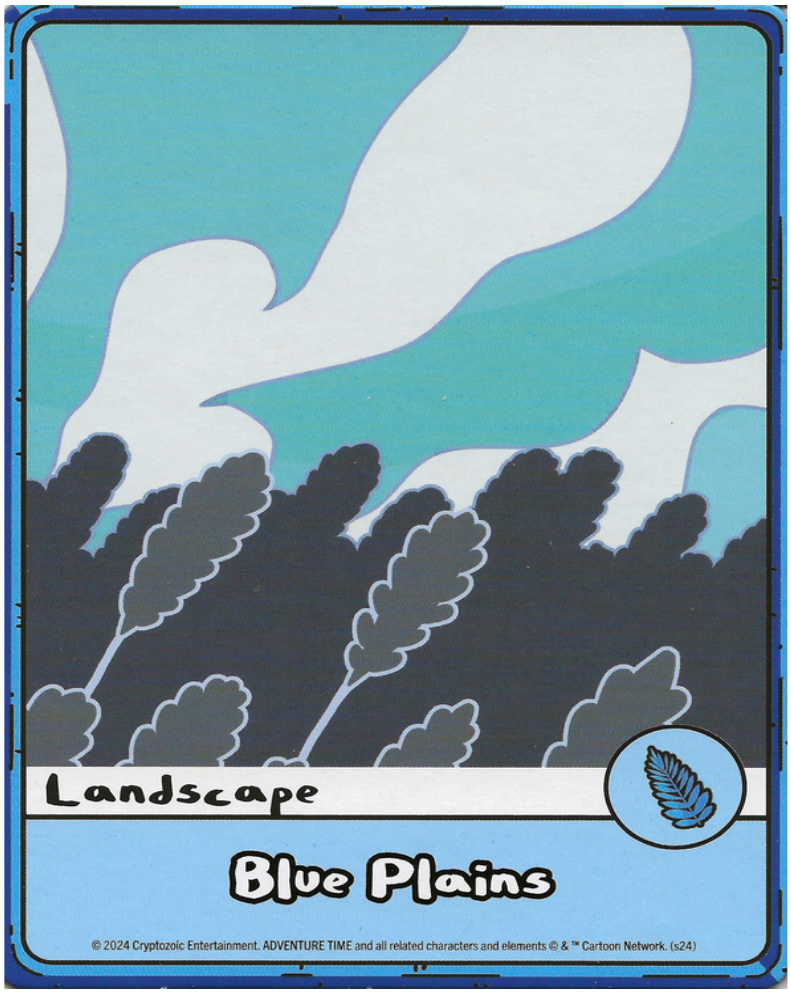
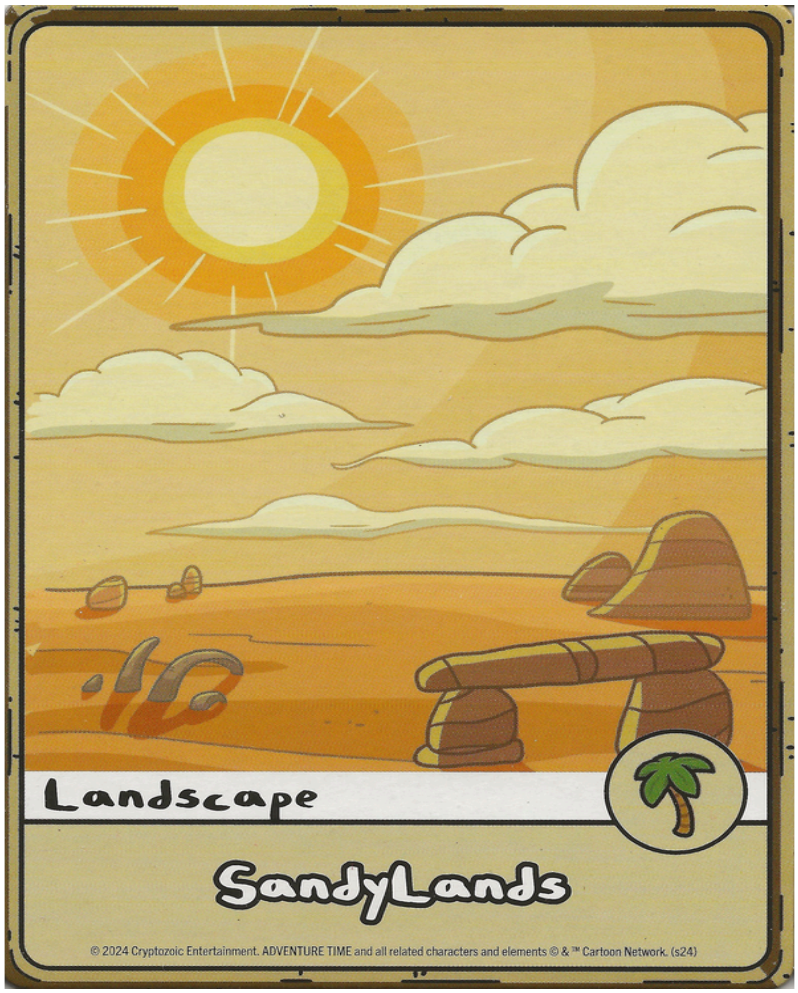
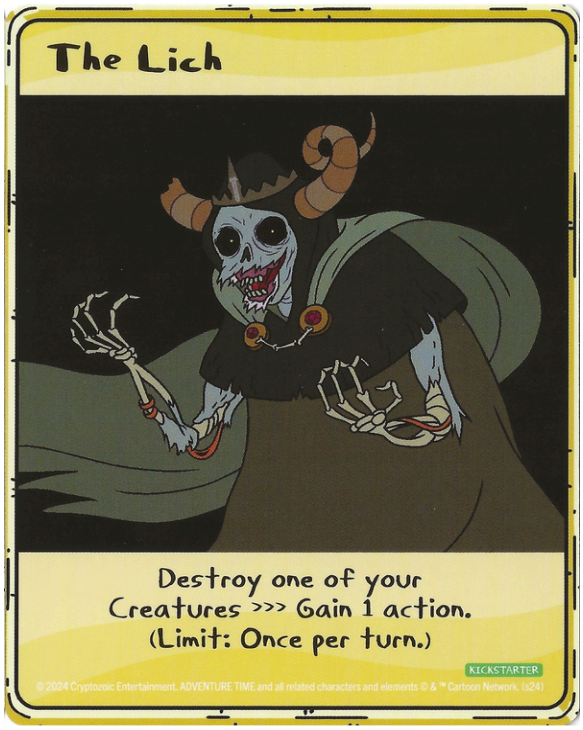

