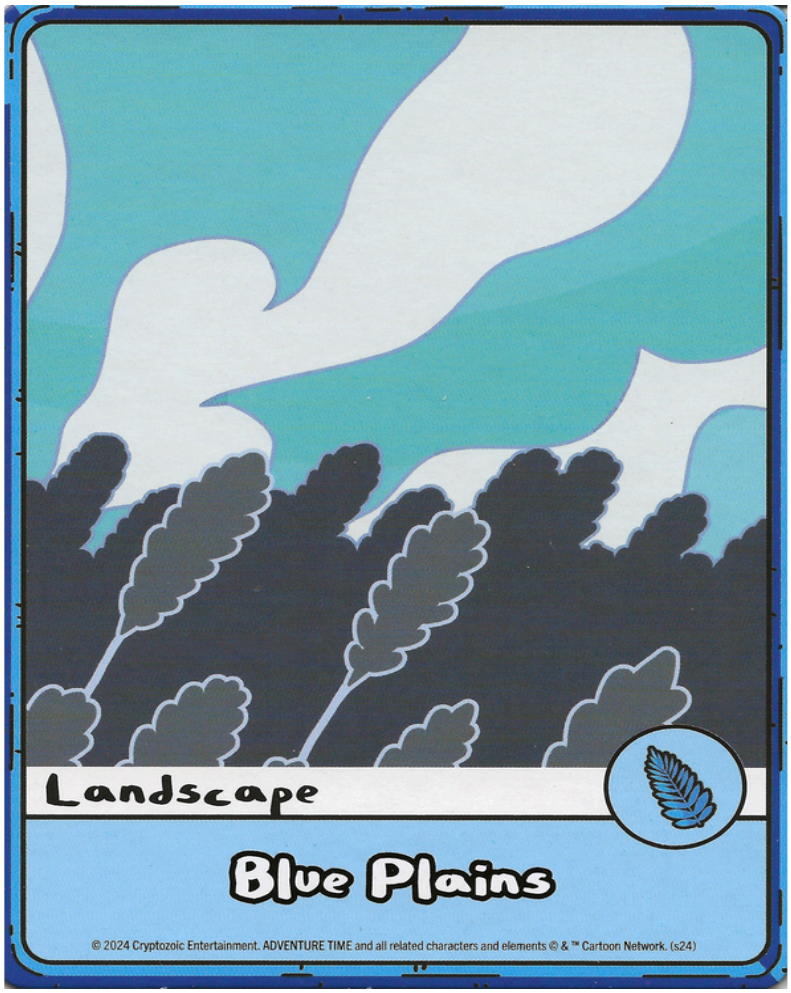
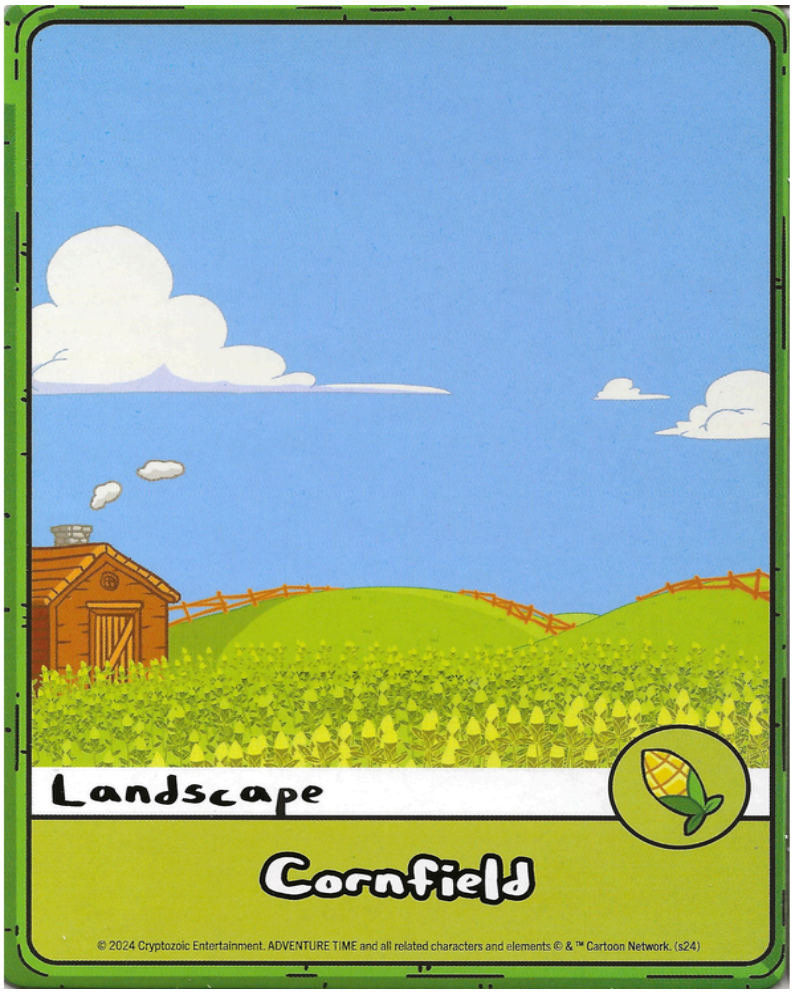
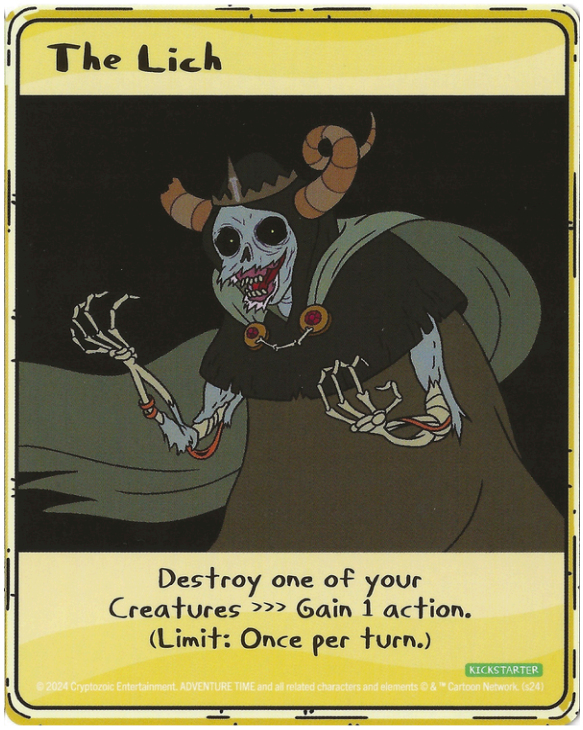

Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
Cornfield
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Landscape
Cornfield
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The Lich
Destroy one of your
Creatures >>> Gain 1 action.
(Limit: Once per turn.)
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1

Ancient Scholar



Blue Plains Creature

FLOOP >>> Return a random Rainbow card from your discard pile to your hand. If you control a Building in this Lane, gain 1 action.

1 | 7

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1

Ancient Scholar



Blue Plains Creature

FLOOP >>> Return a random Rainbow card from your discard pile to your hand. If you control a Building in this Lane, gain 1 action.

1 | 7

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Ancient Scholar



Blue Plains Creature

FLOOP >>> Return a random Rainbow card from your discard pile to your hand. If you control a Building in this Lane, gain 1 action.

1 | 7

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1

Corn Dog



Cornfield Creature

Corn Dog has +1 DEF for each Cornfield Landscape you control. If you control 3 or fewer Cornfield Landscapes, Corn Dog has +1 ATK.

0 | 12

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1

Corn Dog



Cornfield Creature

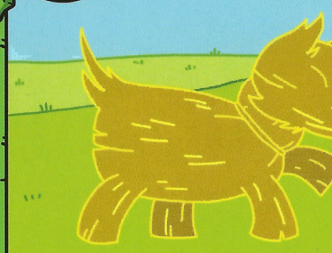
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0 | 12

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0 | 12

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1

Corn Ronin



Cornfield Creature

+1 ATK for each adjacent Cornfield Landscape.

