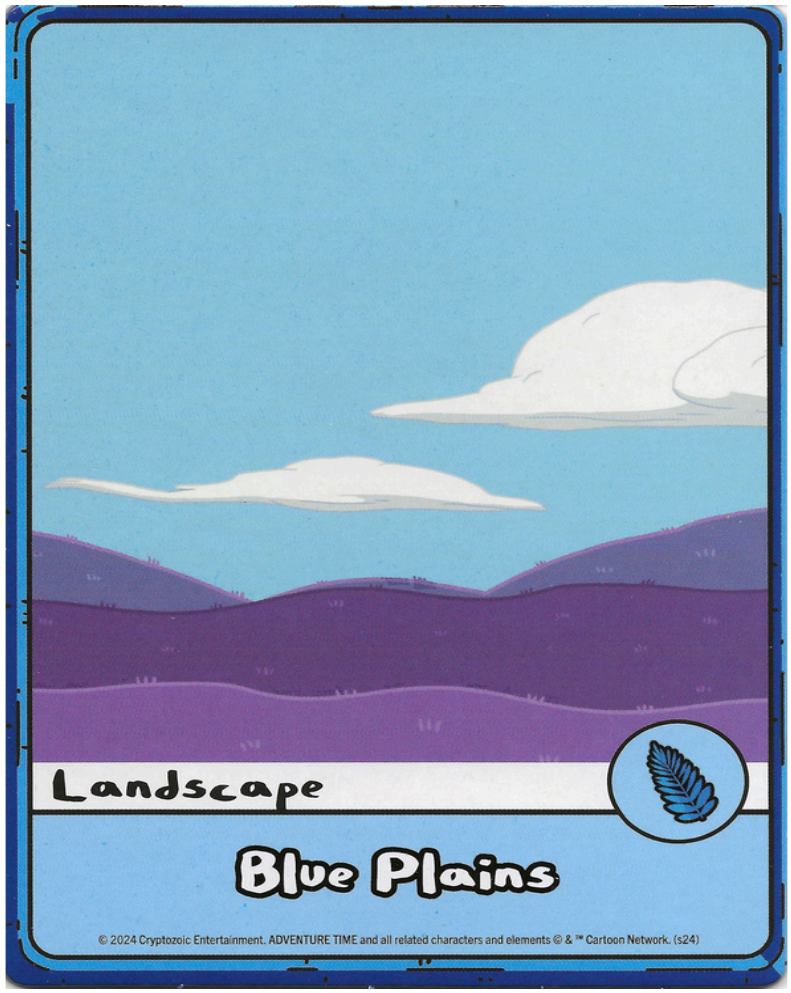
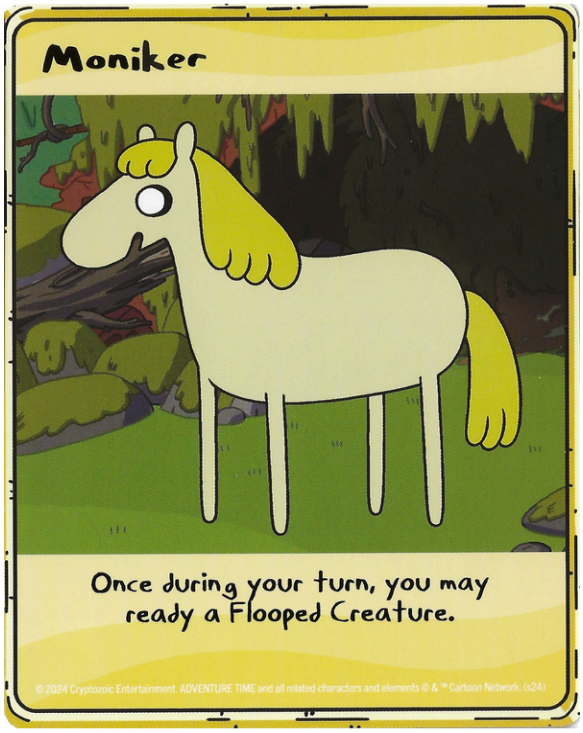