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
SandyLands
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Landscape
SandyLands
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The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

Ancient Scholar



Blue Plains Creature

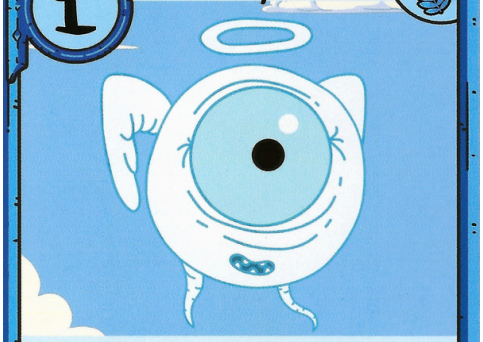
FLOOP >>> Return a random Rainbow card from your discard pile to your hand. If you control a Building in this Lane, gain 1 action.

1 | 7

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1

Heavenly Gazer



Blue Plains Creature

FLOOP >>> Put a Spell from your discard pile on top of your deck.

2 | 5

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1

Psionic Architect



Blue Plains Creature

When Psionic Architect enters play, you may ready one of your Flooped Creatures.

2 | 6

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1

Psionic Architect



Blue Plains Creature

When Psionic Architect enters play, you may ready one of your Flooped Creatures.

2 | 6

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2

Woodie Chief



Blue Plains Creature

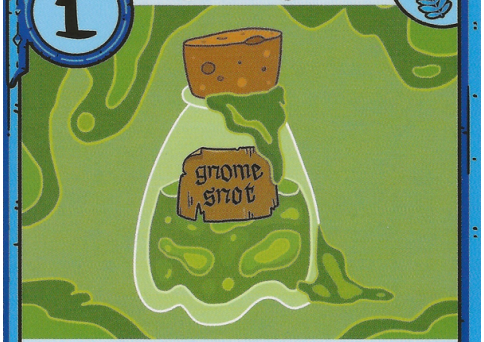
+2 ATK for each Spell you have played this turn.

