
Landscape
Blue Plains
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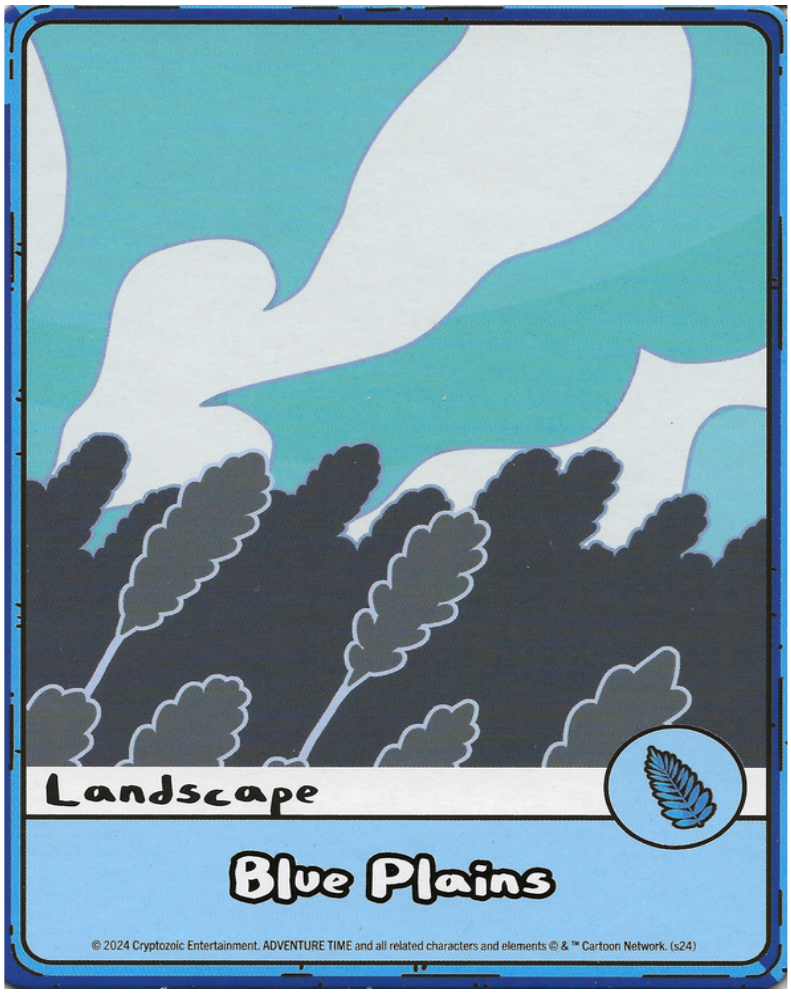
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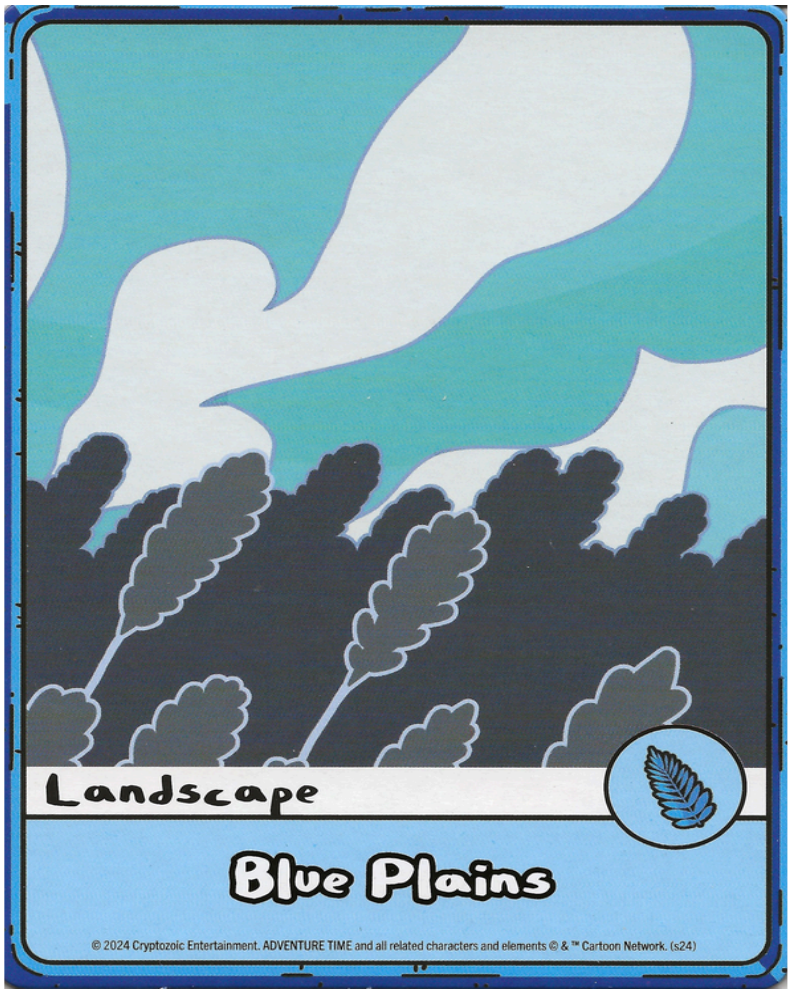
Landscape
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Fionna
While you control only one Landscape type, your Rainbow Creatures have +1 ATK.
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1
Ancient Scholar



