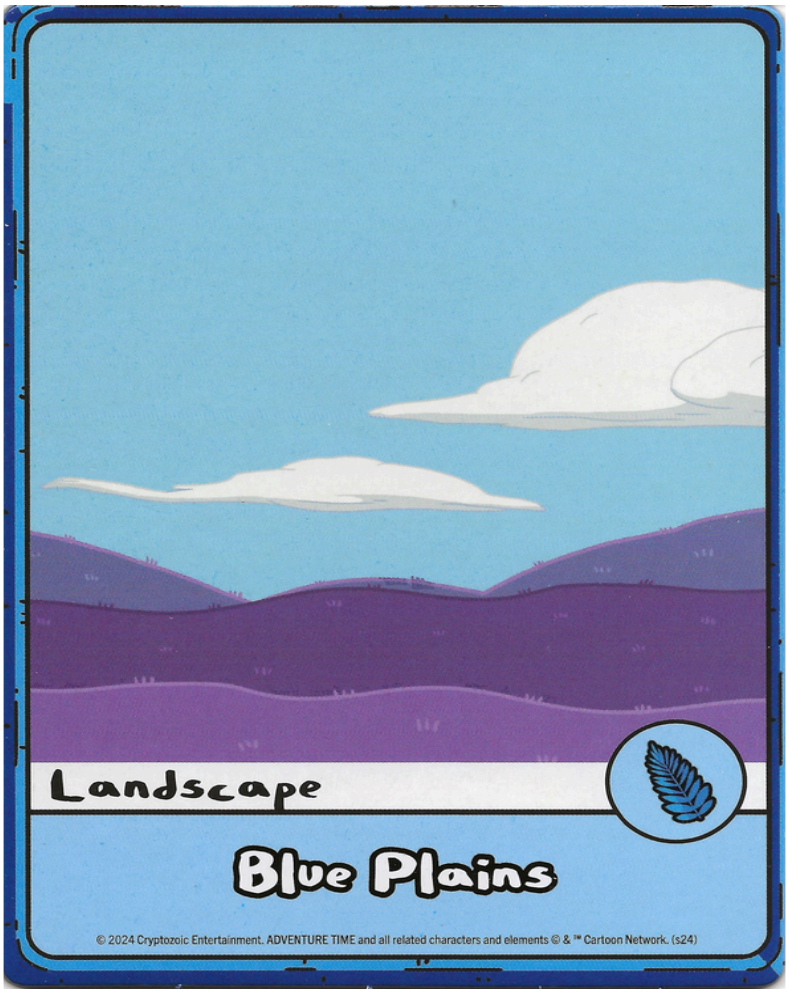
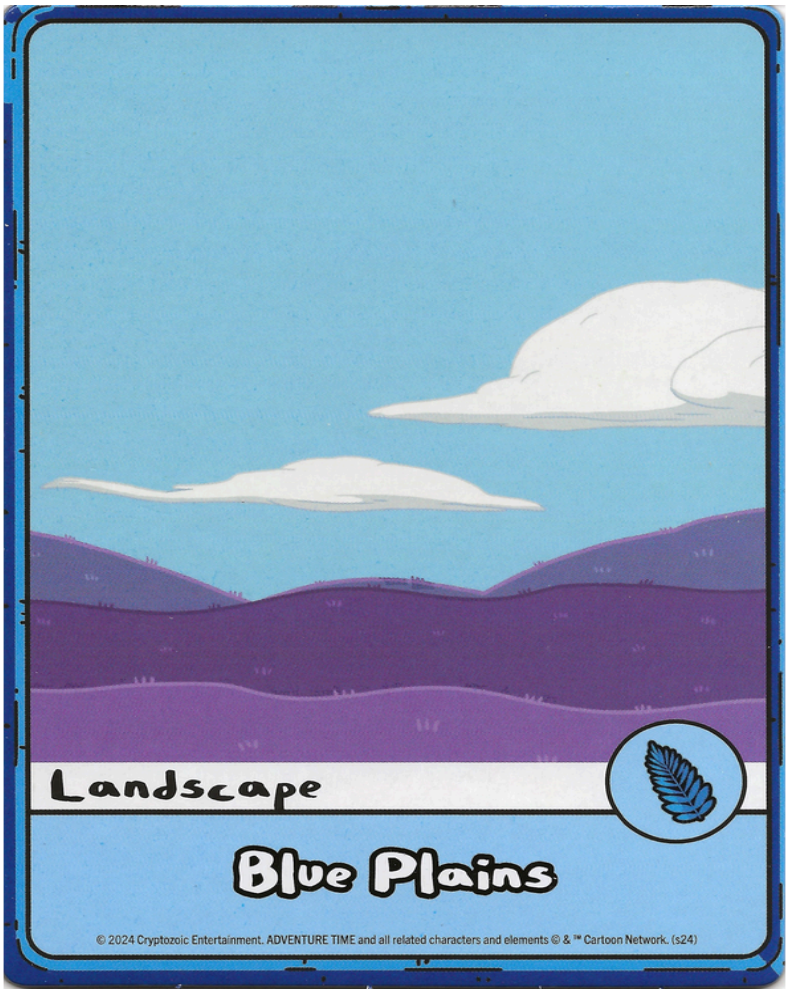