1 | 6

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1

Corn Ronin



Cornfield Creature

+1 ATK for each adjacent Cornfield Landscape.

1 | 6

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1

Corn Ronin



Cornfield Creature

+1 ATK for each adjacent Cornfield Landscape.

1 | 6

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2 Cornataur



Cornfield Creature

When Cornataur enters play, deal 1 damage to your opponent for each Cornfield Landscape you control.

2 10

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2 Cornataur

Cornfield Creature

When Cornataur enters play, deal 1 damage to your opponent for each Cornfield Landscape you control.

2 10

2 Cornataur

Cornfield Creature

When Cornataur enters play, deal 1 damage to your opponent for each Cornfield Landscape you control.

2 10

0 Wandering Bald Man



Rainbow Creature

At the start of your turn, put the top card of your deck into your discard pile.

0 10

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2 Future Scholar



Blue Plains Creature

If Future Scholar replaces a Creature, gain 1 action.

2 8

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2 Future Scholar

Blue Plains Creature

If Future Scholar replaces a Creature, gain 1 action.

2 8

0 TNTimmy



Rainbow Creature

When TNTimmy leaves play, deal 1 damage to each opposing Creature.

0 5

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0 TNTimmy

Rainbow Creature

When TNTimmy leaves play, deal 1 damage to each opposing Creature.

0 5

0 Drop Zone



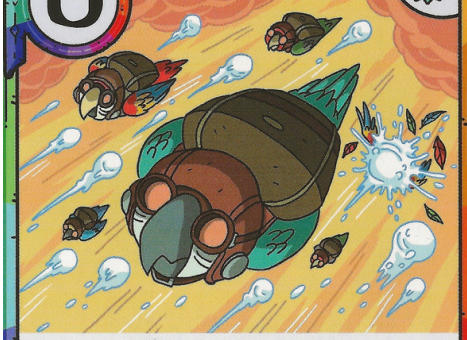
Rainbow Spell

Return target Creature you own to your hand.

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0

Drop Zone



Rainbow Spell

Return target Creature you own to your hand.

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0

Cute Overload



Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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0

Cute Overload



Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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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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2v2

1

Convey Wisdom



Blue Plains Spell

Look at the top 4 cards of target player's deck and put them back in any order. Then draw a card.

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2v2

1

Convey Wisdom



Blue Plains Spell

Look at the top 4 cards of target player's deck and put them back in any order. Then draw a card.

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2v2

2

Pentacutie



Blue Plains Creature

Opponents cannot play cost 0 cards.

3

8

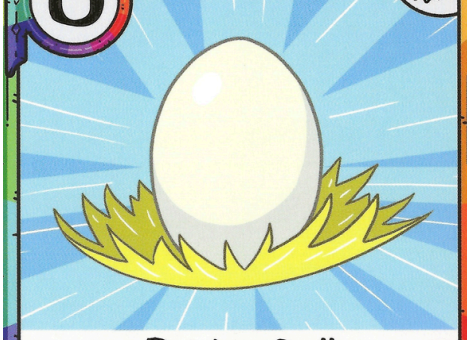
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RARE

FIG

0

Incredible Egg



Rainbow Spell

Reveal the top 2 cards of your deck. You may put a revealed Cornfield card into your hand. Discard the rest.