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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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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1
Gnome Snot




Blue Plains Spell

Draw 3 cards.

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0
Woad Talisman



Rainbow Spell

Target Blue Plains Creature you control has +2 ATK this turn.

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0
Woad Talisman



Rainbow Spell

Target Blue Plains Creature you control has +2 ATK this turn.

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0 Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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0 Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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0 Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

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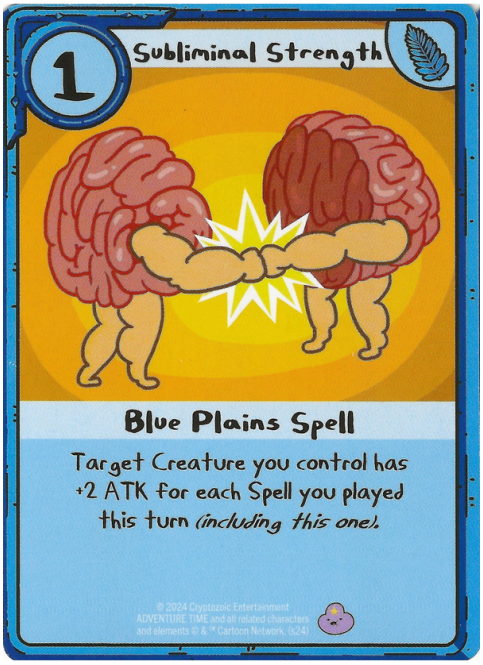
1 Subliminal Strength



Blue Plains Spell

Target Creature you control has +2 ATK for each Spell you played this turn *(including this one).*

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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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2 Vampire Lord



Rainbow Creature

When Vampire Lord deals damage, it heals an equal amount of damage.

1 8

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2 Vampire Lord



Rainbow Creature

When Vampire Lord deals damage, it heals an equal amount of damage.

1 8

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2 Vampire Lord



Rainbow Creature

When Vampire Lord deals damage, it heals an equal amount of damage.

1 8

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2 Crazy Cat Lady



Blue Plains Creature

Rainbow Creatures you control have +1 ATK.

1 10

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2 Crazy Cat Lady



Blue Plains Creature

Rainbow Creatures you control have +1 ATK.

1 10

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2 Crazy Cat Lady



Blue Plains Creature

Rainbow Creatures you control have +1 ATK.

1 10

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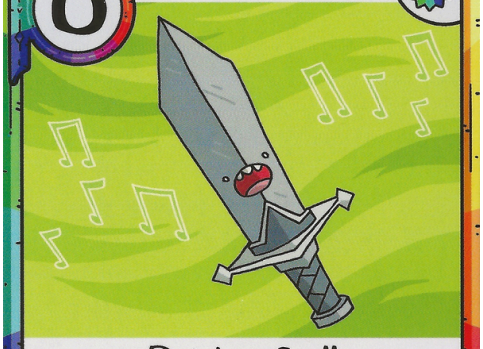
0 Singing Sword



Rainbow Spell

Target Creature has +1 ATK for every 2 cards you have drawn this turn.

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0 Singing Sword



Rainbow Spell

Target Creature has +1 ATK for every 2 cards you have drawn this turn.

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0 Singing Sword



Rainbow Spell

Target Creature has +1 ATK for every 2 cards you have drawn this turn.

