
Landscape
Blue Plains
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Landscape
Useless Swamp
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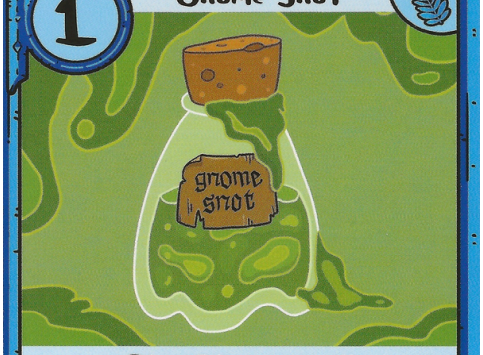

Landscape
NiceLands
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Landscape
LavaFlats
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Ghost Princess
Choose any number of players to put 3 random cards from their discard pile into their hand, revealing any Creatures. For each one, they heal 2 HP. Finally, they shuffle their discard piles into their decks. (Limit: Once per game.)
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## Gnome Snot




**Blue Plains Spell**

Draw 3 cards.

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## Unempty Coffin



**Rainbow Spell**

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

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## Dogboy



**Rainbow Creature**

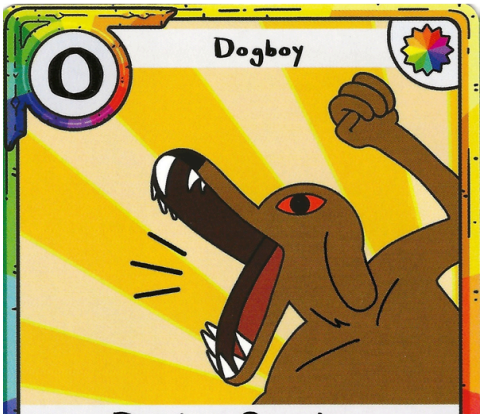
Discard a card >>> Dogboy has +2 ATK this turn.
*(Limit: Once per turn.)*

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## Dogboy



**Rainbow Creature**

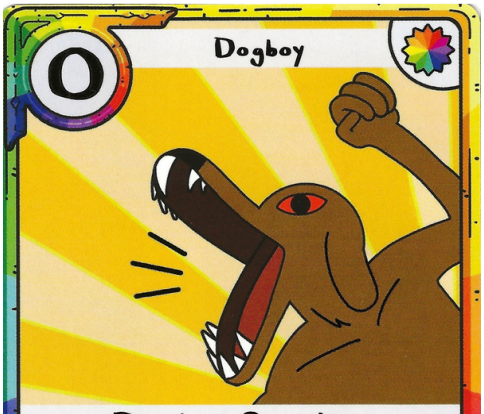
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## Dogboy



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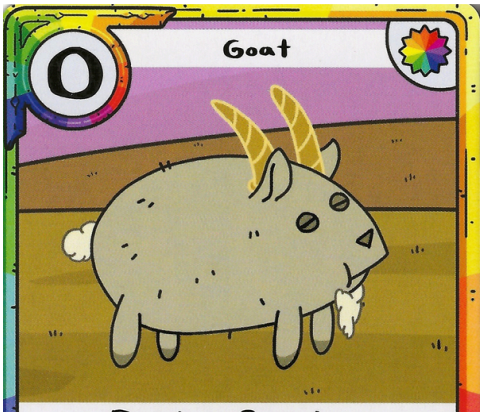
Discard a card >>> Dogboy has +2 ATK this turn.
*(Limit: Once per turn.)*

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## Goat



**Rainbow Creature**

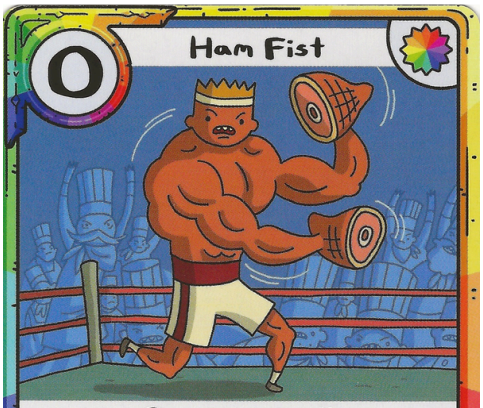
If Goat replaces a Creature, draw a card.

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## Ham Fist



**Rainbow Spell**

Target Creature you control has -5 ATK this turn.

Draw a card.

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## Glorious Gramophone



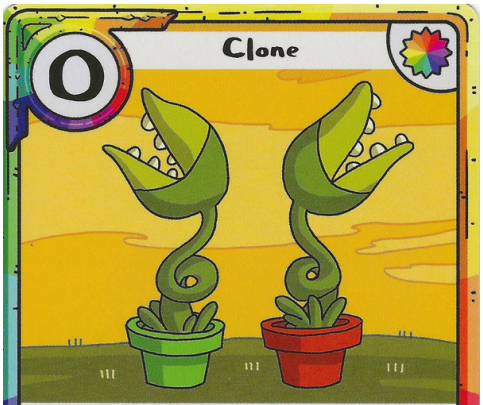
**Blue Plains Spell**

Draw 4 cards, then discard any 2 cards.

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## 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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## Twinsies



**Rainbow Spell**

Draw a card and reveal it. Another target player then reveals the top card of their deck. If their costs match, the targeted player draws it.

