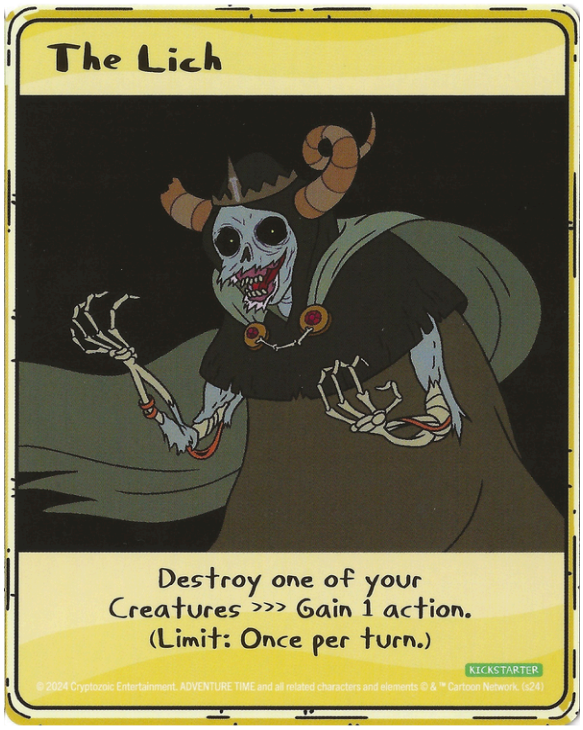

Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
Cornfield
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Landscape
Cornfield
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The Lich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

Gnome Snot



Blue Plains Spell

Draw 3 cards.

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2

Abraca Amadeus



Useless Swamp Spell

Target opponent discards a card from their hand for every 5 cards in your discard pile.

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2

Abraca Amadeus



Useless Swamp Spell

Target opponent discards a card from their hand for every 5 cards in your discard pile.

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0

Snake Eye Ring



Rainbow Spell

Return a random Useless Swamp Creature from your discard pile to your hand.

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0

Snake Eye Ring



Rainbow Spell

Return a random Useless Swamp Creature from your discard pile to your hand.

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0

Snake Eye Ring



Rainbow Spell

Return a random Useless Swamp Creature from your discard pile to your hand.

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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

Dogboy



Rainbow Creature

Discard a card >>> Dogboy has +2 ATK this turn.
(Limit: Once per turn.)

0 5

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0

Dogboy



Rainbow Creature

Discard a card >>> Dogboy has +2 ATK this turn.
(Limit: Once per turn.)

0 5

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0

Dogboy



Rainbow Creature

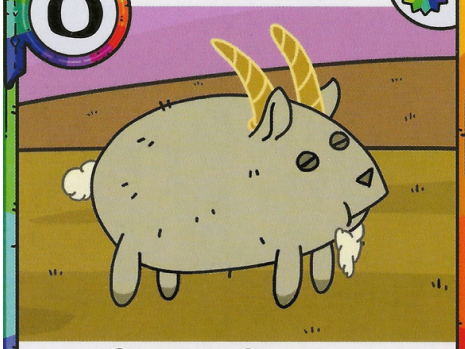
Discard a card >>> Dogboy has +2 ATK this turn.
(Limit: Once per turn.)

0 5

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0

Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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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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1

Glorious Gramophone



Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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0

Void Thimble



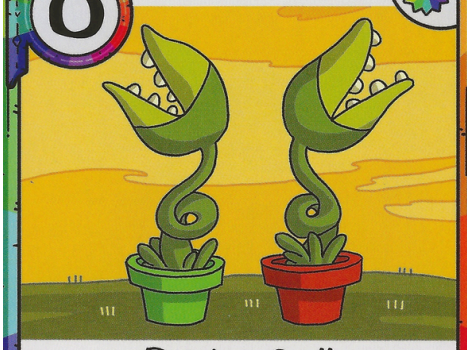
Rainbow Spell

Lose 2 hit points, gain 1 action.

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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

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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1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0 4

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RARE
FT6

1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0

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RARE
FtG

4

1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0

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RARE
FtG

4

0

Musical Chair



Rainbow Spell

Swap up to two of your Landscapes with ones from outside of the game.

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UNCOMMON
FtG

0

Musical Chair



Rainbow Spell

Swap up to two of your Landscapes with ones from outside of the game.

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UNCOMMON
FtG

0

Musical Chair



Rainbow Spell

Swap up to two of your Landscapes with ones from outside of the game.

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UNCOMMON
FtG

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

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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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

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.

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1 4

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.

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1 4

1

AbneGator



Useless Swamp Creature

If this card is discarded from your hand or deck during your turn, gain 1 action. If it is discarded during an opponent's turn, draw a card instead.

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3 4

1

AbneGator



Useless Swamp Creature

If this card is discarded from your hand or deck during your turn, gain 1 action. If it is discarded during an opponent's turn, draw a card instead.

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3 4

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


1
PropaGator
Useless Swamp Creature
When PropaGator enters play, name a card. Reveal the top card of your deck. If it is the named card, discard it and gain 2 actions.
KICKSTARTER
2
7


1
PropaGator
Useless Swamp Creature
When PropaGator enters play, name a card. Reveal the top card of your deck. If it is the named card, discard it and gain 2 actions.
KICKSTARTER
2
7


0
X-Ray Specs
Blue Plains Spell
Until end of turn, reveal the top card of your deck. You may play cards revealed in this way. These cards cost 1 additional action for each card that has been played in this way this turn.
KICKSTARTER