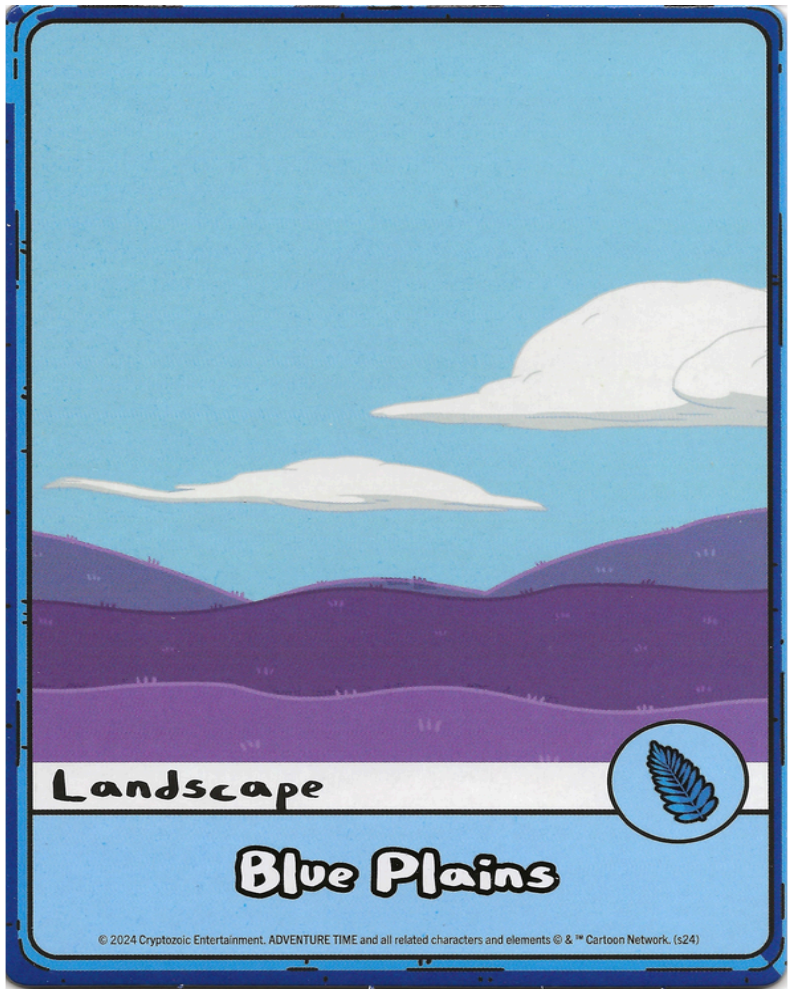
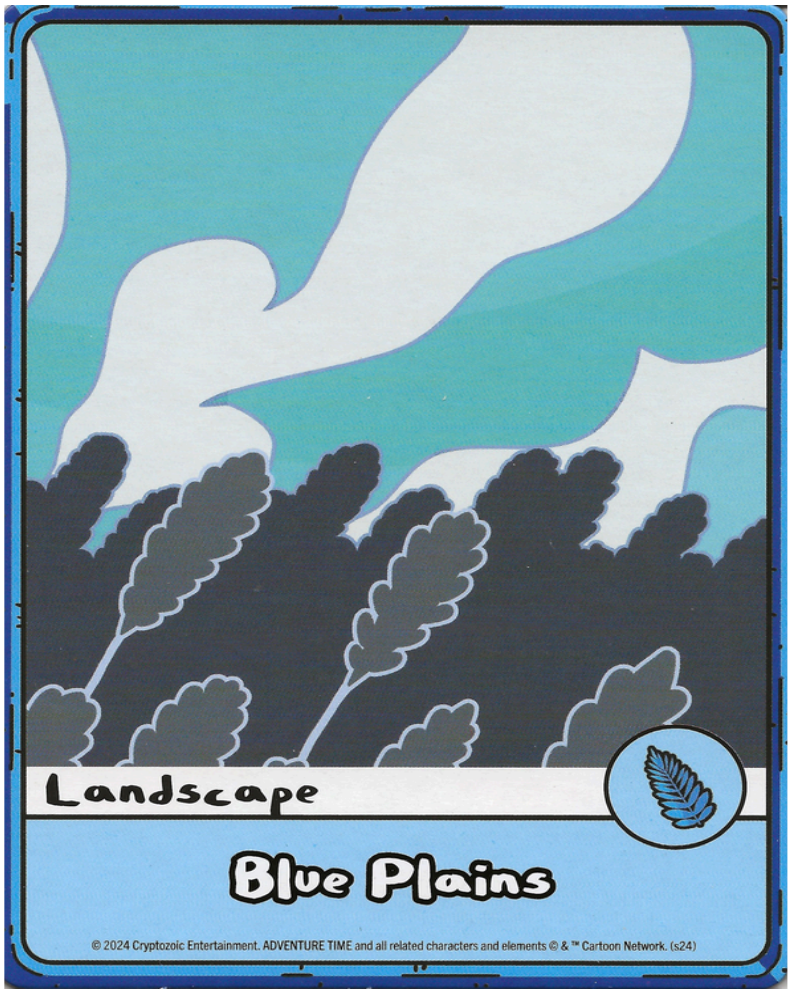