2 | 10

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1

Gnome Snot



Blue Plains Spell

Draw 3 cards.

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1

Schoolhouse



Blue Plains Building

FLOOP >>> Your Creature in this Lane loses all abilities and gains the Floop ability of a random Creature (with a Floop ability) in your discard pile until end of turn.

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1

Schoolhouse



Blue Plains Building

FLOOP >>> Your Creature in this Lane loses all abilities and gains the Floop ability of a random Creature (with a Floop ability) in your discard pile until end of turn.

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0

Unempty Coffin



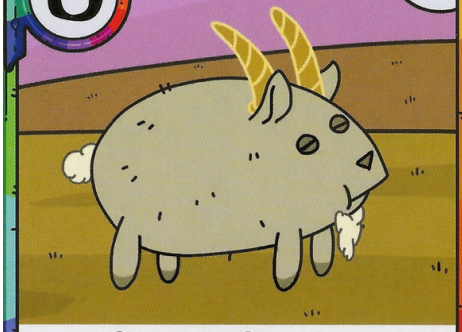
Rainbow Spell

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

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0

Goat



Rainbow Creature

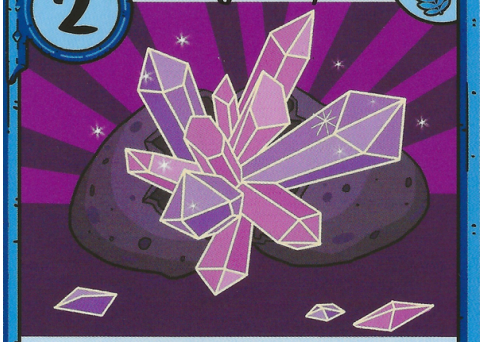
If Goat replaces a Creature, draw a card.

1 4

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2

Strength Crystal



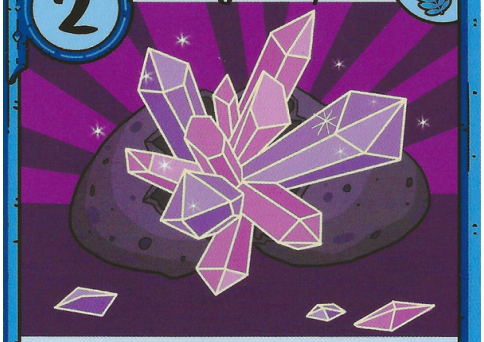
Blue Plains Spell

Target player draws 5 cards.

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2

Strength Crystal



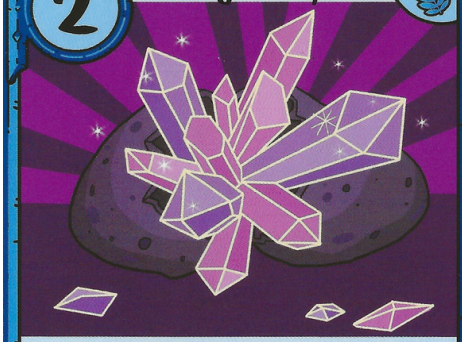
Blue Plains Spell

Target player draws 5 cards.

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2

Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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0

Black Hole Pendant



Rainbow Spell

Target Creature has +X ATK this turn, where X is the number of different Landscape types your opponent controls.

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0

Ham Fist



Rainbow Spell

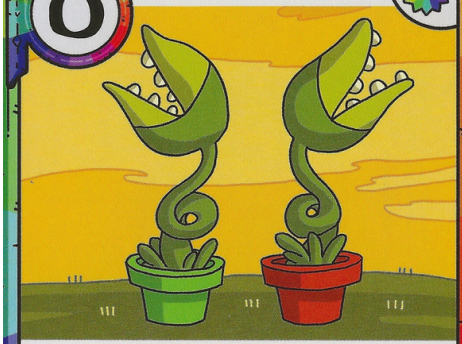
Target Creature you control has -5 ATK this turn.

Draw a card.

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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

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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1

Djinni Ghost



Blue Plains Creature

FLOOP >>> Pay 2 less to play your next Spell this turn.

