiceLands Creature

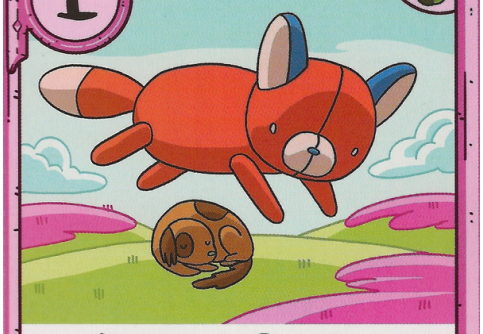
While Fluffy Fox has 4 or more damage on it, it ignores the first 2 damage dealt to it by opposing Creatures.

2 6

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1

Fluffy Fox



NiceLands Creature

While Fluffy Fox has 4 or more damage on it, it ignores the first 2 damage dealt to it by opposing Creatures.

2 | 6

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1

Giddy Giraffe



NiceLands Creature

While Giddy Giraffe has 4 or more damage on it, it targets your opponent instead of the opposing Creature.

1 | 8

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1

Giddy Giraffe



NiceLands Creature

While Giddy Giraffe has 4 or more damage on it, it targets your opponent instead of the opposing Creature.

1 | 8

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2

Knit Kitty



NiceLands Creature

Knit Kitty is affected by Buildings on adjacent Landscapes.

3 | 7

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1

Loveable Lamb



NiceLands Creature

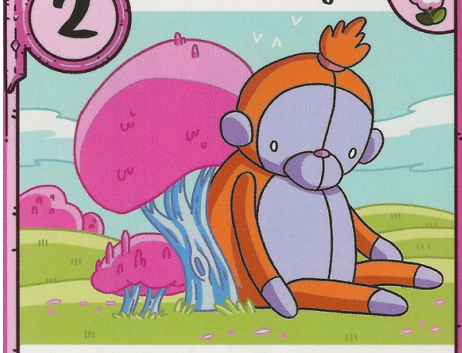
At the start of your turn, if Loveable Lamb has 4 or more damage on it, deal 2 damage to the opposing Creature in this Lane.

2 | 7

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2

Overstuffed Orangutan



NiceLands Creature

While Overstuffed Orangutan has 4 or more damage on it, its ATK value is doubled.

2 | 8

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2

Sewn Sloth



NiceLands Creature

Each adjacent Creature has +1 ATK. If Sewn Sloth has 4 or more damage on it, each adjacent Creature has +2 ATK instead.

0 | 8

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2

Sewn Sloth



NiceLands Creature

Each adjacent Creature has +1 ATK. If Sewn Sloth has 4 or more damage on it, each adjacent Creature has +2 ATK instead.

0 | 8

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1

Enchanted Celebration



Rainbow Spell

Move target Creature to an adjacent empty Landscape its owner controls.

After playing this, you may put it into your teammate's hand.

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0

Tandem Bike



Rainbow Spell

Choose a Creature you control and put it into its owner's hand. Then choose another player. That player chooses a Creature they control and puts it into its owner's hand.

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2v2

2

Firm Handshake



Rainbow Spell

Deal 5 damage to yourself and target opponent.

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2v2

1

Convey Wisdom



Blue Plains Spell

Look at the top 4 cards of target player's deck and put them back in any order. Then draw a card.

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2v2

1

Redirect Danger



Blue Plains Spell

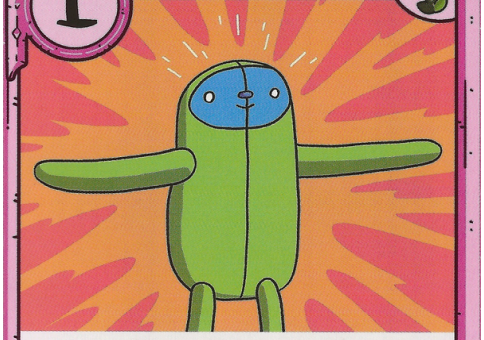
Move up to 3 damage on one of your Creatures to the opposing Creature in its Lane.