Landscape
Blue Plains
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Landscape
Blue Plains
© 2024 Cryptozoic Entertainment. ADVENTURE TIME and all related characters and elements © & ™ Cartoon Network. (s24)


Landscape
Blue Plains
© 2024 Cryptozoic Entertainment. ADVENTURE TIME and all related characters and elements © & ™ Cartoon Network. (s24)


Landscape
Useless Swamp
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Moniker
Once during your turn, you may ready a Flooped Creature.
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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
Psionic Architect



Blue Plains Creature

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

2 6

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1
Psionic Architect



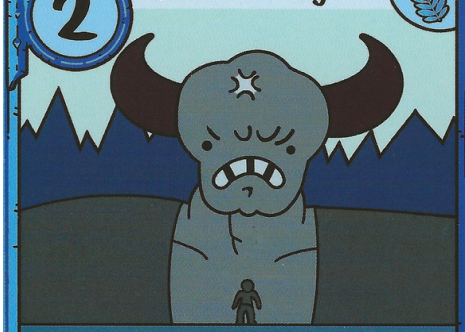
Blue Plains Creature

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

2 6

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2
Struzann Djinn



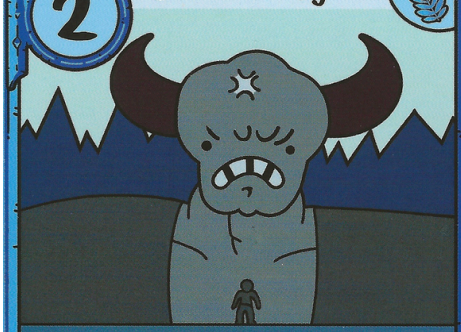
Blue Plains Creature

+2 ATK for each of your Flooped Creatures.

1 11

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2
Struzann Djinn



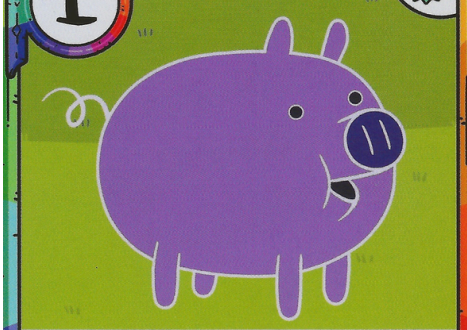
Blue Plains Creature

+2 ATK for each of your Flooped Creatures.

