
Landscape
Cornfield
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Landscape
Cornfield
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Landscape
Useless Swamp
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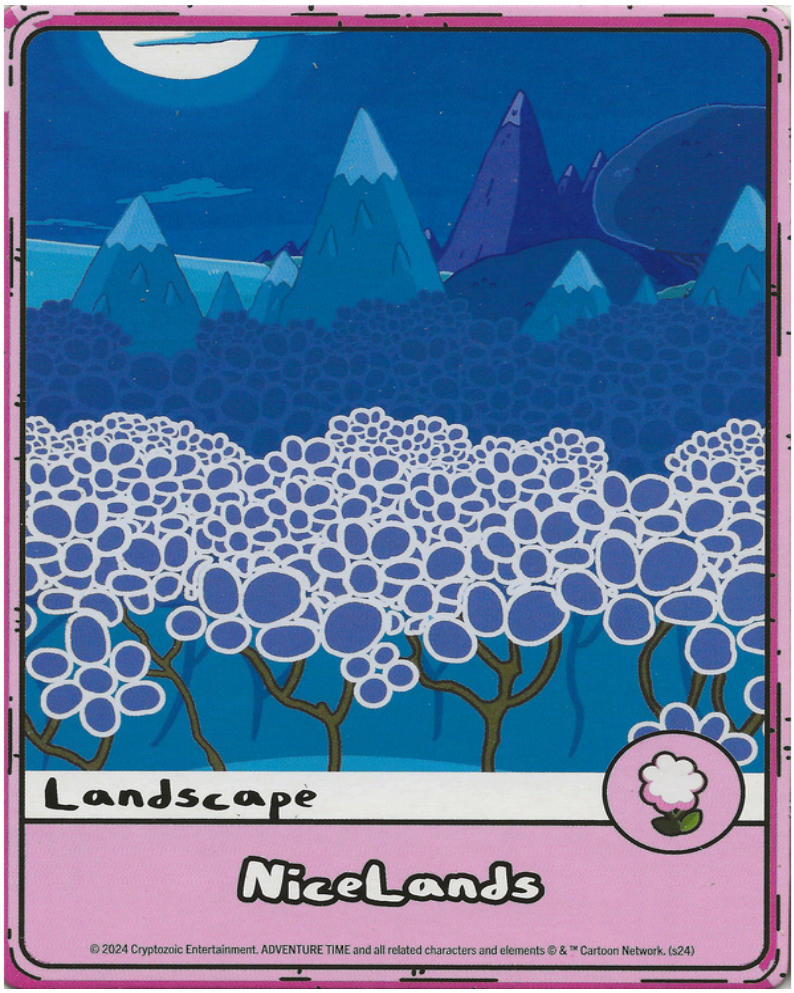
Landscape
NiceLands
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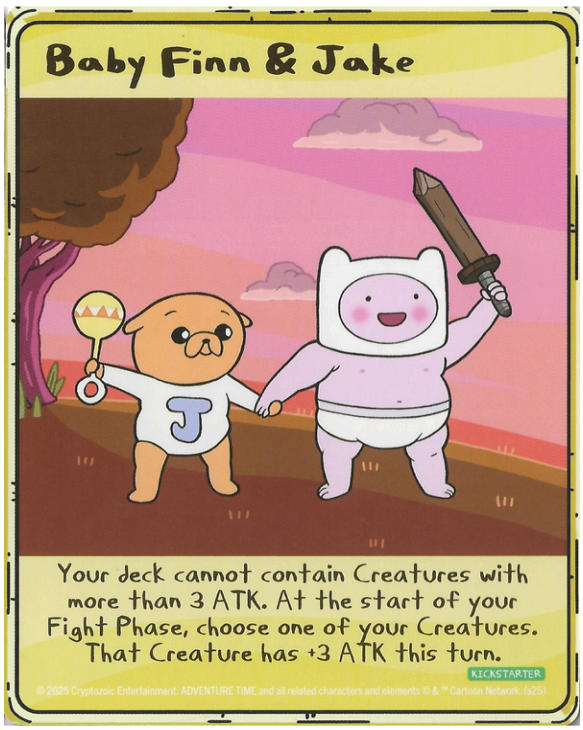
Baby Finn & Jake
Your deck cannot contain Creatures with more than 3 ATK. At the start of your Fight Phase, choose one of your Creatures. That Creature has +3 ATK this turn.
KICKSTARTER
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0

Big Foot



Rainbow Creature

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

1 | 4

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1

Corn 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 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

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1

Field Stalker



Cornfield Creature

At the start of your turn, each player draws a card.