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2v2

1

Hug It Out



NiceLands Spell

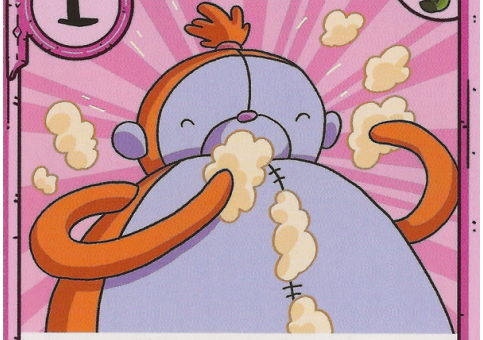
Destroy target Creature you control, then destroy the opposing Creature in its Lane.

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2v2

1

Stuffed



NiceLands Spell

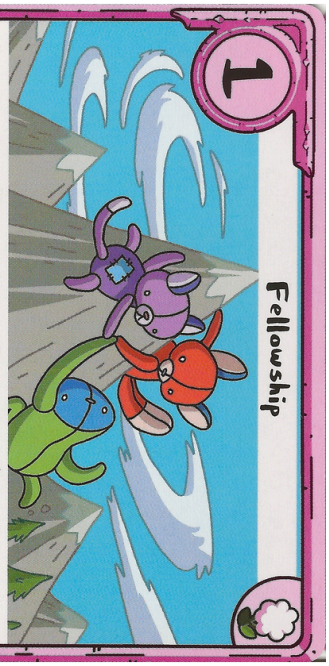
Choose a Creature you control and deal damage to it equal to its ATK. Then, its ATK value is doubled this turn.

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2v2

1

Fellowship



NiceLands Teamwork

During your and your teammate's Fight Phase, the first time damage is dealt to an opponent, the other teammate may deal 1 damage to target Creature in one of their Lanes.

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2v2

1

Contribution



Blue Plains Teamwork

At the start of your and your teammate's Fight Phase, if you or your teammate drew 3 or more cards this turn, the other teammate may draw a card.

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2v2

1

Communication



Rainbow Teamwork

The first time you or your teammate plays a Rainbow Spell with cost 0 during their turn, the other Teammate may copy it and may choose new targets.

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2v2

2

Cloud Tower



Blue Plains Building

Your Creature in this Lane cannot be targeted by your opponent's Spells or Creature abilities.

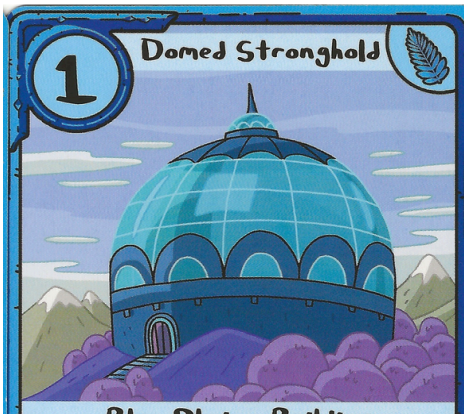
FLOOP >>> Move a Creature you control to your Landscape in this Lane.

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2v2

1

Domed Stronghold



Blue Plains Building

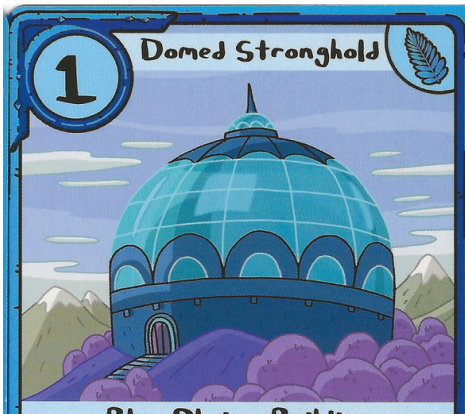
Your Creature in this Lane has +2 DEF and cannot be damaged by your opponent's Spells.

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2v2

1

Domed Stronghold



Blue Plains Building

Your Creature in this Lane has +2 DEF and cannot be damaged by your opponent's Spells.

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2v2

2

Bean Ball Bomba



NiceLands Building

FLOOP >>> Heal or deal damage to your Creature in this Lane until it has 4 damage on it.

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2v2