Landscape
Blue Plains
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Landscape
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Landscape
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Fionna
While you control only one Landscape type, your Rainbow Creatures have +1 ATK.
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0 **Nice Ice Baby**



Rainbow Creature

+3 ATK while your opponent does not control a Creature in this Lane.

1 2

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0 **Nice Ice Baby**



Rainbow Creature

+3 ATK while your opponent does not control a Creature in this Lane.

1 2

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0 **Nice Ice Baby**



Rainbow Creature

+3 ATK while your opponent does not control a Creature in this Lane.

1 2

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1 **Gnome Snot**

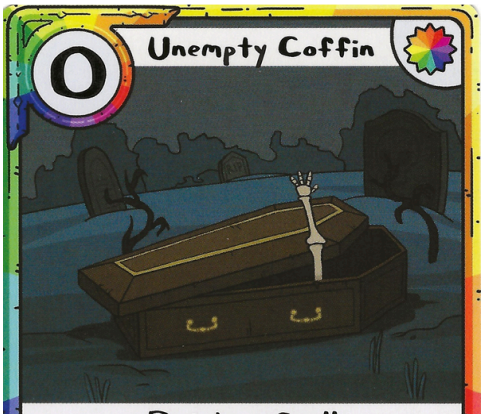


Blue Plains Spell

Draw 3 cards.

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0 **Unempty Coffin**

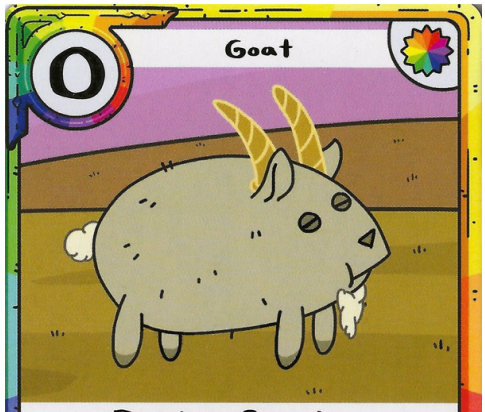


Rainbow Spell

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

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0 **Goat**



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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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**



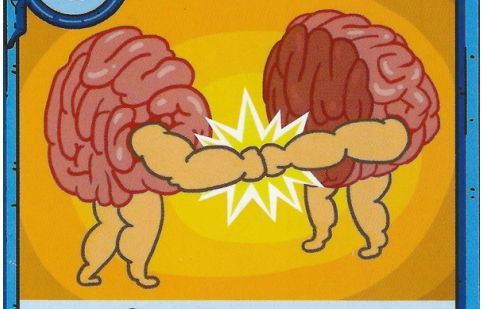
Blue Plains Spell

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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0

Spike Icicle



Rainbow Creature

Look out below!

3 1

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0

Spike Icicle



Rainbow Creature

Look out below!