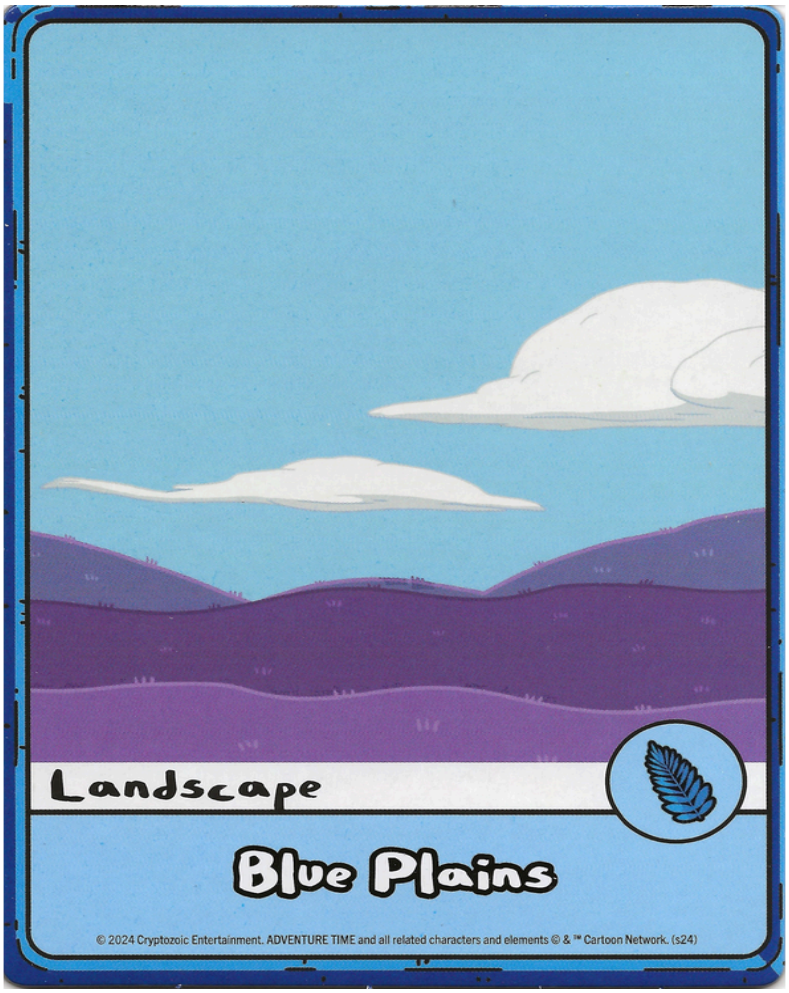
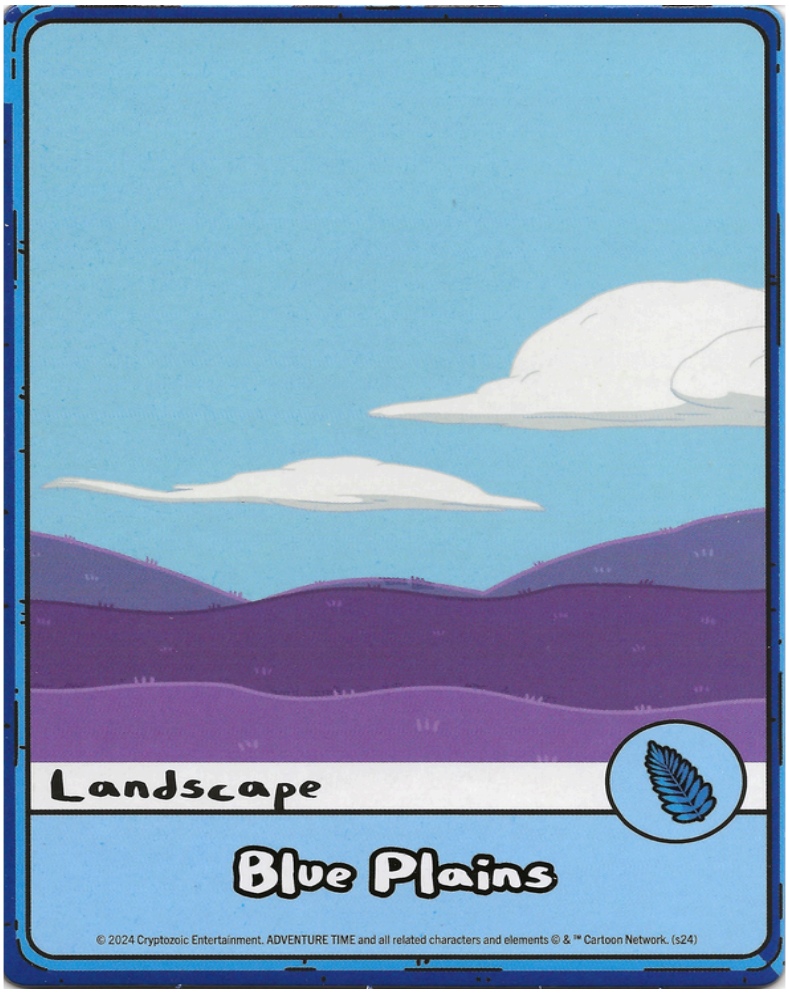

