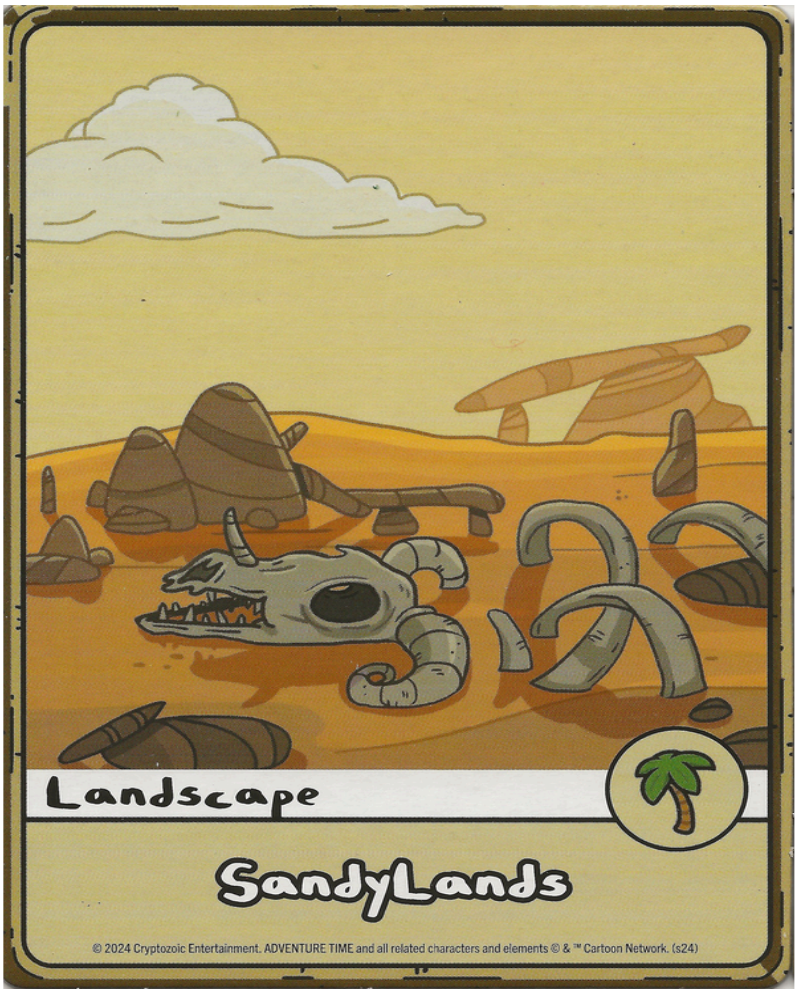
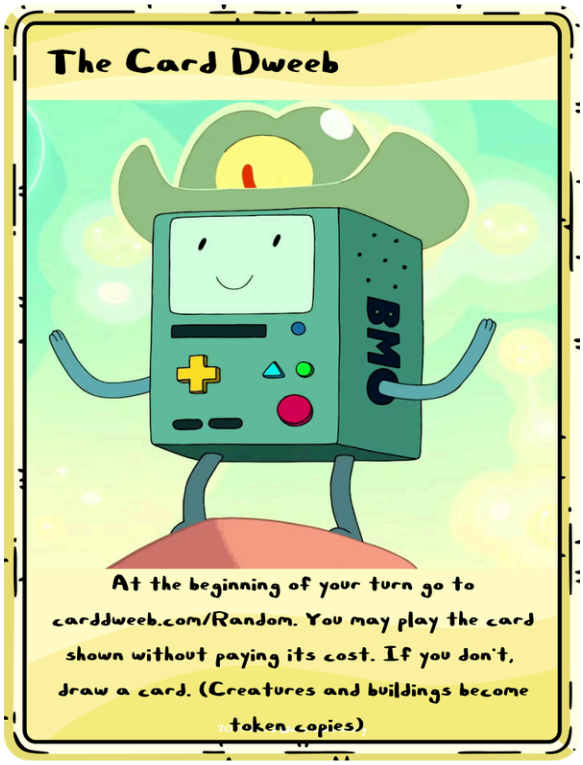