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## 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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## Whims of Fate



**Rainbow Spell**

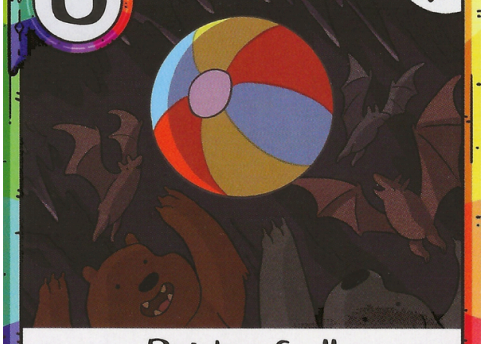
Flip a coin. If heads, destroy one of your Creatures. If tails, place a Creature in your discard pile onto an empty Landscape you control.

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## 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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## 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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## 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.

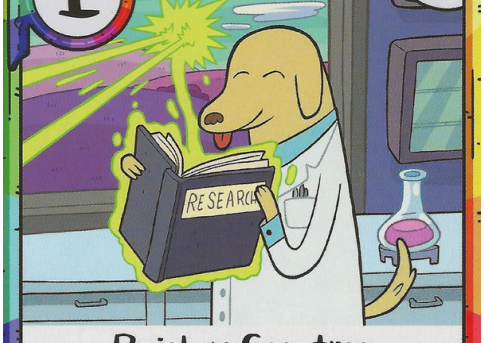
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## Lab Assistant



**Rainbow Creature**

When you play a Spell from anywhere other than your hand, you may resolve its effects a second time. *(You may choose different targets.)*

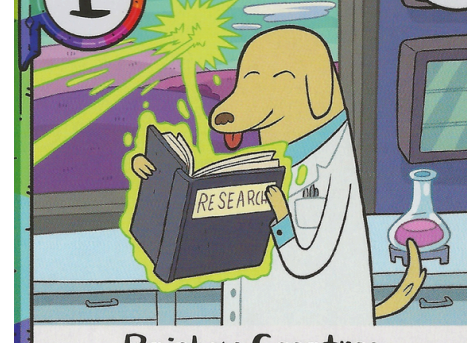
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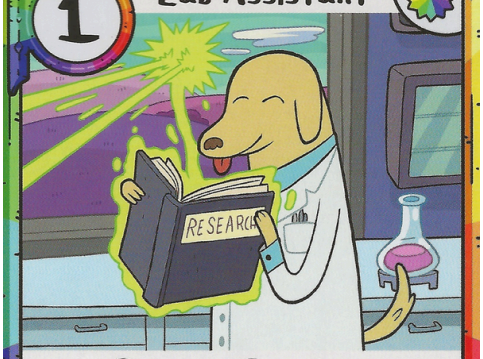
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## Math Potion



**Rainbow Spell**

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

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## Math Potion



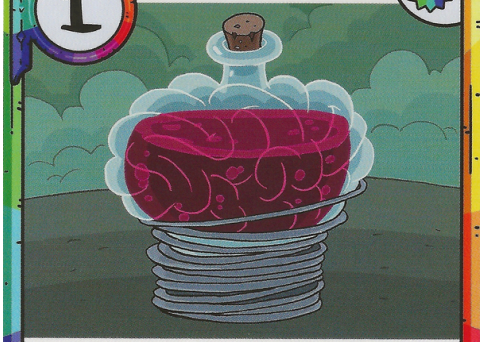
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## PropaGator



**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.

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## Trial by Fire



**LavaFlats Spell**

Reveal the top 2 cards of your deck. Discard 1 and play the other for free. If you have 1 or fewer cards in hand, you may put the discarded card into your hand instead.

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## 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.

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## Brilliant Flare



**LavaFlats Spell**

Draw 5 cards. At end of turn, discard all but 1 card.

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## Canopic, the Ceremonial



**NiceLands Creature**

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

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## Canopic, the Ceremonial



**NiceLands Creature**

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

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## 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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**Rainbow Spell**

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## Grim Exchange



**Rainbow Spell**

Destroy a Creature you control, then reveal the top card of another player's deck. It loses its Landscape type and becomes a Rainbow card. You may play it for free.

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## Wraithwood Lodge



**Useless Swamp Building**

When a Creature enters this Lane, its controller discards a card. If they do, they draw a card.

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Wraithwood Lodge



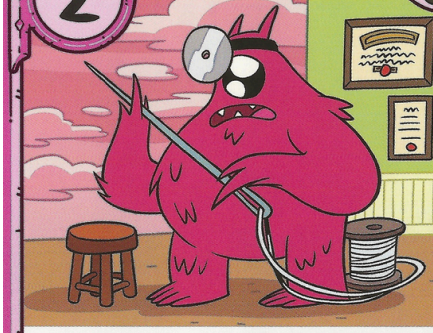
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2

Dr. Pieclops



**NiceLands Creature**

Each time you play a Spell, gain 2 HP. If you are already at maximum HP, deal 2 damage to target opponent.

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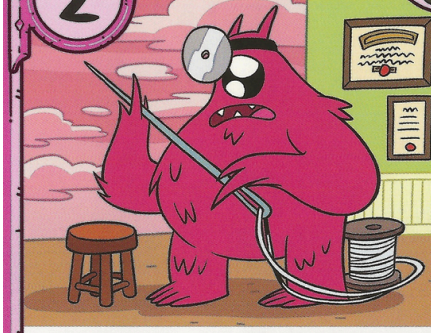
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2

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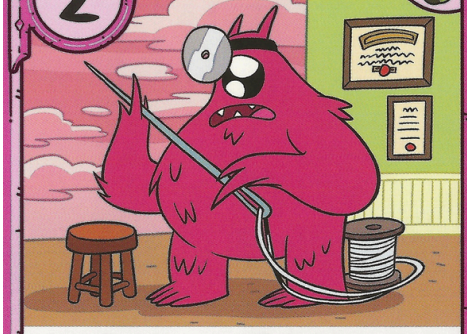
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