Landscape
Blue Plains
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Charlie
Once during your turn, you may move a Creature you control to an adjacent empty Landscape.
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1

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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1

Punk Cat



Blue Plains Creature

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

2 6

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1

Punk Cat



Blue Plains Creature

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

2 6

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2

Woodic Marauder



Blue Plains Creature

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

3 9

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2

Woodic Marauder



Blue Plains Creature

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

3 9

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1

Gnome Snot



Blue Plains Spell

Draw 3 cards.

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1

Gnome Snot



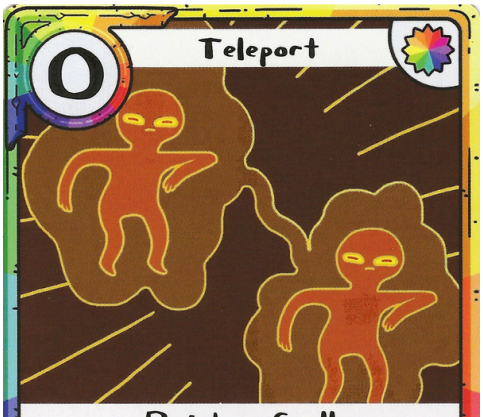
Blue Plains Spell

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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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**

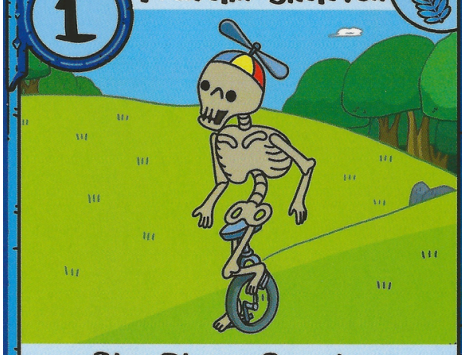


Blue Plains Building

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

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1 **Travelin' Skeleton**



Blue Plains Creature

FLOOP >>> Swap Lanes with another one of your Creatures.

0 8

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1 **Pants Of Awesome**



Blue Plains Spell

Move target Creature you control to an empty Blue Plains Landscape you control, then draw a card.

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1 **Woadic Ring Leader**



Blue Plains Creature

At the start of your turn, move Woadic Ring Leader to an empty Landscape you control. If you cannot, destroy it.

3 4

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1 **Woadic Ring Leader**



Blue Plains Creature

At the start of your turn, move Woadic Ring Leader to an empty Landscape you control. If you cannot, destroy it.

3 4

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1 **Drained Cleric**



Blue Plains Creature

At the start of your turn, move Drained Cleric to an empty Landscape you control. If you cannot, discard a card.

3 5

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1

Drained Cleric



Blue Plains Creature

At the start of your turn, move Drained Cleric to an empty Landscape you control. If you cannot, discard a card.

3 5

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2

Aeromancer



Blue Plains Creature

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

3 5

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2

Chronomancer



Blue Plains Creature

Each time Chronomancer changes Lanes, gain 1 action.

3 6

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1

Geomancer



Blue Plains Creature

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

2 6

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1

Geomancer



Blue Plains Creature

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

2 6

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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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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

2

Paladim



Blue Plains Creature

Each of your Creatures that changed Lanes this turn has +3 ATK.

3

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COMMON
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7

2

Paladim



Blue Plains Creature

Each of your Creatures that changed Lanes this turn has +3 ATK.