Landscape
Useless Swamp
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Landscape
Useless Swamp
© 2024 Cryptozoic Entertainment. ADVENTURE TIME and all related characters and elements © & ™ Cartoon Network. (s24)

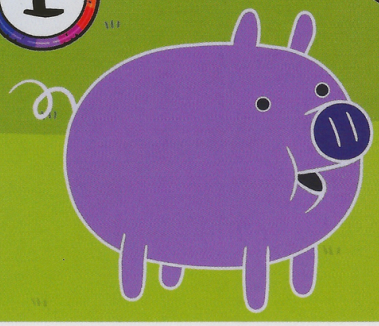

Landscape
SandyLands
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Landscape
SandyLands
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The Card Dweeb
BMO
At the beginning of your turn go to carddweeb.com/Random. You may play the card shown without paying its cost. If you don't, draw a card. (Creatures and buildings become token copies)

1

The Pig



Rainbow Creature

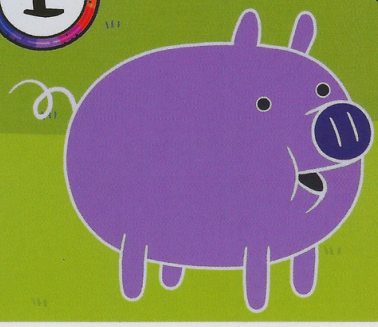
FLOOP >>> Flip target Cornfield Landscape in this Lane face down.

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1 4

1

The Pig



Rainbow Creature

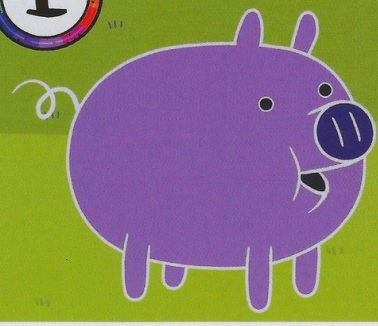
FLOOP >>> Flip target Cornfield Landscape in this Lane face down.

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1 4

1

The Pig



Rainbow Creature

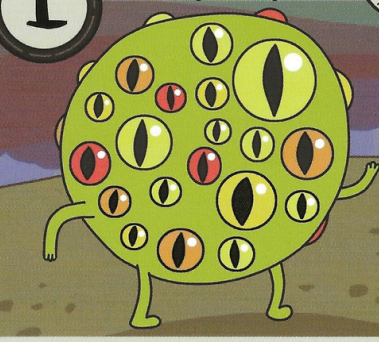
FLOOP >>> Flip target Cornfield Landscape in this Lane face down.

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1 4

1

Eye Guy



Useless Swamp Creature

At the start of your turn, look at the top card of your deck. You may put it on the bottom of your deck.

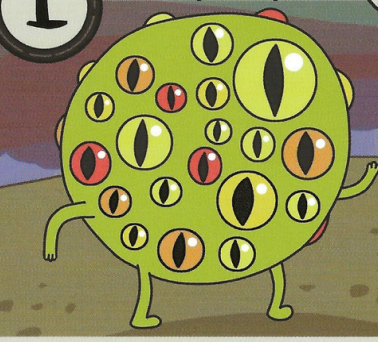
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UNCOMMON FtG

1 8

1

Eye Guy



Useless Swamp Creature

At the start of your turn, look at the top card of your deck. You may put it on the bottom of your deck.

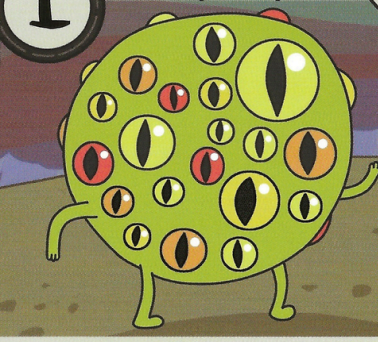
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UNCOMMON FtG

1 8

1

Eye Guy



Useless Swamp Creature

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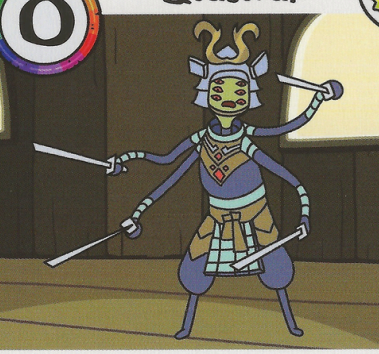
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UNCOMMON FtG

1 8

0

Quadurai



Rainbow Creature

At the start of your turn, deal 2 damage to each opponent with 4 or more cards in hand.

