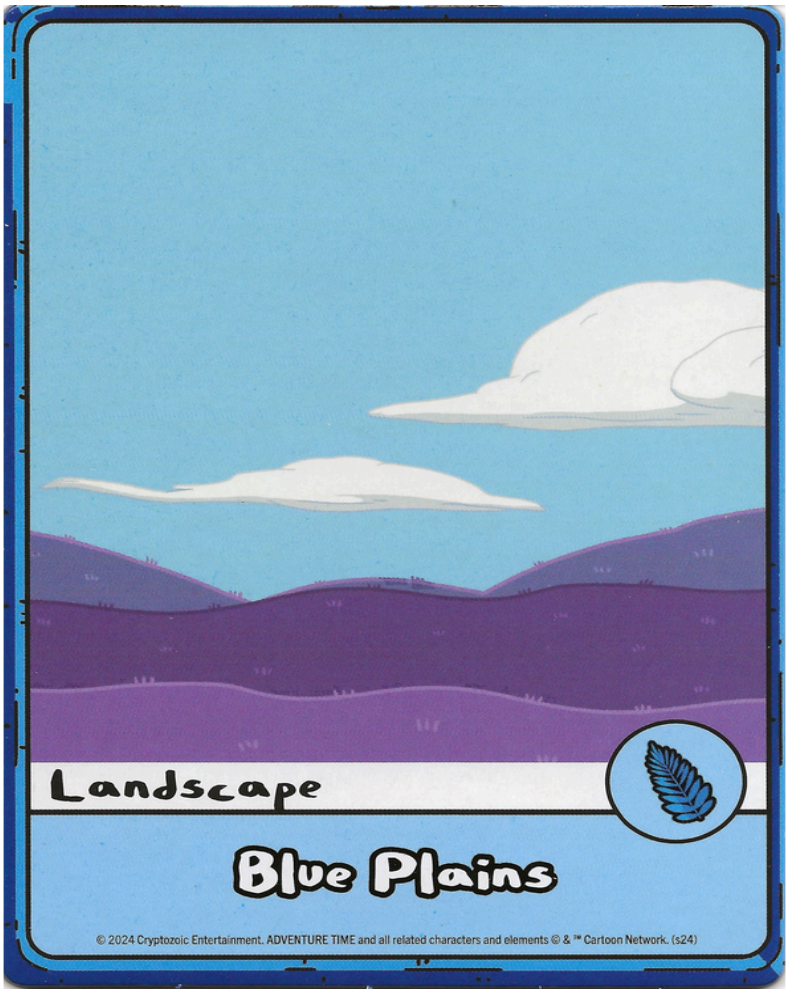
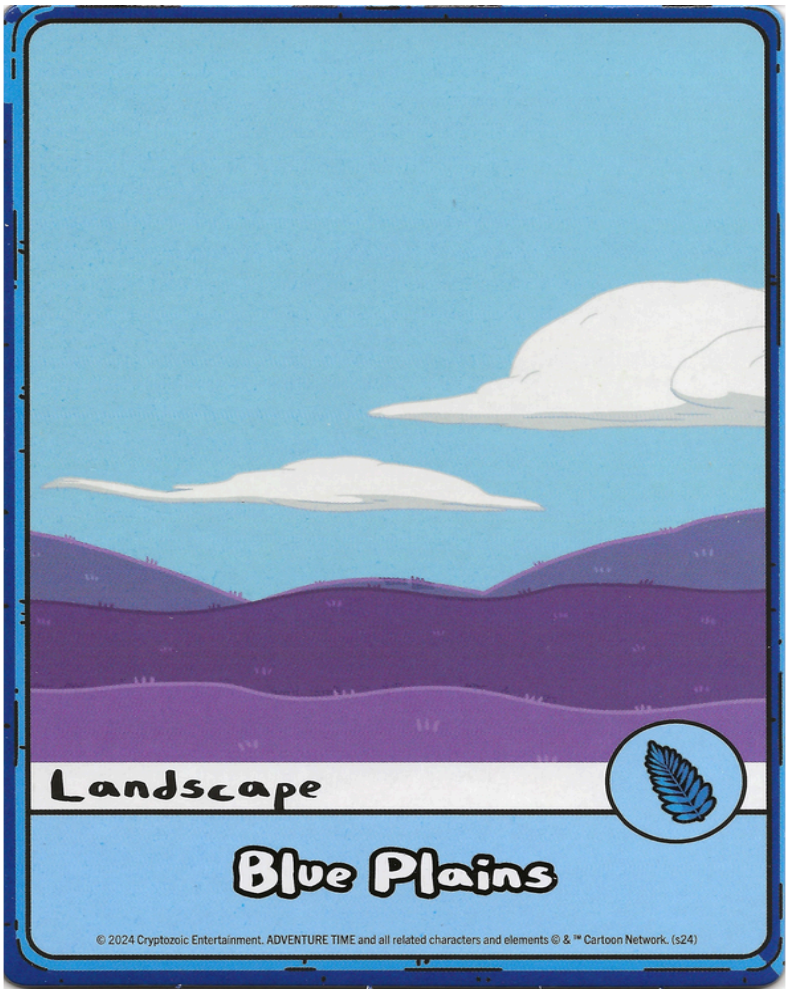