3

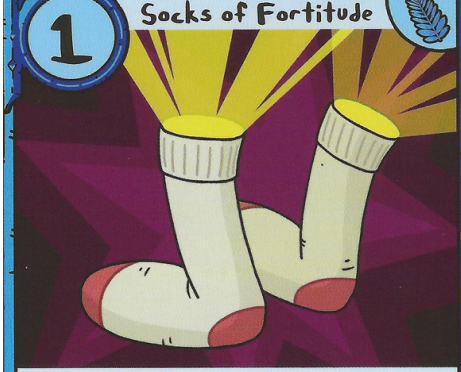
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COMMON
FtG

7

1

Socks of Fortitude



Blue Plains Spell

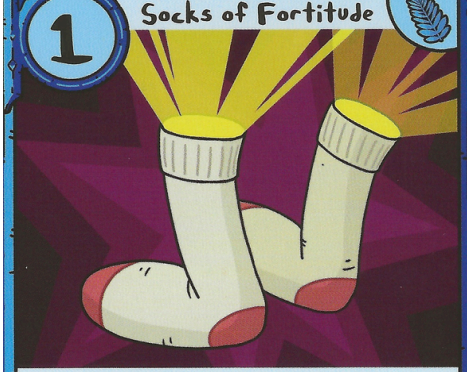
Ready each Creature that changed Lanes this turn. They each have +2 ATK.

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COMMON
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1

Socks of Fortitude



Blue Plains Spell

Ready each Creature that changed Lanes this turn. They each have +2 ATK.

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COMMON
FtG

1

Spell Warp



Blue Plains Spell

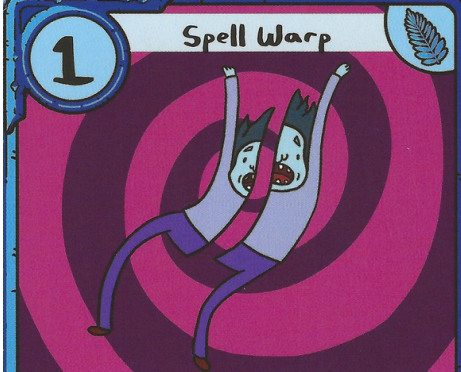
Swap the positions of two of your Creatures.

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COMMON
FtG

1

Spell Warp



Blue Plains Spell

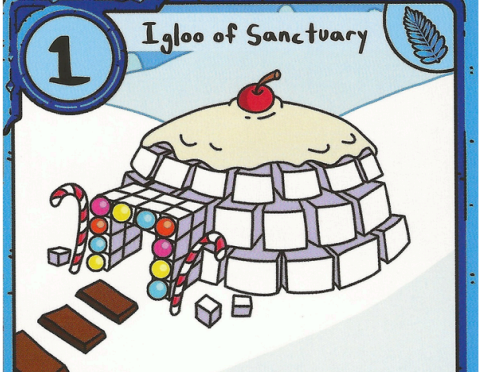
Swap the positions of two of your Creatures.

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COMMON
FtG

1

Igloo of Sanctuary



Blue Plains Building

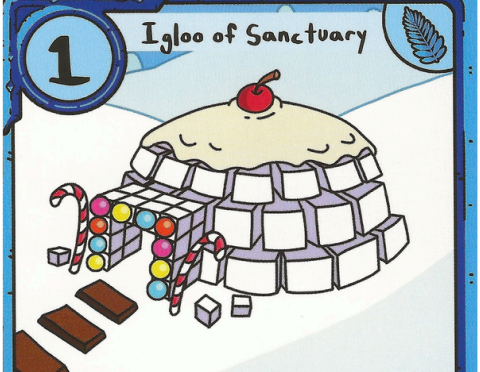
FLOOP >>> If your Creature in this Lane moved here from another Lane this turn, it has +3 ATK.

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FtG

1

Igloo of Sanctuary



Blue Plains Building

FLOOP >>> If your Creature in this Lane moved here from another Lane this turn, it has +3 ATK.

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COMMON
FtG

1

Blue Plains Drifter



Blue Plains Creature

Once per turn, you may swap Lanes with another one of your Creatures. Both Creatures have +1 ATK this turn.

1

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6

1

Blue Plains Drifter



Blue Plains Creature

Once per turn, you may swap Lanes with another one of your Creatures. Both Creatures have +1 ATK this turn.

1

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6

1

Blue Plains Drifter



Blue Plains Creature

Once per turn, you may swap Lanes with another one of your Creatures. Both Creatures have +1 ATK this turn.

1

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6

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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LoL