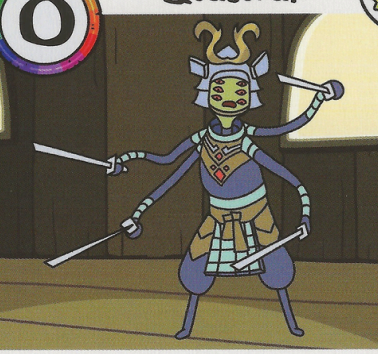
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RARE FtG

0 6

0

Quadurai



Rainbow Creature

At the start of your turn, deal 2 damage to each opponent with 4 or more cards in hand.

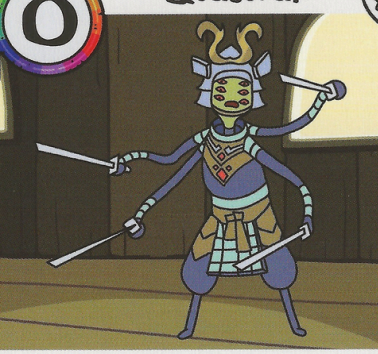
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RARE FtG

0 6

0

Quadurai



Rainbow Creature

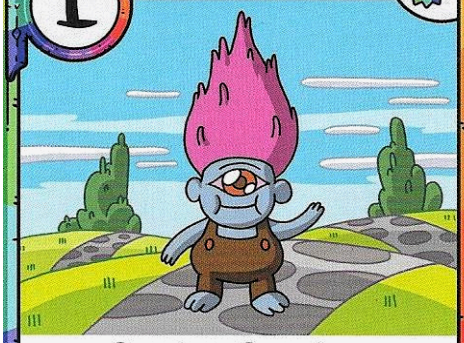
At the start of your turn, deal 2 damage to each opponent with 4 or more cards in hand.

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RARE FtG

0 6

1 Cyclops

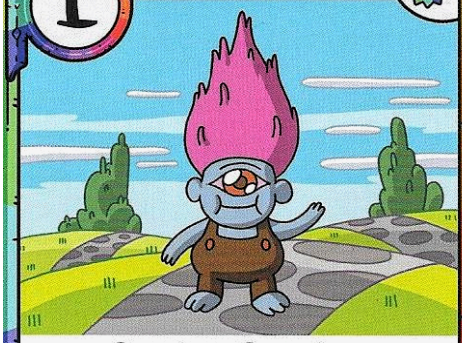


Rainbow Creature

+1 DEF for each open eye depicted on other Creatures you control.

3 PROMO 1

1 Cyclops

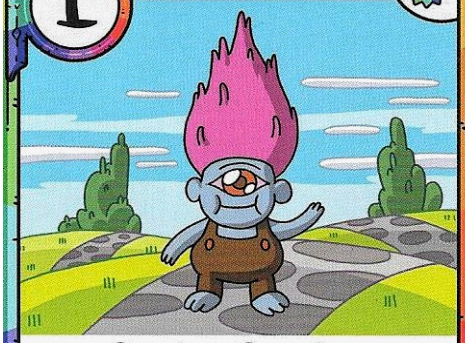


Rainbow Creature

+1 DEF for each open eye depicted on other Creatures you control.

3 PROMO 1

1 Cyclops

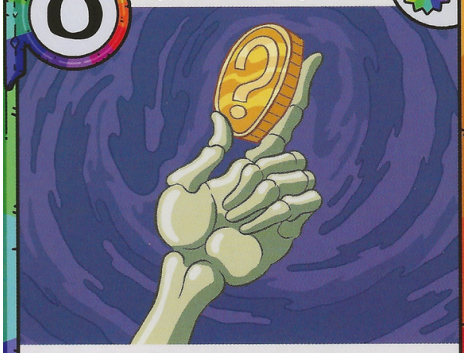


Rainbow Creature

+1 DEF for each open eye depicted on other Creatures you control.

