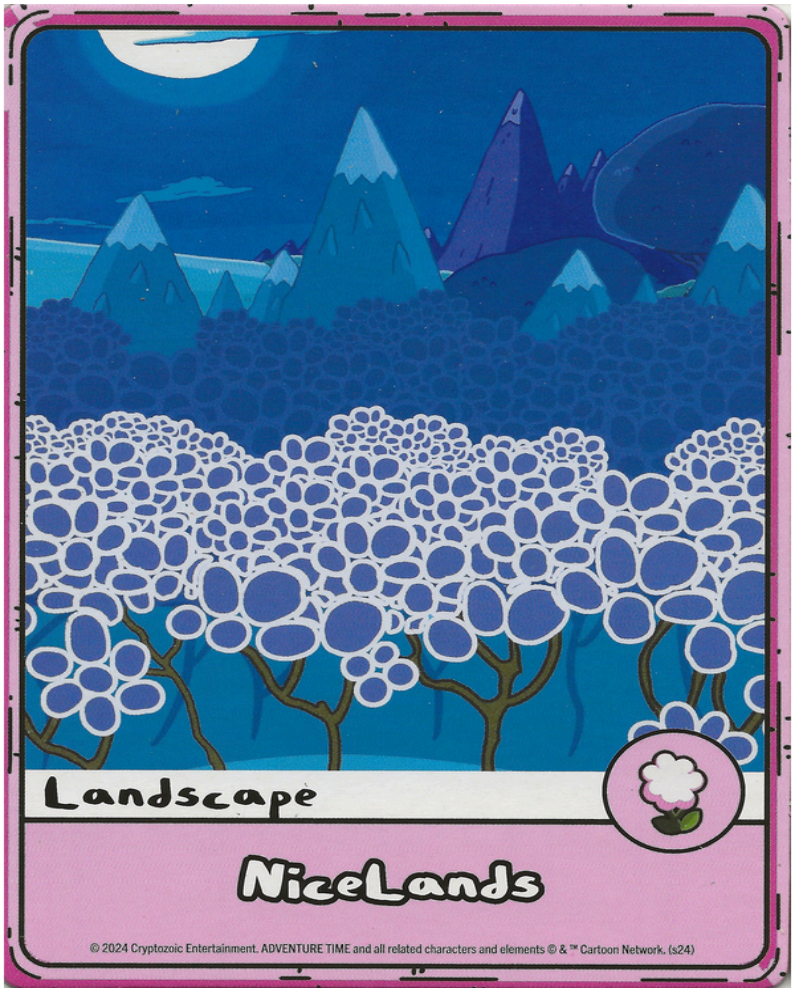
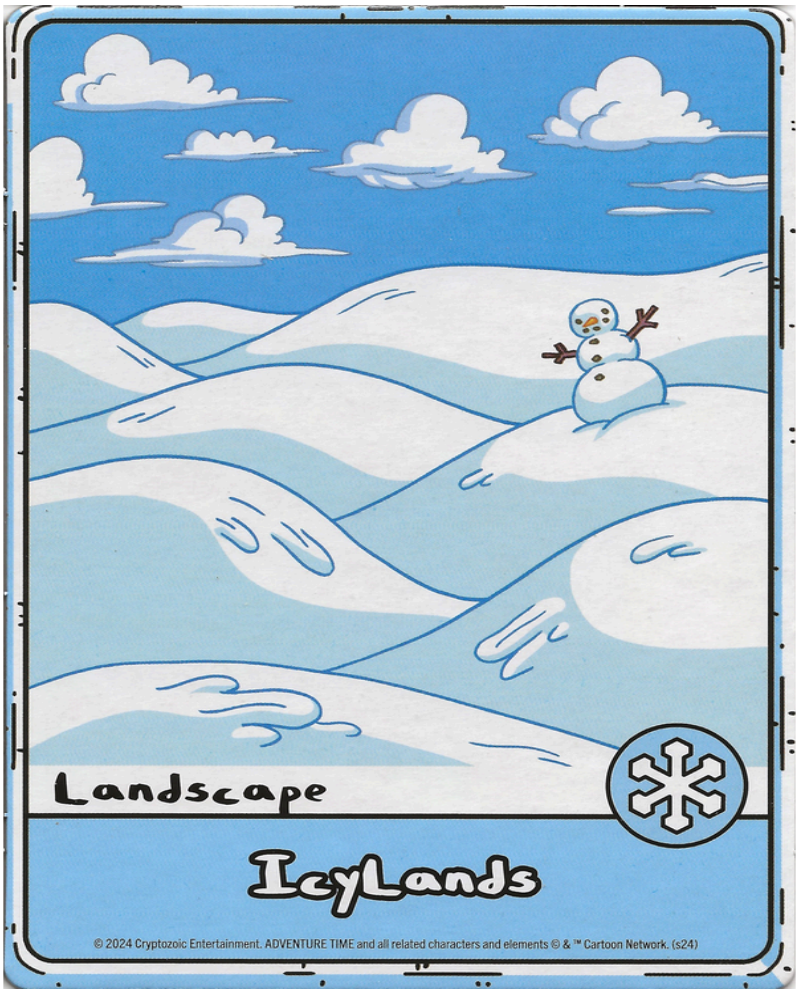

Landscape
Cornfield
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Landscape
Cornfield
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Landscape
NiceLands
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Landscape
IcyLands
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Choose Goose
At the start of the game, choose a letter of the alphabet. The first card you play each turn with a name that starts with your chosen letter costs 1 less.
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0 **Big Foot**



Rainbow Creature

FLOOP >>> Flip target facedown Landscape you control face up.