1 11

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1
The Pig



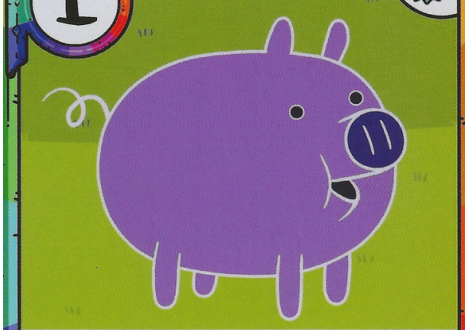
Rainbow Creature

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

1 4

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1
The Pig



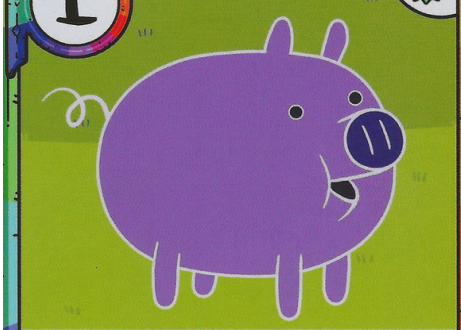
Rainbow Creature

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

1 4

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1
The Pig



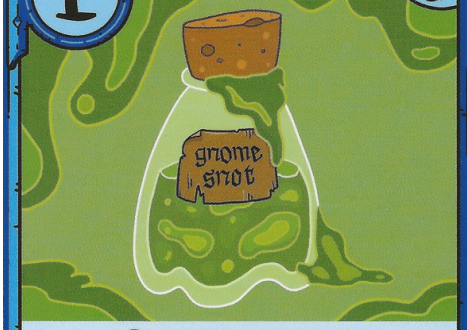
Rainbow Creature

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

1 4

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1 Gnome Snot

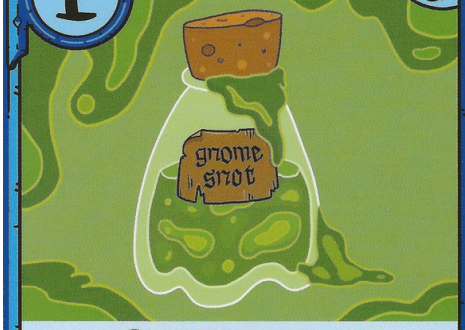


Blue Plains Spell

Draw 3 cards.

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1 Gnome Snot



Blue Plains Spell

Draw 3 cards.

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1 Gray Eyebat



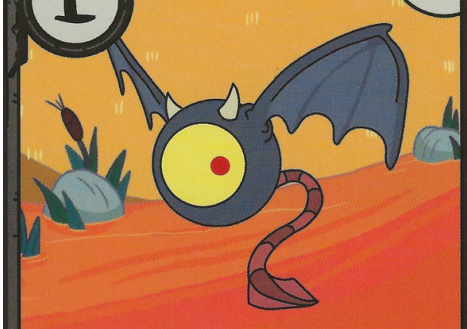
Useless Swamp Creature

Pay 1 action >>> Return a random Useless Swamp Creature from your discard pile to your hand.

2 7

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1 Gray Eyebat



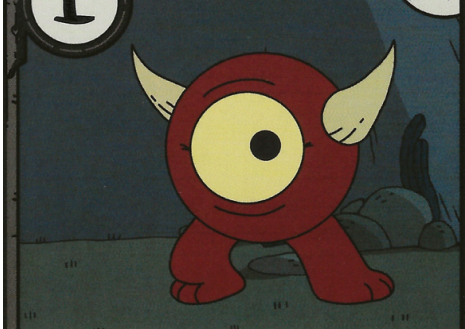
Useless Swamp Creature

Pay 1 action >>> Return a random Useless Swamp Creature from your discard pile to your hand.

2 7

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1 Red Eyeling



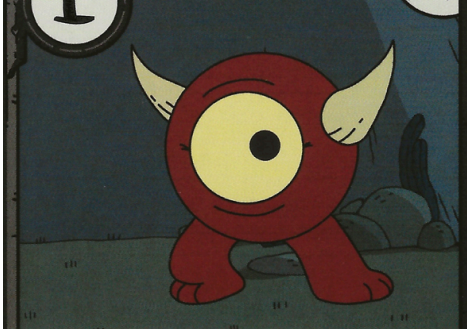
Useless Swamp Creature

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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2 Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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1 Industrial Assassin



Blue Plains Creature

FLOOP and destroy one of your Creatures >>> Draw a card.

2 6

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1 Industrial Assassin



Blue Plains Creature

FLOOP and destroy one of your Creatures >>> Draw a card.

2 6

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2

Weakened Warrior



Blue Plains Creature

Weakened Warrior enters play exhausted and does not ready at the start of your turn.

Whenever Weakened Warrior changes Lanes, ready it.

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2

Weakened Warrior



Blue Plains Creature

Weakened Warrior enters play exhausted and does not ready at the start of your turn.

Whenever Weakened Warrior changes Lanes, ready it.

5 6

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1

Wake Up Call



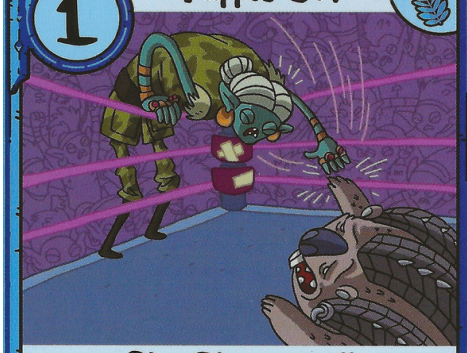
Blue Plains Spell

Ready all of your Creatures.

