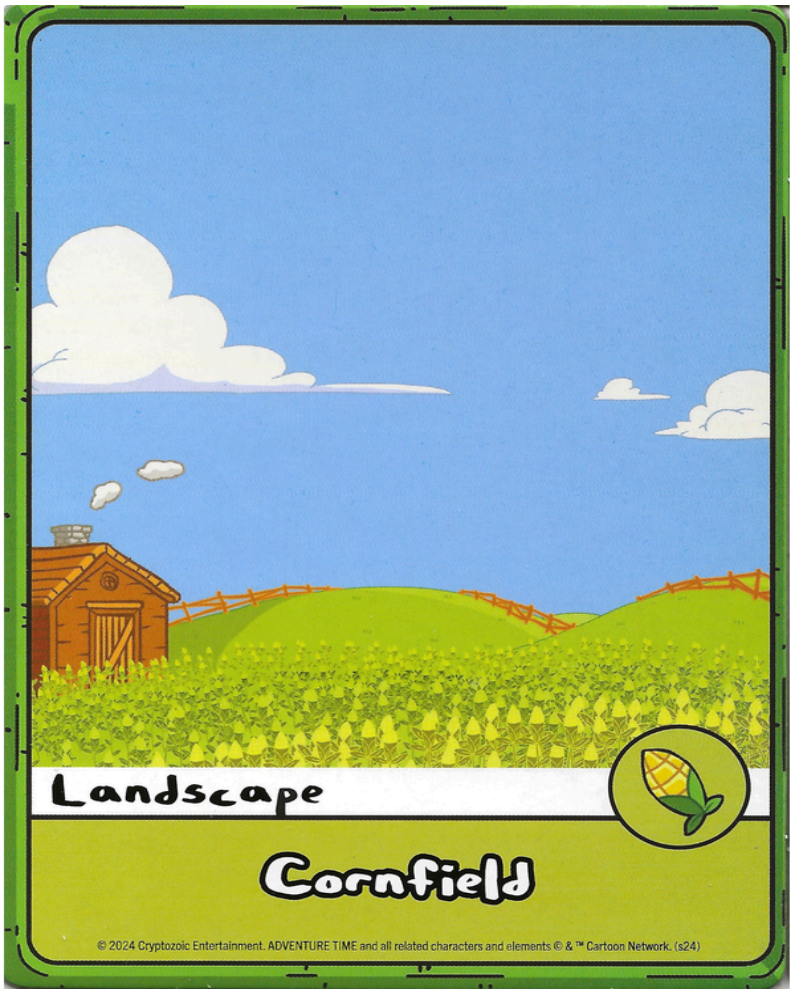

Landscape
Cornfield
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Landscape
Cornfield
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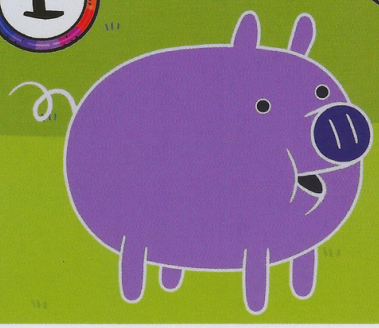

Landscape
Cornfield
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Landscape
Cornfield
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Choose Goose
At the start of the game, choose a letter of the alphabet. The first card you play each turn with a name that starts with your chosen letter costs 1 less.
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1

The Pig



Rainbow Creature

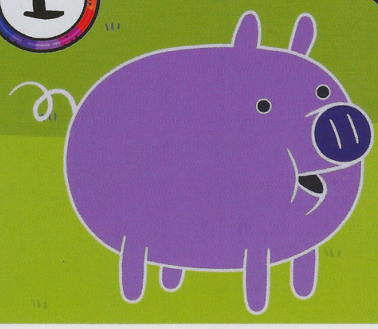
FLOOP >>> Flip target Cornfield Landscape in this Lane face down.

1 4

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1

The Pig



Rainbow Creature

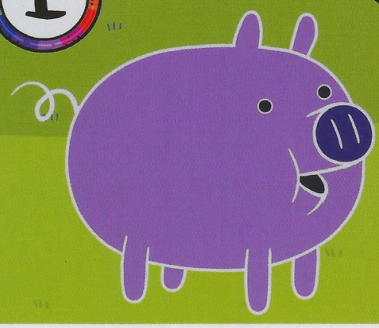
FLOOP >>> Flip target Cornfield Landscape in this Lane face down.