1 | 10

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2

Husker Knight



Cornfield Creature

+1 ATK and +2 DEF for each Cornfield Landscape you control.

0 | 0

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2

Husker Knight



Cornfield Creature

+1 ATK and +2 DEF for each Cornfield Landscape you control.

0 | 0

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2

Husker Knight



Cornfield Creature

+1 ATK and +2 DEF for each Cornfield Landscape you control.

0 — 0

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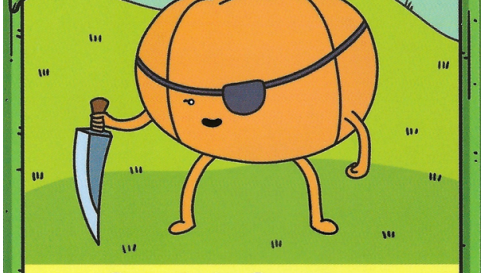
1

Patchy the Pumpkin



Cornfield Creature

FLOOP >>> Deal 1 damage to target Creature. Do this once for each Cornfield Landscape you control. *(May only target each Creature once.)*

0 — 5

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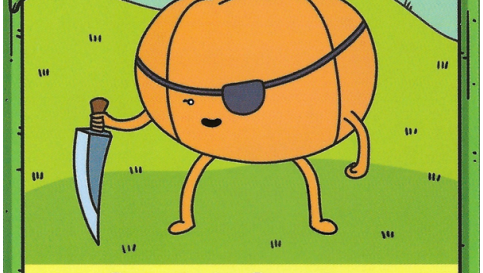
1

Patchy the Pumpkin



Cornfield Creature

FLOOP >>> Deal 1 damage to target Creature. Do this once for each Cornfield Landscape you control. *(May only target each Creature once.)*

0 — 5

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1

Wall of Ears



Cornfield Creature

+1 DEF for each Cornfield Landscape in play *(counting all players)*.

2 — 4

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1

Wall of Ears



Cornfield Creature

+1 DEF for each Cornfield Landscape in play *(counting all players)*.

2 — 4

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1

Corn Scepter



Rainbow Spell

Deal 1 damage to target Creature for each Cornfield Landscape you control.

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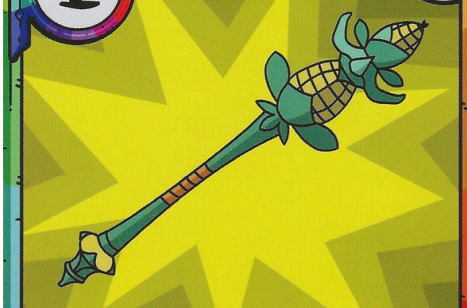
1

Corn Scepter



Rainbow Spell

Deal 1 damage to target Creature for each Cornfield Landscape you control.

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2

Cross Pollination



Rainbow Spell

Each of your Cornfield Creatures has +1 ATK this turn for each different Landscape type you control.

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1

Blood Fortress



Rainbow Building

Your Creature in this Lane has +1 ATK.

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1

Chest Burster



Useless Swamp Creature

At the start of your turn, deal 3 damage to each opponent who has no cards in hand.

1 | 10

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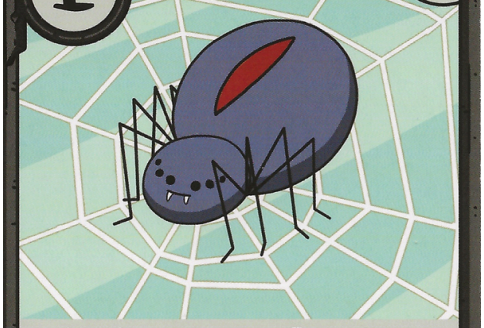
1

Extraordinary Spider



Useless Swamp Creature

At the start of your turn, deal 1 damage to target opponent for every 5 cards in your discard pile.