1 | RARE FtG | 6

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1

Puma Paw



Blue Plains Spell

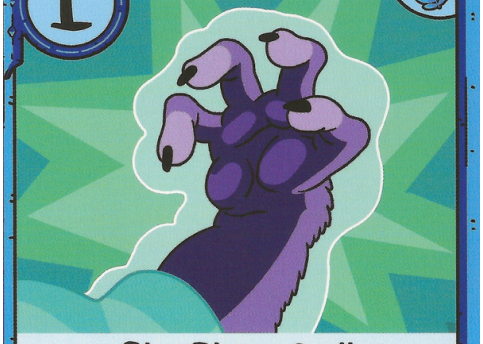
Ready one of your Flooped Creatures. It has +2 ATK this turn.

COMMON FtG

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1

Puma Paw



Blue Plains Spell

Ready one of your Flooped Creatures. It has +2 ATK this turn.

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COMMON 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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KICKSTARTER

0

Whims of Fate



Rainbow Spell

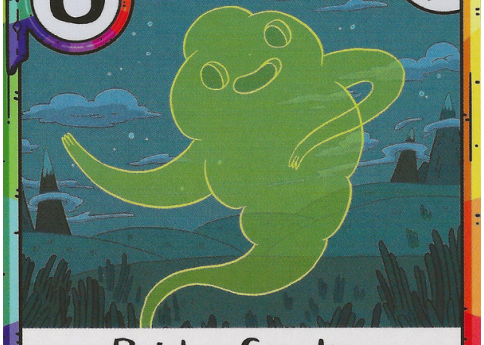
Flip a coin. If heads, destroy one of your Creatures. If tails, place a Creature in your discard pile onto an empty Landscape you control.

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0

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

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1

Dune Bug Buggie



SandyLands Creature

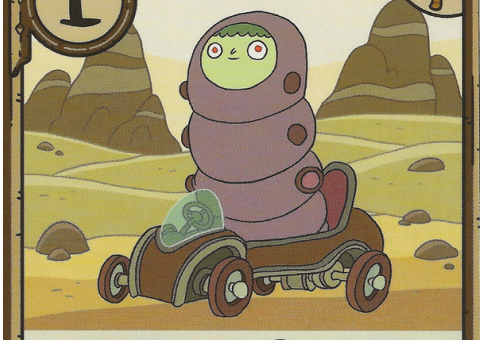
When Dune Bug Buggie enters play, you may reveal the top card of your deck. If you reveal a non-SandyLands card, you may play it for free.

3 | 1

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1

Dune Bug Buggie



SandyLands Creature

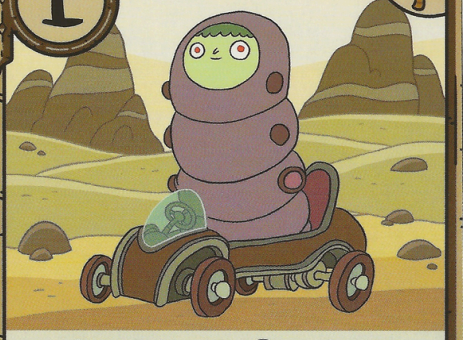
When Dune Bug Buggie enters play, you may reveal the top card of your deck. If you reveal a non-SandyLands card, you may play it for free.

3 | 1

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1

Dune Bug Buggie



SandyLands Creature

When Dune Bug Buggie enters play, you may reveal the top card of your deck. If you reveal a non-SandyLands card, you may play it for free.

3 | 1

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1

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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1 | 6

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1

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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1 | 6

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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

Neuromancer



Blue Plains Creature

FLOOP >>> Play a cost 0 card from your discard pile. At the end of your turn, remove it from the game.

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3 | 6

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1

Neuromancer



Blue Plains Creature

FLOOP >>> Play a cost 0 card from your discard pile. At the end of your turn, remove it from the game.

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3 | 6

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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

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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0

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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0

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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1

Sacred Scythe



Rainbow Spell

Destroy target Creature.
Its owner heals 5 HP.

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1

Combatarium



Blue Plains Building

FLOOP >>> Ready a Creature in this Lane, then deal 1 damage to it.

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UNCOMMON

LoL