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1

Tapped Out



Blue Plains Spell

This turn, target Creature you control has +2 ATK for each of your exhausted Creatures *(at the time you play this)*.

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1

Fancy Spa



Blue Plains Building

At the start of your Fight Phase, if you control an exhausted Creature in this Lane, draw a card.

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1

Lonely Panda



Blue Plains Creature

If you do not control any other Creatures when Lonely Panda enters play, draw a card.

1 8

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1

Lonely Panda



Blue Plains Creature

If you do not control any other Creatures when Lonely Panda enters play, draw a card.

1 8

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1

Fiddling Ferret



Blue Plains Creature

FLOOP >>> Draw a card, then discard a card. If you discard a Rainbow card this way, gain 1 action.

1 6

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2

Emboldened Retriever



Blue Plains Creature

Each time Emboldened Retriever attacks, you may draw a card.

"Much ball. Wow."

2 7

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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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2

Learning Center



Blue Plains Building

Learning Center gains the game text of Buildings you control in adjacent Lanes *(but not their names).*

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2

Oil Refinery



Blue Plains Building

Your Creature in this Lane has +2 DEF for each Oil Refinery you control.

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2

Oil Refinery



Blue Plains Building

Your Creature in this Lane has +2 DEF for each Oil Refinery you control.

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1

Blue Merlock



Useless Swamp Creature

FLOOP >>> Draw a card, then discard a card.

2

5

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COMMON
FtG

1

Kung Fu Power



Blue Plains Spell

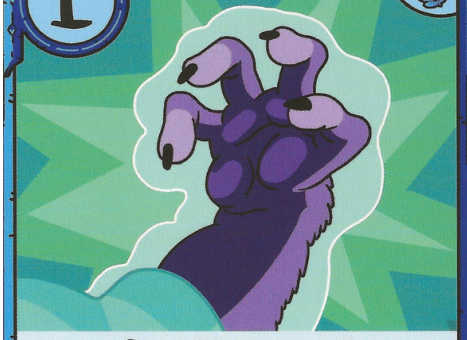
Ready one of each type of Creature you control.

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RARE
FtG

1

Puma Paw



Blue Plains Spell

Ready one of your Flooped Creatures. It has +2 ATK this turn.

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COMMON
FtG

1

Raise the Dead



Useless Swamp Spell

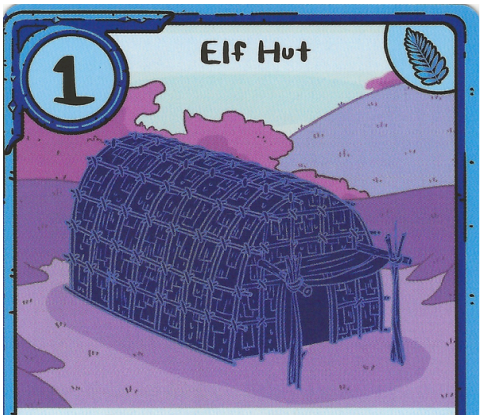
Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Elf Hut



Blue Plains Building

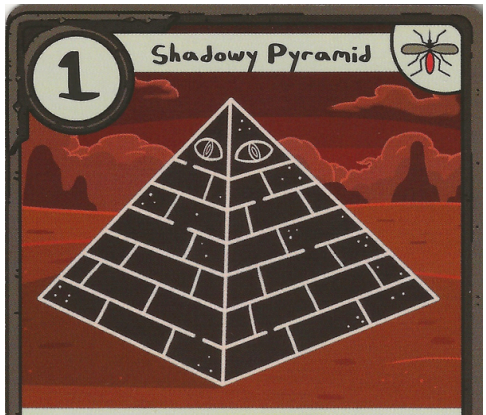
Pay 1 action >>> Draw a card for each Creature in this Lane.