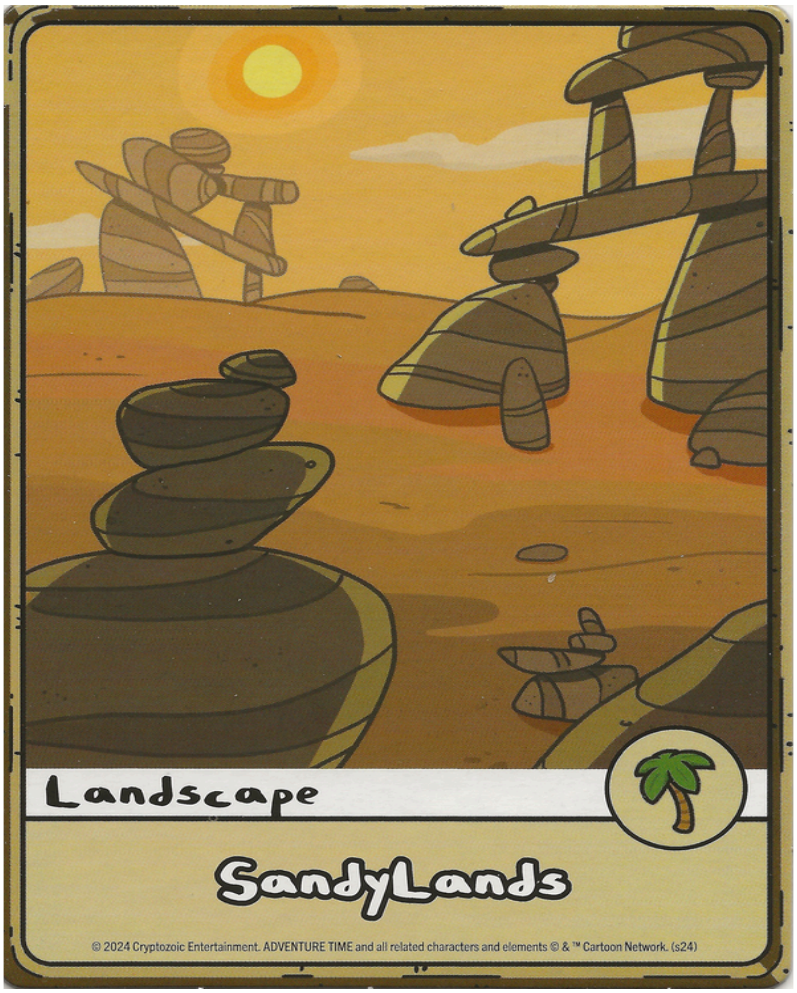