3 1

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0

Spike Icicle



Rainbow Creature

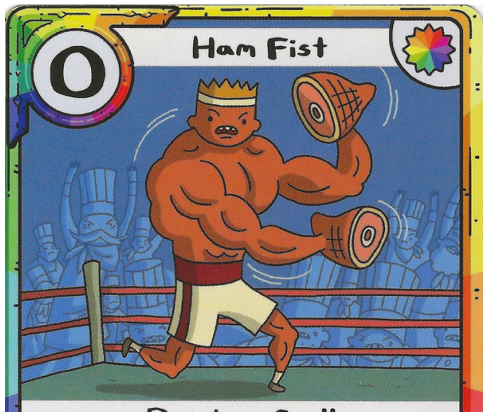
Look out below!

3 1

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0

Ham Fist



Rainbow Spell

Target Creature you control has -5 ATK this turn.

Draw a card.

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0

Spazzy Cola



Rainbow Spell

All Creatures have +1 ATK this turn *(including your opponent's Creatures).*

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0

Spazzy Cola



Rainbow Spell

All Creatures have +1 ATK this turn *(including your opponent's Creatures).*

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0

Spazzy Cola



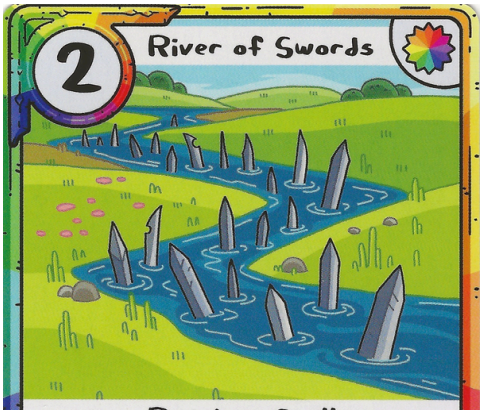
Rainbow Spell

All Creatures have +1 ATK this turn *(including your opponent's Creatures).*

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2

River of Swords



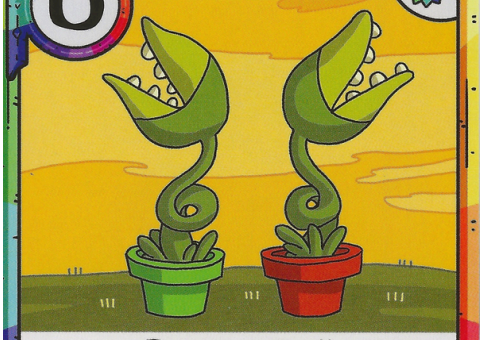
Rainbow Spell

Each of your Creatures has +2 ATK this turn. Draw 2 cards.

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0

Clone



Rainbow Spell

Play your next Creature or Building for free if a Creature or Building with that name is in play.

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0

Twinsies



Rainbow Spell

Draw a card and reveal it. Another target player then reveals the top card of their deck. If their costs match, the targeted player draws it.

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1

Ghost Ninja



Blue Plains Creature

When Ghost Ninja deals damage to an opposing player, they cannot play Spells during their next turn.

2 | UNCOMMON | FtG | 7

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1

Ghost Ninja



Blue Plains Creature

When Ghost Ninja deals damage to an opposing player, they cannot play Spells during their next turn.

2 | UNCOMMON | FtG | 7

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1

Ghost Ninja



Blue Plains Creature

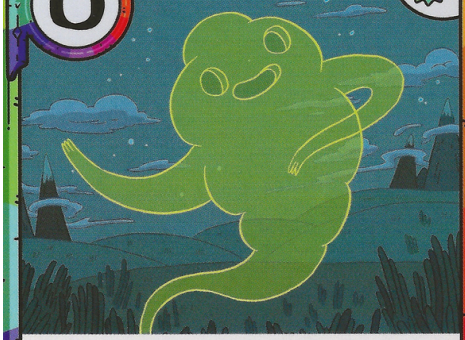
When Ghost Ninja deals damage to an opposing player, they cannot play Spells during their next turn.

2 | UNCOMMON | FtG | 7

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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.

1 | KICKSTARTER | 4

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1

Boxing Day



Rainbow Spell

Put an (1) on each friendly Creature.