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COMMON FtG

1

Shadowy Pyramid



Useless Swamp Building

FLOOP >>> Draw a card. If you control a Creature in this Lane, discard a card.

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COMMON FtG

0

Happy Ghost Lucky



Rainbow Creature

When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

KICKSTARTER

1 4

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0

Happy Ghost Lucky



Rainbow Creature

When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

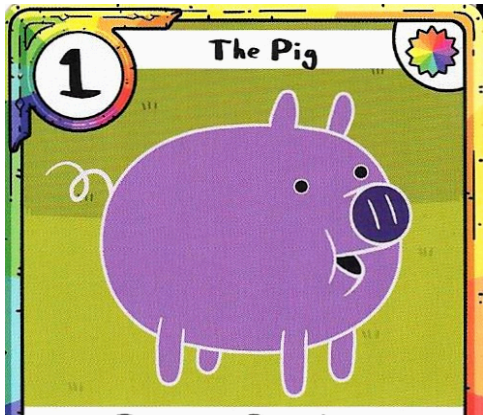
KICKSTARTER

1 4

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1

The Pig



Rainbow Creature

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

10th ANNIVERSARY

PROMO

1 4

1

AbneGator



Useless Swamp Creature

If this card is discarded from your hand or deck during your turn, gain 1 action. If it is discarded during an opponent's turn, draw a card instead.

KICKSTARTER

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3 4

1

AbneGator



Useless Swamp Creature

If this card is discarded from your hand or deck during your turn, gain 1 action. If it is discarded during an opponent's turn, draw a card instead.

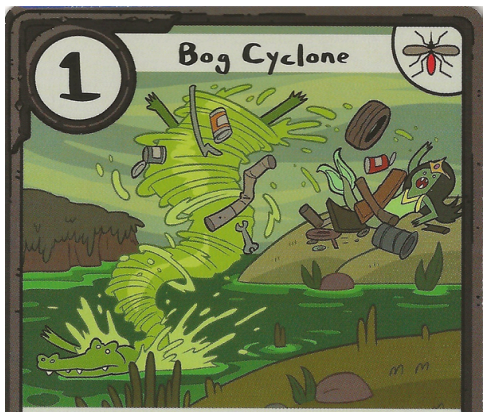
KICKSTARTER

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3 4

1

Bog Cyclone



Useless Swamp Spell

Shuffle your discard pile. Put 2 random cards from it into your hand and the rest on the bottom of your deck. Then remove this card from the game.

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KICKSTARTER

1

Gossamer Beam



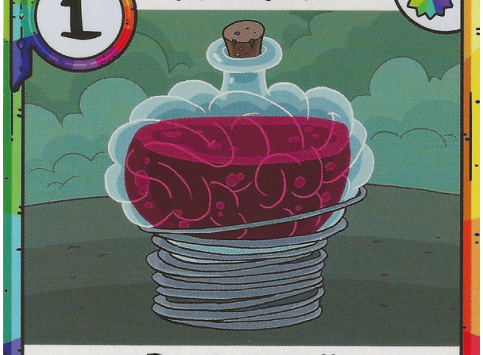
Useless Swamp Spell

Target opponent discards a card. You may return a Creature from your discard pile to your hand.

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1

Math Potion



Rainbow Spell

Draw 3 cards, then put 1 card from your hand on top of your deck.

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0

Royal Prosperity



Rainbow Spell

Each player draws 2 cards.