1 | 7

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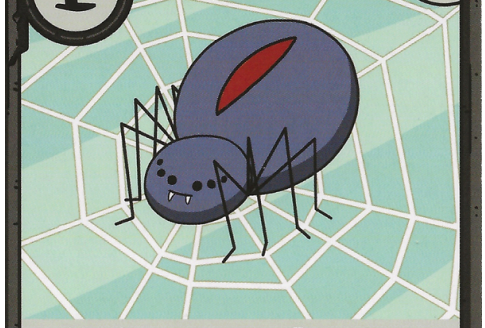
1

Extraordinary Spider



Useless Swamp Creature

At the start of your turn, deal 1 damage to target opponent for every 5 cards in your discard pile.

1 | 7

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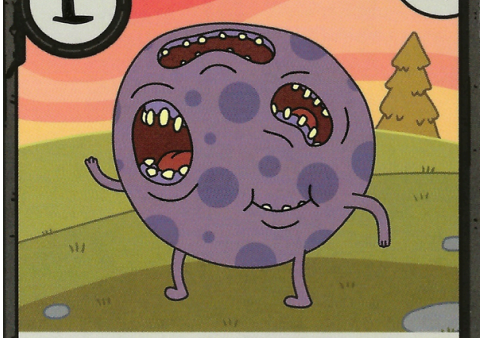
1

Mouthball



Useless Swamp Creature

+2 DEF for every 5 cards in your discard pile.

2 | 4

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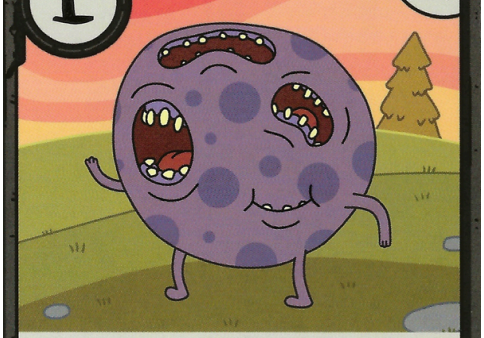
1

Mouthball



Useless Swamp Creature

+2 DEF for every 5 cards in your discard pile.

2 | 4

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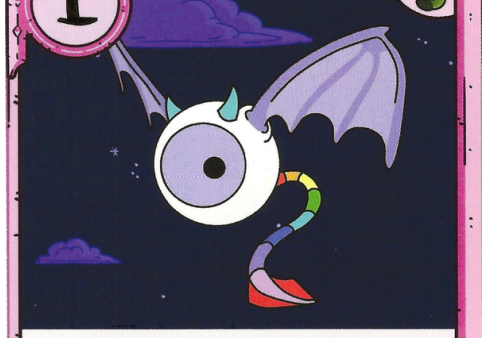
1

Rainbow Eyebat



NiceLands Creature

At the start of your turn, you heal 1 hit point for each different Landscape type you control.

(Can't go over 25.)

1 | 4

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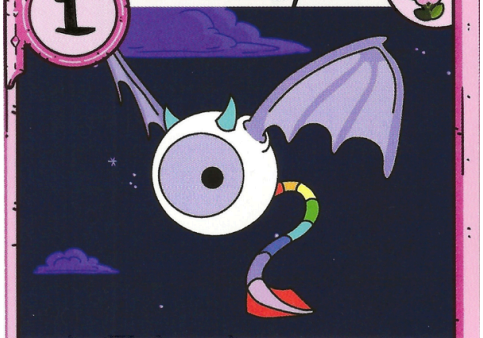
1

Rainbow Eyebat



NiceLands Creature

At the start of your turn, you heal 1 hit point for each different Landscape type you control.

(Can't go over 25.)

1 | 4

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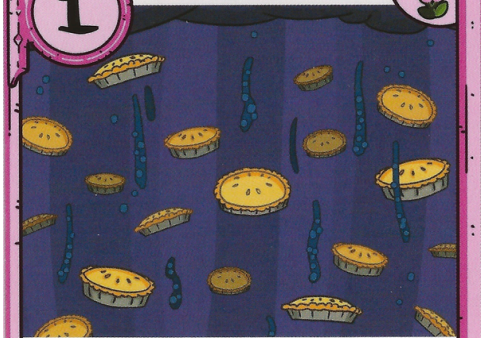
1

Piestorm



NiceLands Spell

Each of your Creatures with no damage has +2 ATK this turn.

