



Tree

*A bloodwood tree.
It produces a sanguine sap.*



Tree

*A bloodwood tree.
It smells like rot.*



Tree

*A bloodwood tree.
It just blinked at you.*



Tree

*An evergrow tree.
It's just a sapling.*



Tree

*An evergrow tree.
Its growth is suppressed by
the Forest's overstory.*



Tree

*A shift-tree.
It sways without any wind.*



Tree

*A shift-tree.
It's quite the shady character.*



Tree

*A dark oak tree.
It casts a pitch-black shadow.*



Tree

*A dark oak tree.
It bears fruit from the Abyss.*



Tree

*An nevergreen tree.
Its sucks the life from
its surroundings.*



Bog Goblin

*The common bog goblin.
Wields a ragged dagger.
An alright fighter.*



Leeched Boglin

*This Bog Goblin has been
taken over by a parasitic leech.
They drain power from their allies
to fuel their enchanted dagger.*



Goblin Looter

*They found a shotgun
on the ground.
They're still learning
how to use it.*



Goblin Scavenger

*They found a shotgun
on the ground.
They know how to use it.
"Holy shoot!"*



Rabid Gnome

*A gnome that was bit by a
rabid squirrel.
They tend to hit their allies
in their confusion.*



David

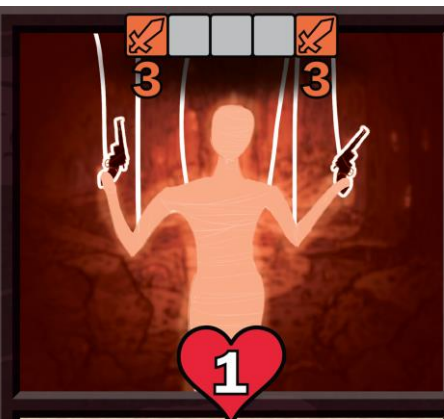
*David's ♥ and ⚔ are equal
to the number of cards on
the opponent's board.*

*This crafty gnome is great
at taking down Goliaths.*



Spinning Brothers

Once adventurers, these brothers haunt the edges of the world, puppeted by the Webmother.



Spinning Sister

Once a skilled huntress, she takes aim at the edges of the world, puppeted by the Webmother.



The Webmother

The queen of all spiders. Her children cover the battlefield, bound to the Web.



The Edgelord

Can only be played to



"Tch.. nothin' personal, kid.."



Ordinary Fairy

Just your plain ol' standard variety of fairy. Capable of enhancing other creatures' power.



Scary Fairy

Don't tell her parents, but scary fairy is going to the mall this weekend to get her wings pierced.



Merry Fairy

Merry Fairy spends her weekends volunteering at local gnome shelters. She just wants everyone to get along.



Tipsy Pixie

Any ✧ that this card receives is doubled.

The disgraced cousin of the fairy. A menace at family gatherings.



The Two Man



+♣2 +♥2

"I'm a fairy too!"



Metafairies

Increases any ♠ given by adjacent cards.

Through forbidden fractal magic, this fairy is able to amplify the enhancements other fairies give.



The Albatross

This card cannot be played on top of.

This burdensome bird delights in sabotage. If only you could pass it off to your opponent...



Switching Witch

When Played,
- Swap any two spaces on your board.



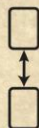
Kitschy Witch

When Played,
- Opponent chooses one space on their board.
- You choose one space on their board.
- Swap these spaces.



Ditching Witch

When Played,
- Swap this card's space with the opposing space.



Giddy Wizard

When Played,
- Move every space clockwise.



"Revolve! Rotate! uhh.. Gyrate?"



Dizzy Wizard

When Played,
- Move every space counter-clockwise.

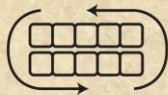


"Spin! Spin! Spin!"



Elder Wizard

When Played,
 - Rotate the entire board 180°.
 - **Summon Trees** on adjacent empty spaces.



"I came out of retirement for this."



Grove Guardian

When Played,
 - **Summon Trees** on both adjacent spaces, replacing any cards in those spaces.

They fight for the trees.



Twiggdrasil

When Played,
 - **Summon Trees** on every friendly empty space.

A fallen twig of the first life-giving tree. It spreads more trees wherever it roams.



Void's Chains

Negate all effects (x, y, card text, etc.) of the opposing space. Attacks against the opposing space treat it as empty. This effect cannot be negated.



The Silver Mirror

Copies the opposing card's base ♥ and effects. (x, y, card text, etc.)

When Played,
 - Copy any opposing When Played effect.



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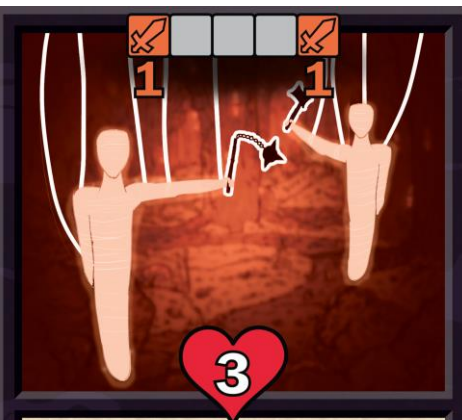
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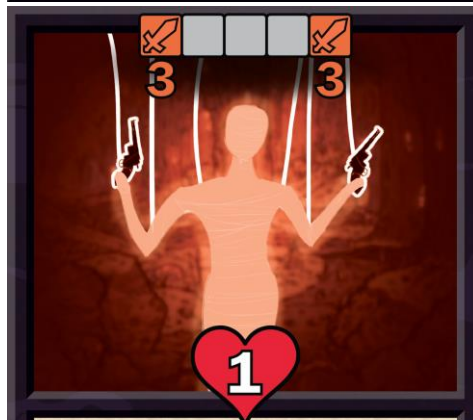
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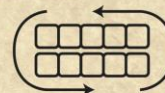


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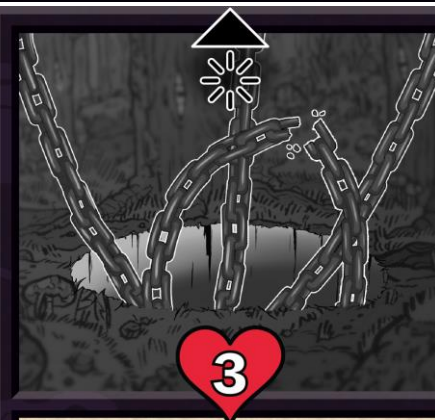
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Dizzy Wizards

Setup



Each player places 5 **Trees** in a row in front of them.
Each player draws 3 cards.
Choose a starting player randomly.

On Your Turn

Draw a card, then play as many cards as you desire.
You may move your base.
Both players' cards attack simultaneously when you pass play.

Winning

Deplete the opponent's base's health to 0 to win.

Dizzy Wizards

Other Rules

Attacking an empty space in front of your opponent's base hits the base.
You may play cards over other cards, replacing the card beneath.
Cards take all ⚡ dealt to a space in combat, then heal to full if their ♥ is above 0.

Symbols

- ♥ Health: How much attack a card can take in one turn.
- ⚔ Attack: Depletes health.
- ✨ Blessing/Curse: Increases or decreases a value.

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