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KICKSTARTER

1

The Pigsty



Rainbow Building

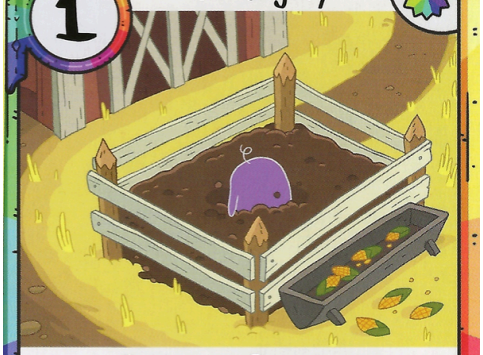
Creatures you control in this Lane have +2 DEF. If you control a creature with "Pig" in its name in this Lane, it has +5 DEF instead.

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PROMO

1

The Pigsty



Rainbow Building

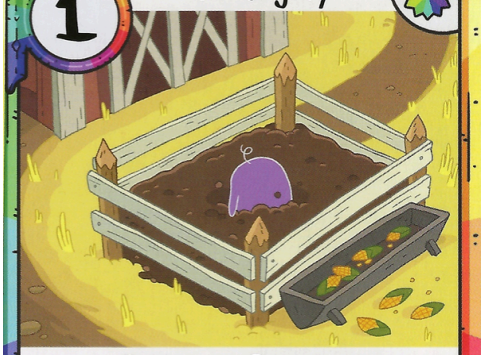
Creatures you control in this Lane have +2 DEF. If you control a creature with "Pig" in its name in this Lane, it has +5 DEF instead.

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PROMO

1

The Pigsty



Rainbow Building

Creatures you control in this Lane have +2 DEF. If you control a creature with "Pig" in its name in this Lane, it has +5 DEF instead.

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PROMO

1

The Pigs



Rainbow Creature

When The Pigs enters or leaves play, you may deal 1 damage to target Creature.

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PROMO

1 4

1

The Pigs



Rainbow Creature

When The Pigs enters or leaves play, you may deal 1 damage to target Creature.

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PROMO

1 4

1

The Pigs



Rainbow Creature

When The Pigs enters or leaves play, you may deal 1 damage to target Creature.

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PROMO

1 4

2

The Big Pig



Rainbow Creature

At the start of your turn, you may put a card with "Pig" in its name from your hand into play, or return it from play to your hand.

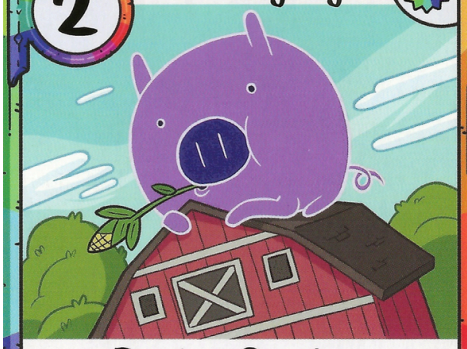
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KICKSTARTER

3 8

2

The Big Pig



Rainbow Creature

At the start of your turn, you may put a card with "Pig" in its name from your hand into play, or return it from play to your hand.

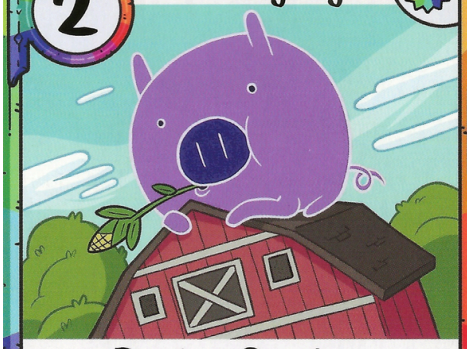
KICKSTARTER

3 8

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2

The Big Pig



Rainbow Creature

At the start of your turn, you may put a card with "Pig" in its name from your hand into play, or return it from play to your hand.

KICKSTARTER

3 8

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1

Necromagus



Useless Swamp Creature

When Necromagus enters play, each player puts a Creature from their discard pile into their hand.

1 7

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1

Phoenix Pyre



Rainbow Building

When a Creature in this Lane is destroyed, you may destroy Phoenix Pyre to bring that Creature back into play in the same Lane.

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1

Hampire, Pig of the Night



Rainbow Creature

When Hampire attacks, you heal HP equal to its ATK.

3 1

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