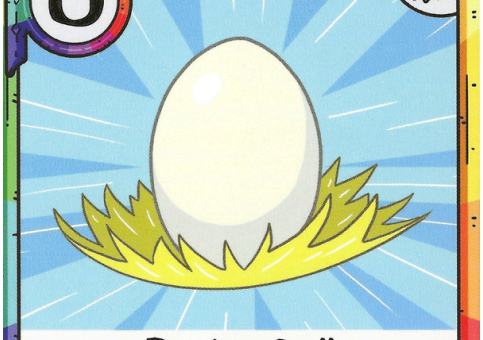
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COMMON

FIG

0

Incredible Egg



Rainbow Spell

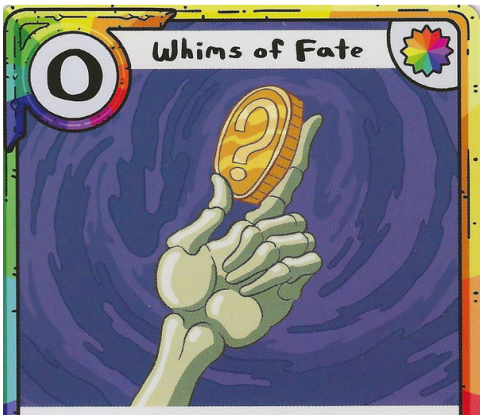
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COMMON

FIG

0 Whims of Fate



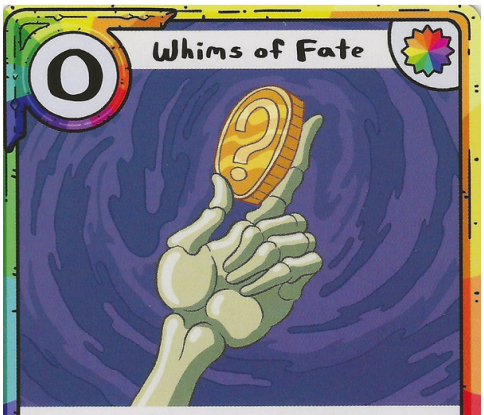
Rainbow Spell

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.

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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.

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KICKSTARTER

1 Dressage Dance Hall



Rainbow Building

Dressage Dance Hall counts as a copy of your Landscape in this Lane.

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KICKSTARTER

1 Dressage Dance Hall



Rainbow Building

Dressage Dance Hall counts as a copy of your Landscape in this Lane.

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KICKSTARTER

1 Dressage Dance Hall



Rainbow Building

Dressage Dance Hall counts as a copy of your Landscape in this Lane.

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KICKSTARTER

0 Careful Shuffle



Cornfield Spell

Choose a letter of the alphabet, then reveal the top 3 cards of your deck. Put all cards with names that begin with the chosen letter into your hand and discard the rest.

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KICKSTARTER

0 Careful Shuffle



Cornfield Spell

Choose a letter of the alphabet, then reveal the top 3 cards of your deck. Put all cards with names that begin with the chosen letter into your hand and discard the rest.

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KICKSTARTER

0 Careful Shuffle



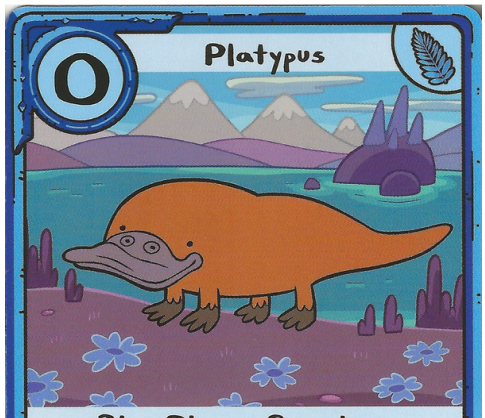
Cornfield Spell

Choose a letter of the alphabet, then reveal the top 3 cards of your deck. Put all cards with names that begin with the chosen letter into your hand and discard the rest.

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0 Platypus



Blue Plains Creature

Platypus has +1 ATK for each different 0-cost card in your discard pile.

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0+ 3


0
Platypus
Blue Plains Creature
Platypus has +1 ATK for each different 0-cost card in your discard pile.
KICKSTARTER
0
3


0
Platypus
Blue Plains Creature
Platypus has +1 ATK for each different 0-cost card in your discard pile.
KICKSTARTER
0
3


0
Crystal Ball
Rainbow Spell
Name a card and reveal the top card of your deck. If it is the named card, play it for free.


0
Chameleon
Rainbow Creature
When you play Chameleon, choose its Landscape type.
2
2