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1 Glorious Gramophone



Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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1 Glorious Gramophone



Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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1 Glorious Gramophone



Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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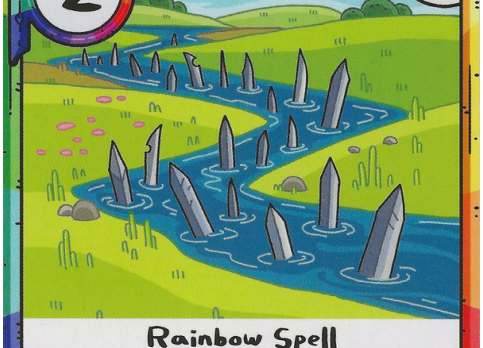
2 River of Swords



Rainbow Spell

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

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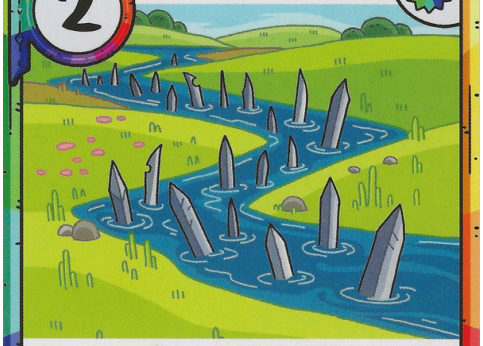
2

## River of Swords



### Rainbow Spell

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

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1

## Charming City




### Blue Plains Building

All Creatures in this Lane lose their Landscape type and become Rainbow Creatures.

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1

## Charming City




### Blue Plains Building

All Creatures in this Lane lose their Landscape type and become Rainbow Creatures.

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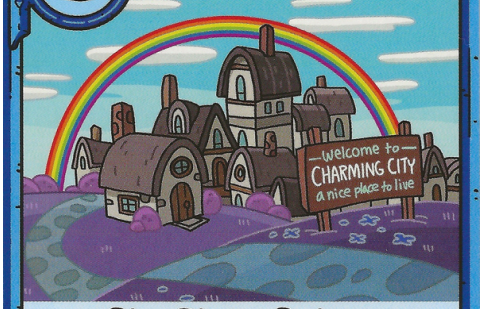
1

## Charming City




### Blue Plains Building

All Creatures in this Lane lose their Landscape type and become Rainbow Creatures.

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1

## Cyclops



### Rainbow Creature

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

PROMO

3 1

1

## Cyclops



### Rainbow Creature

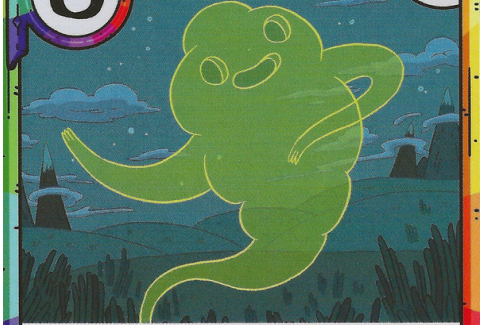
+1 DEF for each open eye depicted on other Creatures you control.

PROMO

3 1

0

## Happy Ghost Lucky



### Rainbow Creature

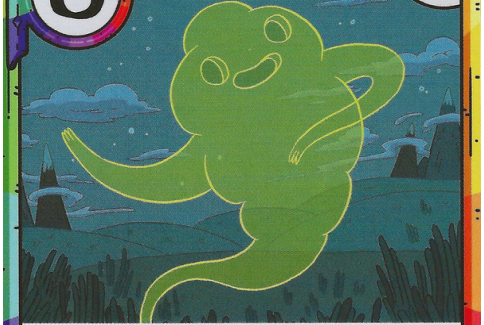
When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

KICKSTARTER

1 4

0

## Happy Ghost Lucky



### Rainbow Creature

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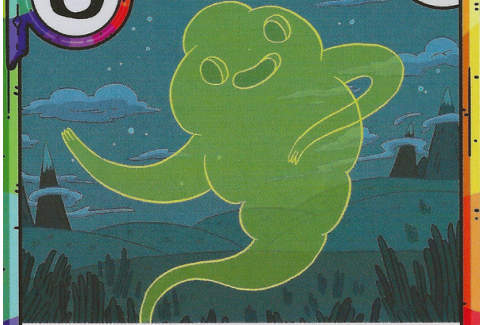
1 4

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.

KICKSTARTER

1 4


0
Kangaroo Cat
Rainbow Creature
The first time Kangaroo Cat damages an opponent, put an on Kangaroo Cat.
2
3


0
Kangaroo Cat
Rainbow Creature
The first time Kangaroo Cat damages an opponent, put an on Kangaroo Cat.
2
3


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


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