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1

Boxing Day



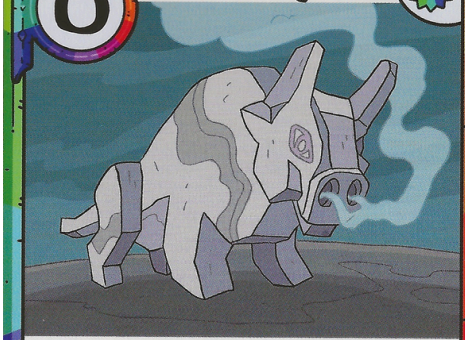
Rainbow Spell

Put an (1) on each friendly Creature.

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0

Bull Sigil



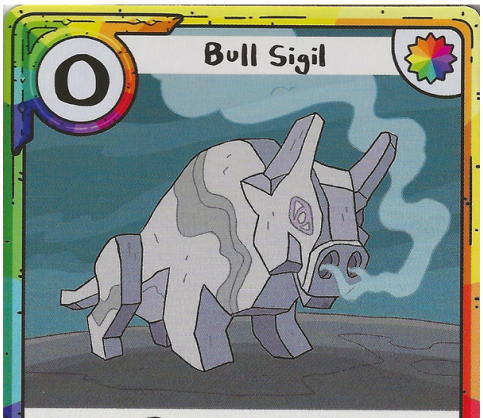
Rainbow Spell

Put an (1) on target Creature. If the Creature has 2 or more (1) on it, you may draw a card.

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0

Bull Sigil



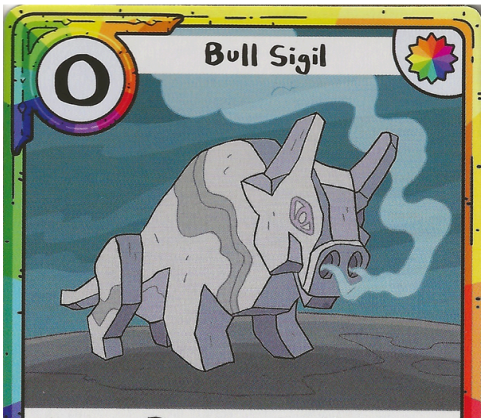
Rainbow Spell

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0

Bull Sigil



Rainbow Spell

Put an (1) on target Creature. If the Creature has 2 or more (1) on it, you may draw a card.

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1

Galeblade Tornado



Blue Plains Spell

Return target friendly Creature to its owner's hand. Return target opposing Creature to its owner's hand.

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1

Galeblade Tornado



Blue Plains Spell

Return target friendly Creature to its owner's hand. Return target opposing Creature to its owner's hand.

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0

Grim Exchange



Rainbow Spell

Destroy a Creature you control, then reveal the top card of another player's deck. It loses its Landscape type and becomes a Rainbow card. You may play it for free.

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0

Grim Exchange



Rainbow Spell

Destroy a Creature you control, then reveal the top card of another player's deck. It loses its Landscape type and becomes a Rainbow card. You may play it for free.

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Rainbow Spell

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0

Kangaroo Pat



Rainbow Creature

When Kangaroo Pat damages an opponent, put an (1) on a friendly Creature.

1 | 3

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0

Kangaroo Pat



Rainbow Creature

When Kangaroo Pat damages an opponent, put an (1) on a friendly Creature.

1 | 3

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0
Kangaroo Pat
Rainbow Creature
When Kangaroo Pat damages an opponent, put an on a friendly Creature.
1
3


1
Honey Badger
Rainbow Creature
When Honey Badger enters play, if you control 3 other Rainbow Creatures, put 4 on Honey Badger.
+1 DEF for each on Honey Badger.
1
COMMON
4


1
Honey Badger
Rainbow Creature
When Honey Badger enters play, if you control 3 other Rainbow Creatures, put 4 on Honey Badger.
+1 DEF for each on Honey Badger.
1
COMMON
4


1
Honey Badger
Rainbow Creature
When Honey Badger enters play, if you control 3 other Rainbow Creatures, put 4 on Honey Badger.
+1 DEF for each on Honey Badger.
1
COMMON
4