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
Useless Swamp
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Landscape
SandyLands
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Grand Prix
Once during your turn, you may put a Creature you played this turn back into your hand, then play it for free and put 3 damage on it.
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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 Chief



Blue Plains Creature

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

2 | 10

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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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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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1

Gnome Snot



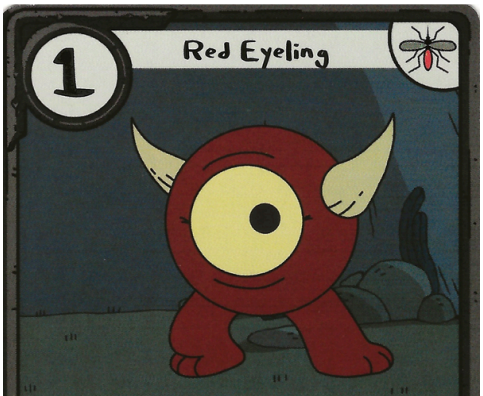
Blue Plains Spell

Draw 3 cards.

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1

Red Eyeling



Useless Swamp Creature

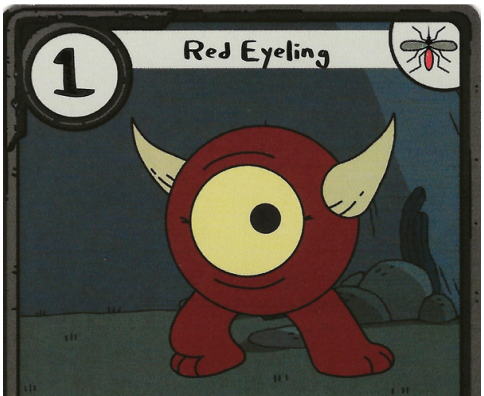
FLOOP >>> Return a card with cost 0 from your discard pile to your hand.

2 | 6

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1

Red Eyeling



Useless Swamp Creature

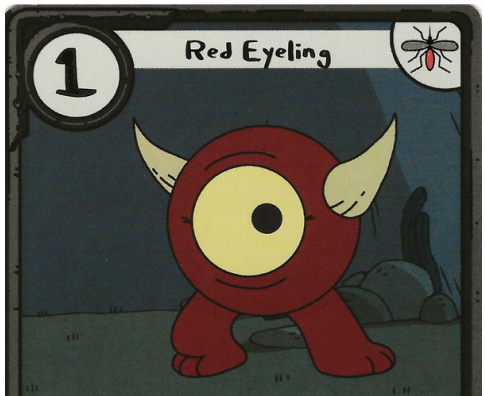
FLOOP >>> Return a card with cost 0 from your discard pile to your hand.

2 | 6

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1

Red Eyeling



Useless Swamp Creature

FLOOP >>> Return a card with cost 0 from your discard pile to your hand.

2 | 6

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0 **Unempty Coffin**



Rainbow Spell

Reduce the cost of the next Creature you play this turn by 2 actions.

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0 **Unempty Coffin**



Rainbow Spell

Reduce the cost of the next Creature you play this turn by 2 actions.

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2 **Strength Crystal**



Blue Plains Spell

Target player draws 5 cards.

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2 **Strength Crystal**



Blue Plains Spell

Target player draws 5 cards.

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2 **Strength Crystal**

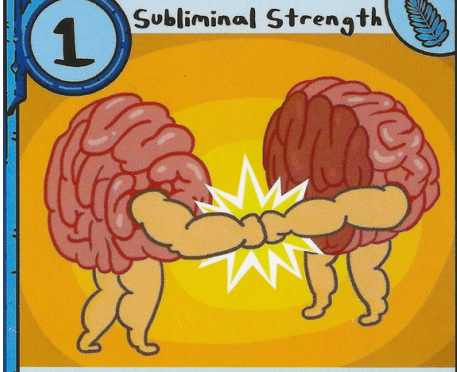


Blue Plains Spell

Target player draws 5 cards.

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1 **Subliminal Strength**



Blue Plains Spell

Target Creature you control has +2 ATK for each Spell you played this turn *(including this one).*

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1 **Subliminal Strength**



Blue Plains Spell

Target Creature you control has +2 ATK for each Spell you played this turn *(including this one).*

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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 **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 **Singing Sword**



Rainbow Spell

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

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1 **Glorious Gramophone**

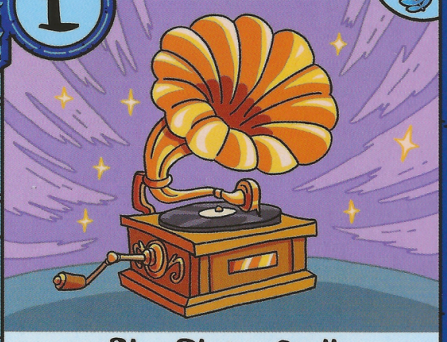


Blue Plains Spell

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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1 **Glorious Gramophone**

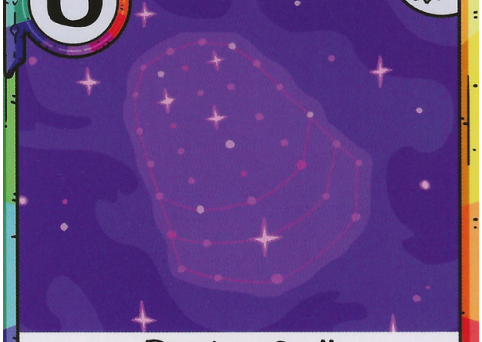


Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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0 **Void Thimble**



Rainbow Spell

Lose 2 hit points, gain 1 action.

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1 **Scorching Serve**



SandyLands Spell

Destroy target opposing Creature. Each opponent draws cards equal to that Creature's cost.

