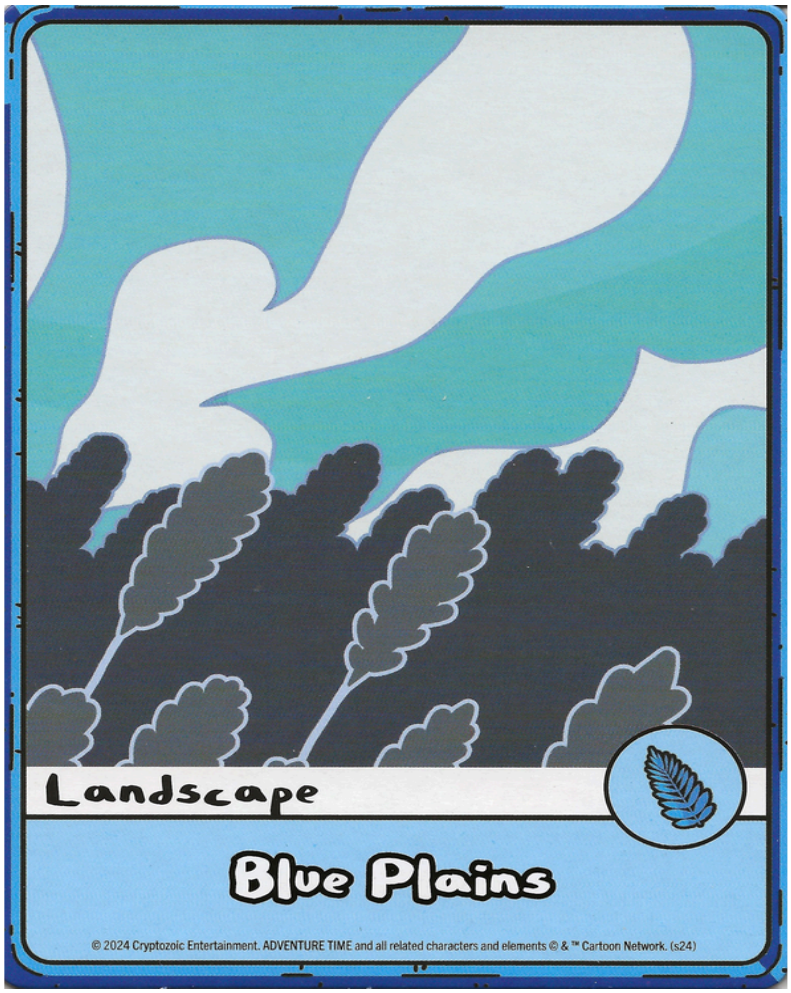
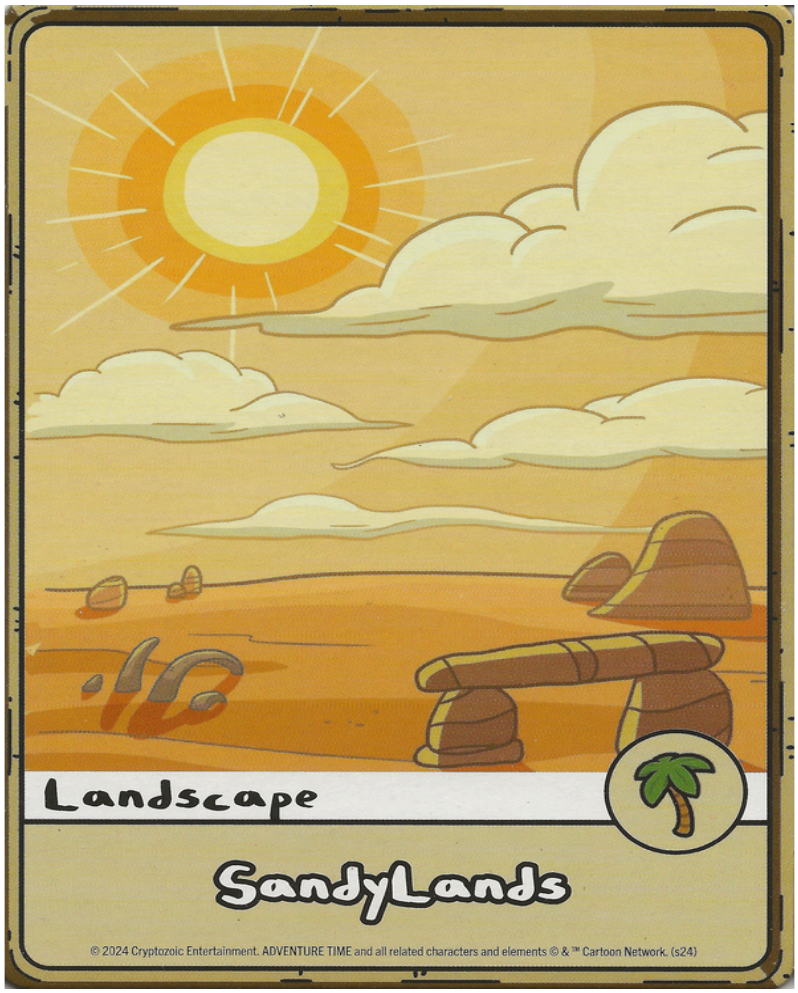
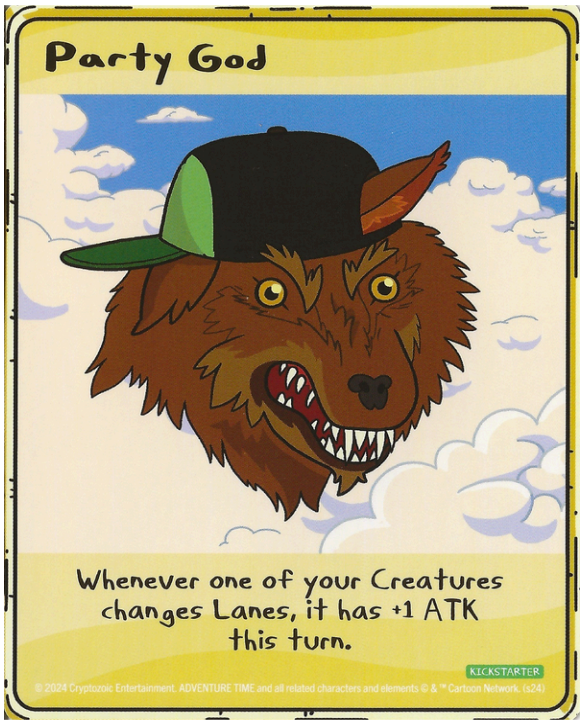