1 4

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0 **Big Foot**



Rainbow Creature

FLOOP >>> Flip target facedown Landscape you control face up.

1 4

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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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0 **Unempty Coffin**



Rainbow Spell

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

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0 **Unempty Coffin**

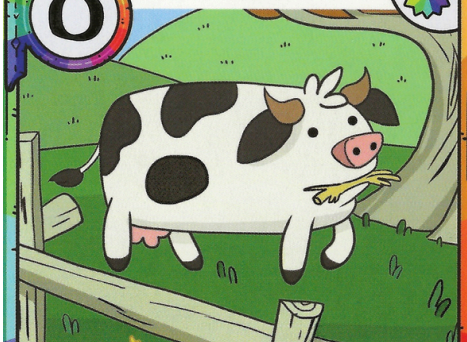


Rainbow Spell

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

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0 **Cow**



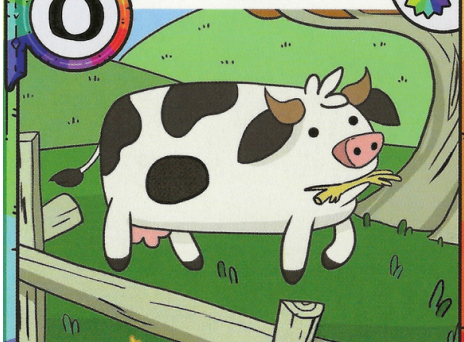
Rainbow Creature

Moo.

1 5

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0 **Cow**



Rainbow Creature

Moo.

1 5

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0 **Goat**



Rainbow Creature

If Goat replaces a Creature, draw a card.

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1

Cold Soldier



IcyLands Creature

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

2 4

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1

Cold Soldier



IcyLands Creature

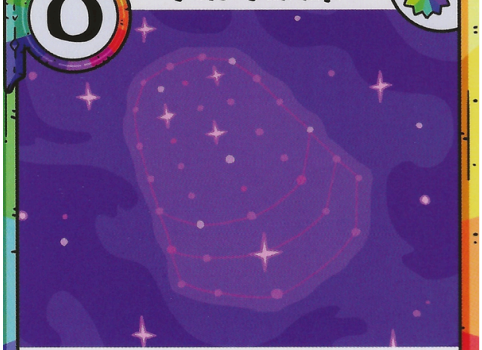
+3 ATK while your opponent does not control a Creature in this Lane.

2 4

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0

Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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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.)*

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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

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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Careful Shuffle



Cornfield Spell

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2

Chancellor's Commended



Cornfield Creature

When Chancellor's Commended enters play, choose a letter of the alphabet. Other Creatures you control whose names begin with the chosen letter have +3 ATK.

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3 10

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2

Chancellor's Commended



Cornfield Creature

When Chancellor's Commended enters play, choose a letter of the alphabet. Other Creatures you control whose names begin with the chosen letter have +3 ATK.

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3 10

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2

Chancellor's Commended



Cornfield Creature

When Chancellor's Commended enters play, choose a letter of the alphabet. Other Creatures you control whose names begin with the chosen letter have +3 ATK.

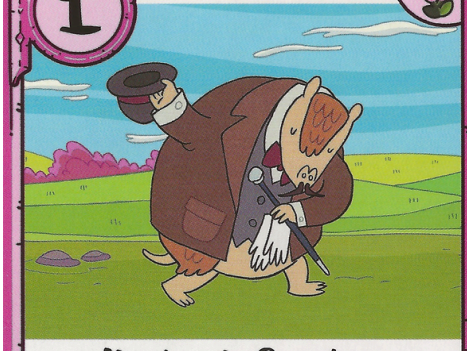
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3 10

1

Chivalrous Armourdillo



NiceLands Creature

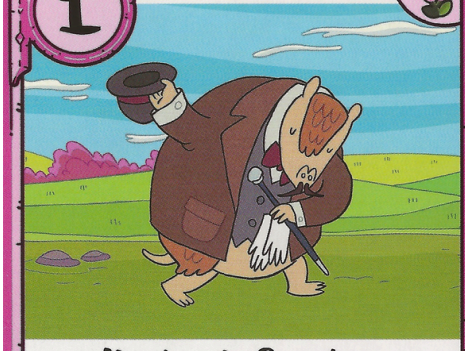
When Chivalrous Armourdillo enters play, you may heal 3 damage from another Creature. If that Creature still has damage on it, draw a card.