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1 **Scorching Serve**



SandyLands Spell

Destroy target opposing Creature. Each opponent draws cards equal to that Creature's cost.

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1 **Scorching Serve**



SandyLands Spell

Destroy target opposing Creature. Each opponent draws cards equal to that Creature's cost.

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0

Family Gathering



Rainbow Spell

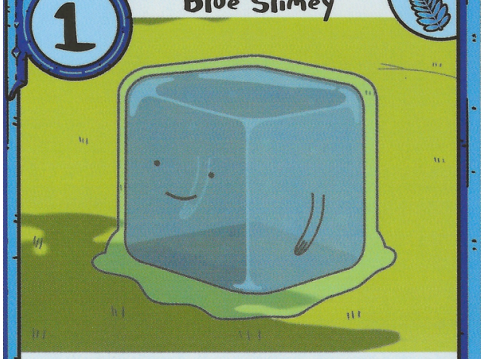
Choose another player and a Landscape you control. Draw a card for each of their Creatures that match that Landscape type.

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2v2

1

Blue Slimey



Blue Plains Creature

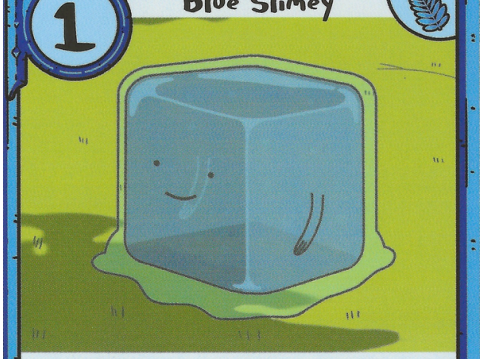
If you control 3 or more different Landscape types when Blue Slimey enters play, return a Creature in this Lane to its owner's hand.

2 | UNCOMMON | FtG | 6

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1

Blue Slimey



Blue Plains Creature

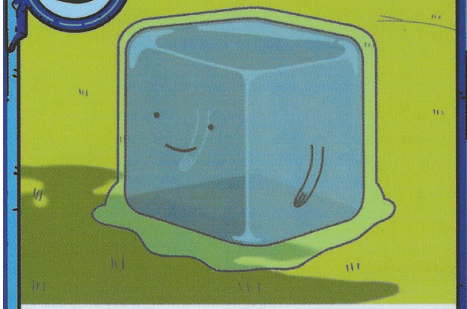
If you control 3 or more different Landscape types when Blue Slimey enters play, return a Creature in this Lane to its owner's hand.

2 | UNCOMMON | FtG | 6

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1

Blue Slimey



Blue Plains Creature

If you control 3 or more different Landscape types when Blue Slimey enters play, return a Creature in this Lane to its owner's hand.

2 | UNCOMMON | FtG | 6

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1

Djinni Ghost



Blue Plains Creature

FLOOP >>> Pay 2 less to play your next Spell this turn.

1 | RARE | FtG | 6

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1

Djinni Ghost



Blue Plains Creature

FLOOP >>> Pay 2 less to play your next Spell this turn.

1 | RARE | FtG | 6

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1

Djinni Ghost



Blue Plains Creature

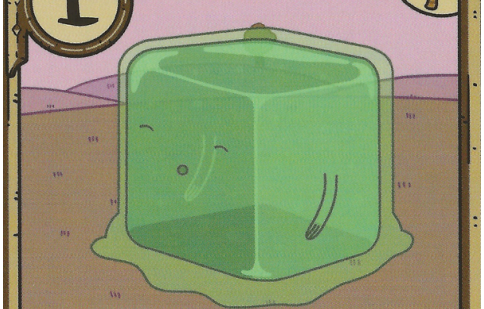
FLOOP >>> Pay 2 less to play your next Spell this turn.

1 | RARE | FtG | 6

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1

Lime Slimey



SandyLands Creature

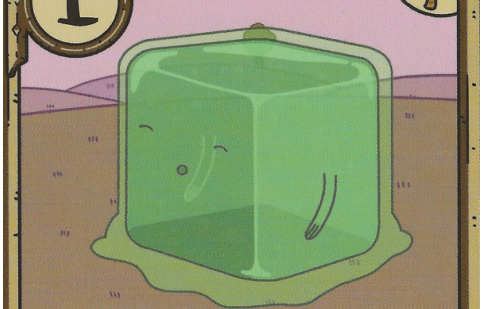
If you control 3 or more different Landscape types when Lime Slimey enters play, draw 2 cards.