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
SandyLands
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Landscape
SandyLands
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Party God
Whenever one of your Creatures changes Lanes, it has +1 ATK this turn.
KICKSTARTER
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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 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 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



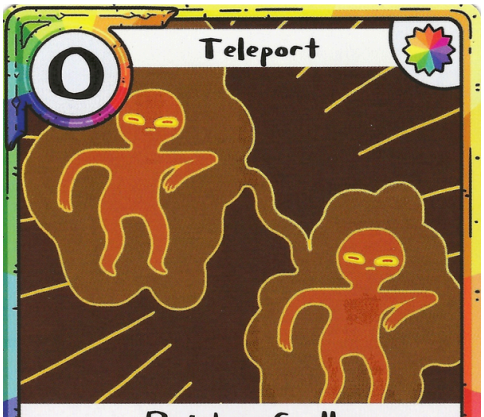
Blue Plains Creature

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

3 9

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0 Teleport

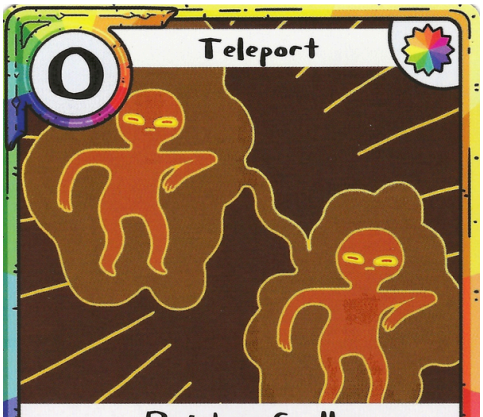


Rainbow Spell

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 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 Blood



Rainbow Spell

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

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0 Woad Blood



Rainbow Spell

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

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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 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 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 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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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

0
Void Thimble
Rainbow Spell
Lose 2 hit points, gain 1 action.

0
Void Thimble
Rainbow Spell
Lose 2 hit points, gain 1 action.

0
Void Thimble
Rainbow Spell
Lose 2 hit points, gain 1 action.

1
Shifty Sand Crab

SandyLands Creature
Whenever a Creature enters play during your turn, you may swap positions with it and Shifty Sand Crab.
2
2v2
7

1
Shifty Sand Crab

SandyLands Creature
Whenever a Creature enters play during your turn, you may swap positions with it and Shifty Sand Crab.
2
2v2
7

1
Shifty Sand Crab

SandyLands Creature
Whenever a Creature enters play during your turn, you may swap positions with it and Shifty Sand Crab.
2
2v2
7

2
Paladim

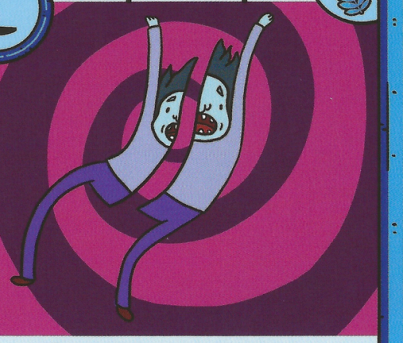
Blue Plains Creature
Each of your Creatures that changed Lanes this turn has +3 ATK.
3
COMMON
FtG
7

2
Paladim

Blue Plains Creature
Each of your Creatures that changed Lanes this turn has +3 ATK.
3
COMMON
FtG
7

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

Spell Warp



Blue Plains Spell

Swap the positions of two of your Creatures.

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COMMON

FtG

2

Party Energy



SandyLands Spell

Move all of your Creatures to new Lanes. Each Creature that moved gets +2 ATK this turn.

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KICKSTARTER

2

Party Energy



SandyLands Spell

Move all of your Creatures to new Lanes. Each Creature that moved gets +2 ATK this turn.

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KICKSTARTER

2

Party Energy



SandyLands Spell

Move all of your Creatures to new Lanes. Each Creature that moved gets +2 ATK this turn.

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KICKSTARTER

1

Party Oasis



SandyLands Building

FLOOP >>> Move a Creature from this Lane to an empty Lane. You may move another Creature you control to this Lane.

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KICKSTARTER

1

Party Oasis



SandyLands Building

FLOOP >>> Move a Creature from this Lane to an empty Lane. You may move another Creature you control to this Lane.

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KICKSTARTER

1

Party Oasis



SandyLands Building

FLOOP >>> Move a Creature from this Lane to an empty Lane. You may move another Creature you control to this Lane.

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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.)
KICKSTARTER


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.
PROMO
1
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.
PROMO
1
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.
PROMO
1
6