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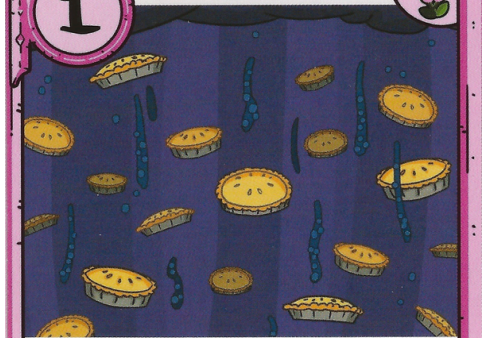
1

Piestorm



NiceLands Spell

Each of your Creatures with no damage has +2 ATK this turn.

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1

Windmill Of Health



NiceLands Building

While your Creature in this Lane has no damage on it, it has +2 ATK.

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1

Bog Bum



Useless Swamp Creature

If Bog Bum leaves play while ready, each opponent discards a random card.

2 6

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1

Bog Bum



Useless Swamp Creature

If Bog Bum leaves play while ready, each opponent discards a random card.

2 6

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1

Cottonpult



NiceLands Creature

FLOOP >>> Deal 1 damage to target Creature. If Cottonpult has 5 or more damage on it, ready it and heal 1 damage.

1 8

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1

Cottonpult



NiceLands Creature

FLOOP >>> Deal 1 damage to target Creature. If Cottonpult has 5 or more damage on it, ready it and heal 1 damage.

1 8

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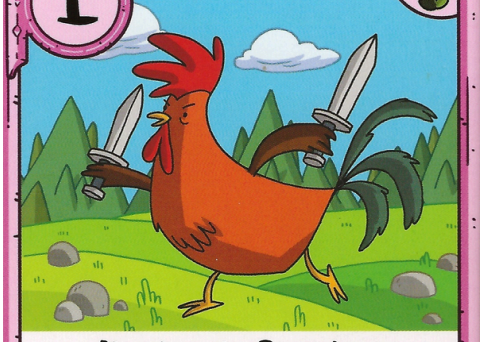
1

Furious Rooster



NiceLands Creature

+1 ATK for each damage on it.

0 8

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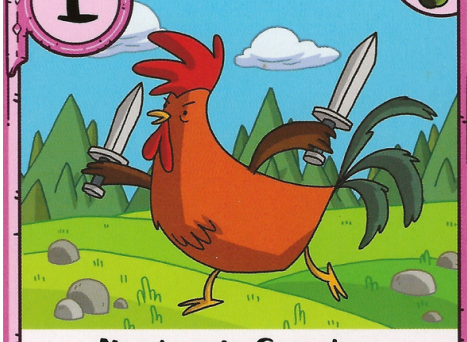
1

Furious Rooster



NiceLands Creature

+1 ATK for each damage on it.

0 8

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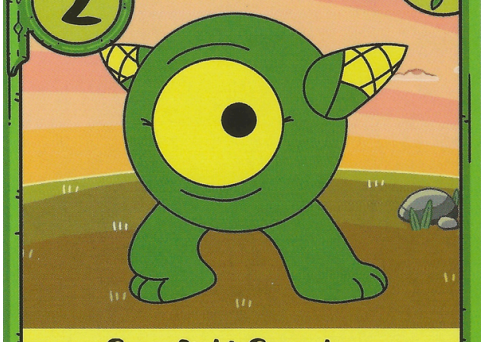
2

Ol' Corn Eye



Cornfield Creature

+1 DEF for each different Landscape type you control.

4 1

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2

Ol' Corn Eye



Cornfield Creature

+1 DEF for each different Landscape type you control.

4 1

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1 Rebounding Zebracorn



Cornfield Creature

+1 ATK for each different Landscape type you control.

0 6

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1 Rebounding Zebracorn



Cornfield Creature

+1 ATK for each different Landscape type you control.

0 6

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2 Bouncing Zebracorn



Cornfield Creature

+1 ATK for each different Landscape type you control.

1 9

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1 Fancy Zebracorn



Cornfield Creature

+1 DEF for each different Landscape type you control.

2 4

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1 Fancy Zebracorn



Cornfield Creature

+1 DEF for each different Landscape type you control.