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1 6

1

Chivalrous Armourdillo



NiceLands Creature

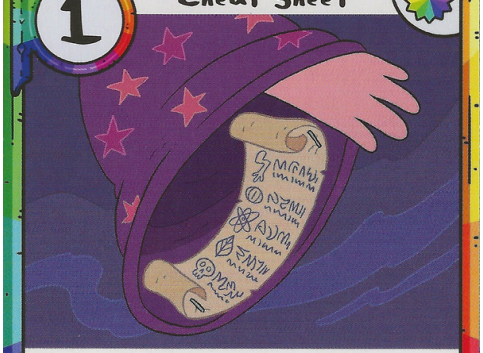
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1 6

1

Cheat Sheet



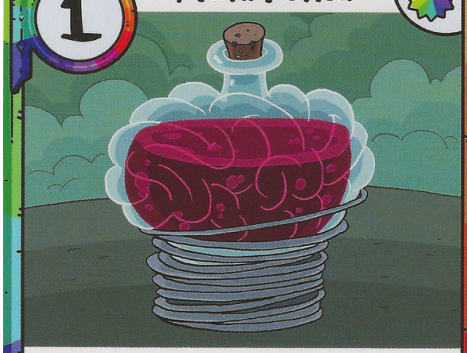
Rainbow Spell

Draw a card.
The next 2 cards you play with "Potion" in their name cost 1 less this turn.

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1

Math Potion



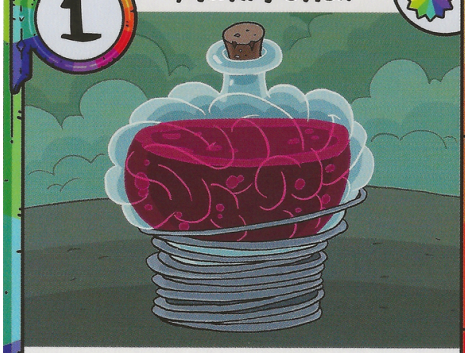
Rainbow Spell

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

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1

Math Potion



Rainbow Spell

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

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1

Yolked Potion



NiceLands Spell

Heal 2 damage from target Creature and put 2 on it. Then, if that Creature has at least 5 ATK, draw a card.

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1

Yolked Potion



NiceLands Spell

Heal 2 damage from target Creature and put 2 on it. Then, if that Creature has at least 5 ATK, draw a card.

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Yolked Potion



NiceLands Spell

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2 Crisis Monarch



Rainbow Creature

When Crisis Monarch enters play, destroy one of your Barriers and gain its effect.

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9 3

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2 Crisis Monarch



Rainbow Creature

When Crisis Monarch enters play, destroy one of your Barriers and gain its effect.

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9 3

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2 Crisis Monarch



Rainbow Creature

When Crisis Monarch enters play, destroy one of your Barriers and gain its effect.

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9 3

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1 Canopic, the Ceremonial



NiceLands Creature

When Canopic enters play, put a Spell from your discard pile on top of your deck.

3 4

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1 Canopic, the Ceremonial



NiceLands Creature

When Canopic enters play, put a Spell from your discard pile on top of your deck.

3 4

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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.

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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.

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0 Chameleon



Rainbow Creature

When you play Chameleon, choose its Landscape type.

2 2

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0 Chameleon



Rainbow Creature

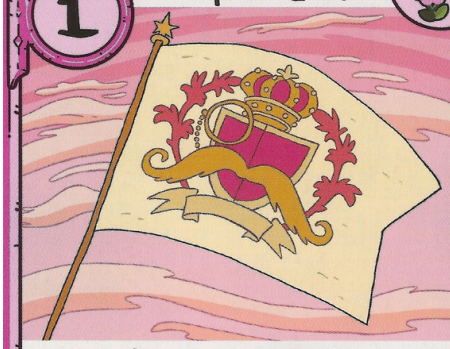
When you play Chameleon, choose its Landscape type.

2 2

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1

Champion's Emblem



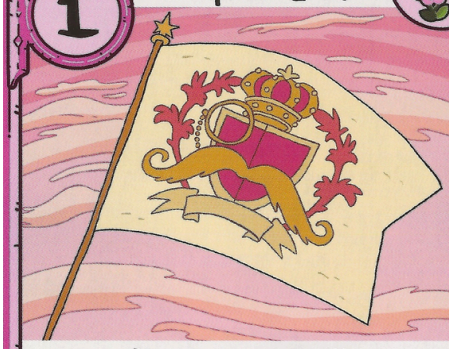
NiceLands Spell

Heal 3 damage from target Creature. If that Creature still has damage on it, gain 1 action.

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Champion's Emblem



NiceLands Spell

Heal 3 damage from target Creature. If that Creature still has damage on it, gain 1 action.

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1

Sacred Scythe



Rainbow Spell

Destroy target Creature. Its owner heals 5 HP.

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1

Sacred Scythe



Rainbow Spell

Destroy target Creature. Its owner heals 5 HP.

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