3 PROMO 1

0 Whims of Fate



Rainbow Spell

Flip a coin. If heads, destroy one of your Creatures. If tails, place a Creature in your discard pile onto an empty Landscape you control.

KICKSTARTER

0 Whims of Fate

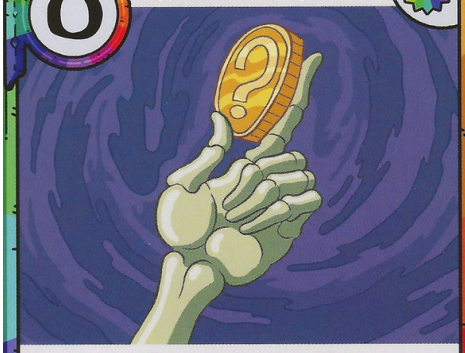


Rainbow Spell

Flip a coin. If heads, destroy one of your Creatures. If tails, place a Creature in your discard pile onto an empty Landscape you control.

KICKSTARTER

0 Whims of Fate

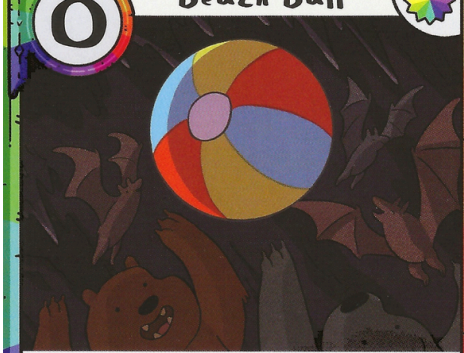


Rainbow Spell

Flip a coin. If heads, destroy one of your Creatures. If tails, place a Creature in your discard pile onto an empty Landscape you control.

KICKSTARTER

0 Beach Ball

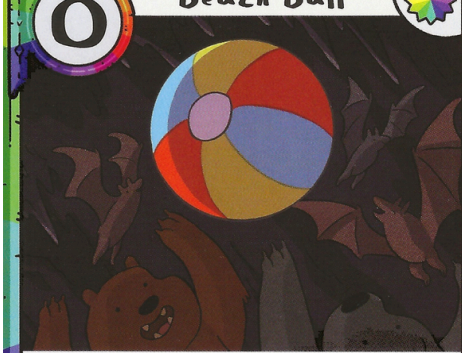


Rainbow Spell

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

0 Beach Ball

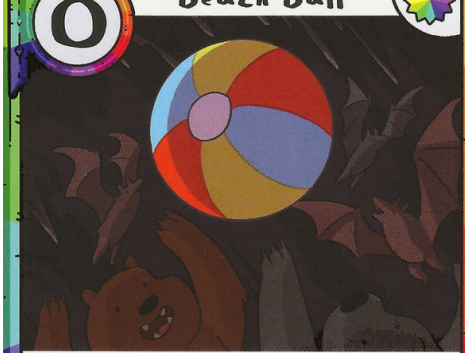


Rainbow Spell

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

0 Beach Ball

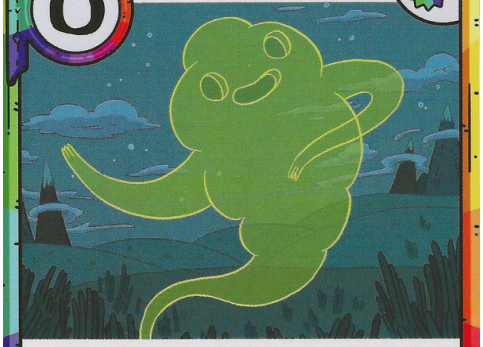


Rainbow Spell

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

0 **Happy Ghost Lucky**



Rainbow Creature

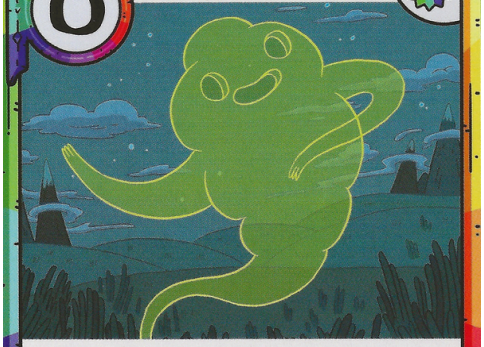
When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