2 | UNCOMMON | FtG | 6

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1

Lime Slimey



SandyLands Creature

If you control 3 or more different Landscape types when Lime Slimey enters play, draw 2 cards.

2 | UNCOMMON | FtG | 6

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1

Lime Slimey



SandyLands Creature

If you control 3 or more different Landscape types when Lime Slimey enters play, draw 2 cards.

2

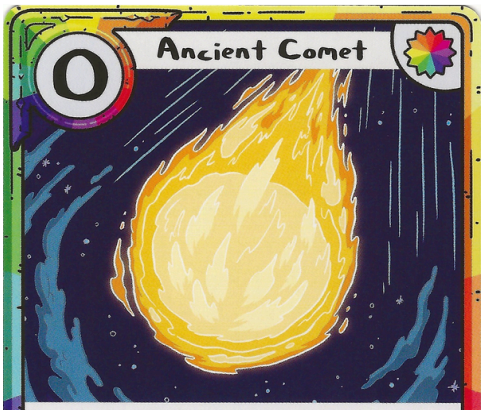
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UNCOMMON
FTG

6

0

Ancient Comet



Rainbow Spell

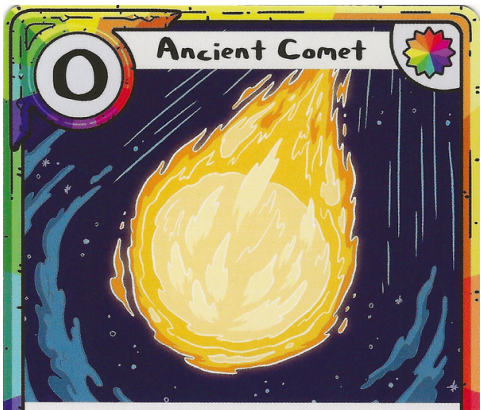
Flip a coin. If heads, deal 2 damage to each of your Creatures. If tails, your Creatures get +2 ATK this turn.

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KICKSTARTER

0

Ancient Comet



Rainbow Spell

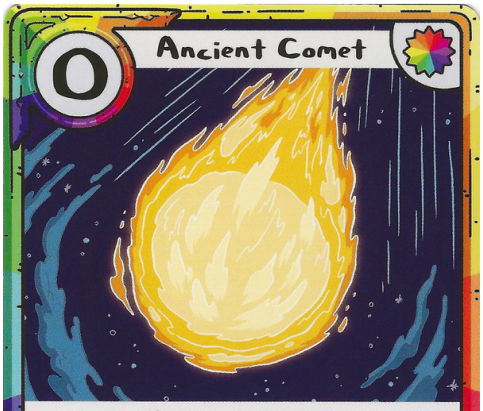
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KICKSTARTER

0

Ancient Comet



Rainbow Spell

Flip a coin. If heads, deal 2 damage to each of your Creatures. If tails, your Creatures get +2 ATK this turn.

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KICKSTARTER

0

Beach Ball



Rainbow Spell

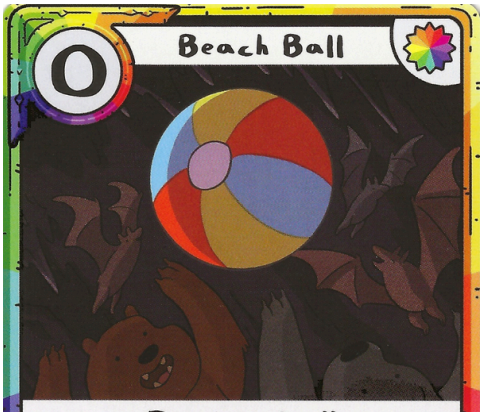
Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card. *(You may only play 1 Beach Ball per turn.)*

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KICKSTARTER

0

Beach Ball



Rainbow Spell

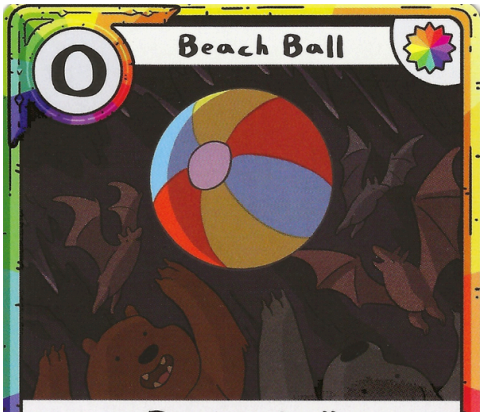
Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card. *(You may only play 1 Beach Ball per turn.)*

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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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KICKSTARTER