2 4

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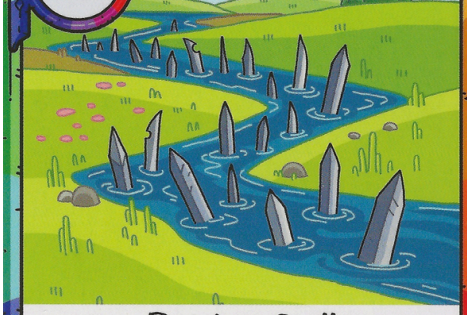
2 River of Swords



Rainbow Spell

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

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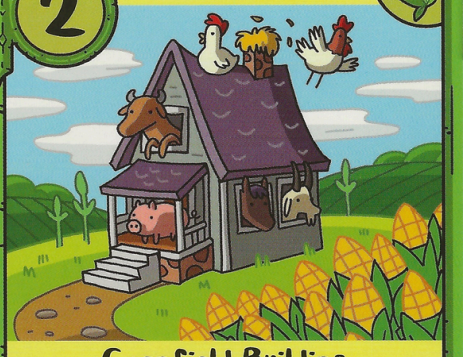
2 Farmhouse



Cornfield Building

Farmhouse counts as an additional Cornfield Landscape you control.

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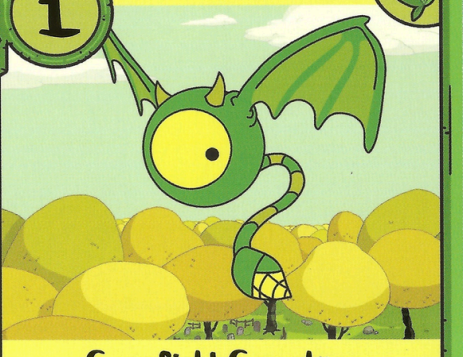
1 Corn Bat



Cornfield Creature

Pay 1 action >>> Deal 1 damage to target Creature in this Lane for each different Landscape type you control.

2 7

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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 4

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RARE FT6

1 Ghost Chest Burster



Useless Swamp Creature

When Ghost Chest Burster leaves play, draw the bottom card of your deck.

1 9

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COMMON FtG

1 Gold Ninja



Cornfield Creature

When Gold Ninja enters play, deal 1 damage to target Creature for each different Landscape type you control.

2 6

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COMMON FtG

1 Lt. Mushroom



Useless Swamp Creature

If Lt. Mushroom leaves play during an opponent's turn, that opponent discards 3 cards.

2 3

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RARE FtG

1 Orange Slimey



Useless Swamp Creature

If you control 3 or more different Landscape types when Orange Slimey enters play, deal 3 damage to your opponent.

2 6

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UNCOMMON FtG

1 Strawberry Slimey



NiceLands Creature

If you control 3 or more different Landscape types when Strawberry Slimey enters play, heal 4 damage from each of your Creatures.

2 6

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UNCOMMON FtG

2 Sun King



Cornfield Creature

Sun King counts as an additional Cornfield Landscape you control.

0 8

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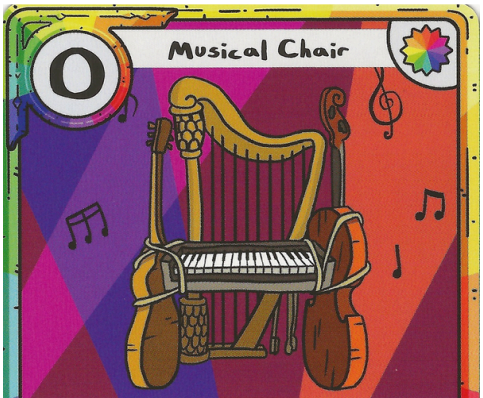
RARE FtG

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 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
DANCE
Rainbow Building
Dressage Dance Hall counts as a copy of your Landscape in this Lane.
KICKSTARTER


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.
1
6


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
President Sweetcorn
Cornfield Creature
When President Sweetcorn enters play, gain an action.
2
4


1
Robomination
Useless Swamp Creature
When Robomination leaves play, target player discards a card.
3
5


1
Toddler Scholar
NiceLands Creature
When Toddler Scholar deals damage to a player, draw that many cards.
KICKSTARTER
1
5