1 4

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0 **Happy Ghost Lucky**



Rainbow Creature

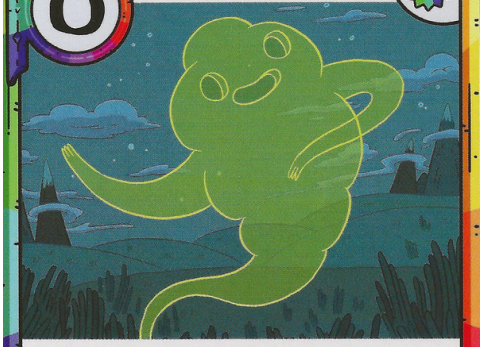
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1 4

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0 **Happy Ghost Lucky**



Rainbow Creature

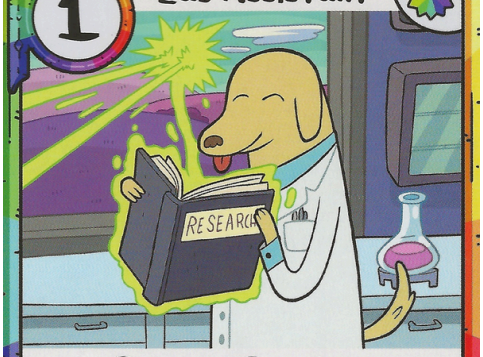
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1 4

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1 **Lab Assistant**



Rainbow Creature

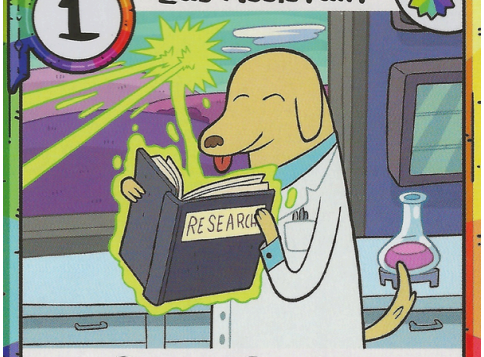
When you play a Spell from anywhere other than your hand, you may resolve its effects a second time. *(You may choose different targets.)*

1 6

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1 **Lab Assistant**



Rainbow Creature

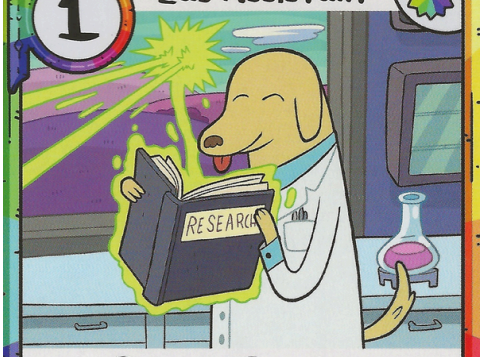
When you play a Spell from anywhere other than your hand, you may resolve its effects a second time. *(You may choose different targets.)*

1 6

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1 **Lab Assistant**



Rainbow Creature

When you play a Spell from anywhere other than your hand, you may resolve its effects a second time. *(You may choose different targets.)*

1 6

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0 **Royal Prosperity**



Rainbow Spell

Each player draws 2 cards.

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0 **Royal Prosperity**



Rainbow Spell

Each player draws 2 cards.

KICKSTARTER

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0 **Royal Prosperity**



Rainbow Spell

Each player draws 2 cards.

KICKSTARTER

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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.

PROMO

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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.

PROMO

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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.

PROMO

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2

Divine Right



Rainbow Spell

Each player heals 15 HP.

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2

Divine Right



Rainbow Spell

Each player heals 15 HP.

KICKSTARTER

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2

Divine Right



Rainbow Spell

Each player heals 15 HP.

KICKSTARTER

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1

The Pigs



Rainbow Creature

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

1

PROMO

4

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1

The Pigs



Rainbow Creature

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

1

PROMO

4

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1

The Pigs



Rainbow Creature

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

1

PROMO

4

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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


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


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


2
Ancient Magic Pharaoh Dragon
SandyLands Creature
When Ancient Magic Pharaoh Dragon enters or leaves play, shuffle your discard pile and swap it with your deck.
COMMON
6
6