1 4

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1

The Pig



Rainbow Creature

FLOOP >>> Flip target Cornfield Landscape in this Lane face down.

1 4

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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

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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0

Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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0

Goat



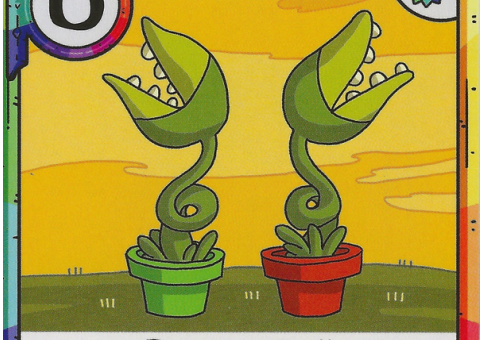
Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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0 Clone

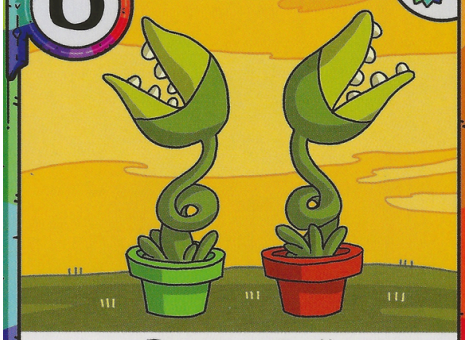


Rainbow Spell

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 FtG

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 FtG

1 Ethan Allfire



Cornfield Creature

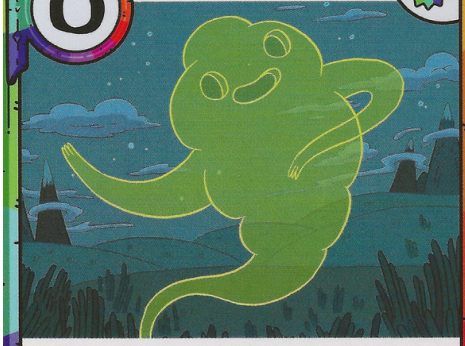
When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0 4

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RARE FtG

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.

1 4

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KICKSTARTER

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.

1 4

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KICKSTARTER

0 Happy Ghost Lucky



Rainbow Creature

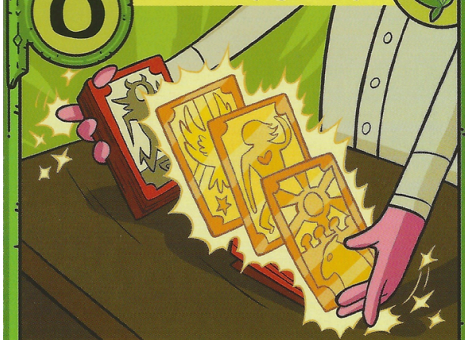
When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

1 4

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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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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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KICKSTARTER

0

Careful Shuffle



Cornfield Spell

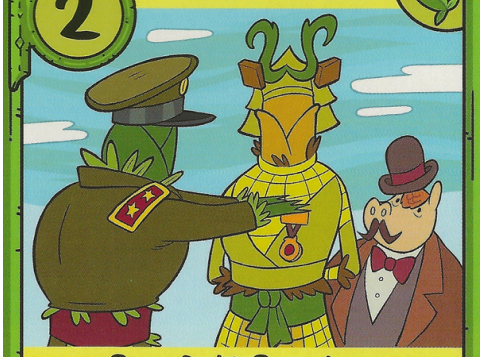
Choose a letter of the alphabet, then reveal the top 3 cards of your deck. Put all cards with names that begin with the chosen letter into your hand and discard the rest.

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KICKSTARTER

2

Chancellor's Commended



Cornfield Creature

When Chancellor's Commended enters play, choose a letter of the alphabet. Other Creatures you control whose names begin with the chosen letter have +3 ATK.

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3 ATK / 10 DEF

2

Chancellor's Commended



Cornfield Creature

When Chancellor's Commended enters play, choose a letter of the alphabet. Other Creatures you control whose names begin with the chosen letter have +3 ATK.

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3 ATK / 10 DEF

1

President Sweetcorn



Cornfield Creature

When President Sweetcorn enters play, gain an action.

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2 ATK / 4 DEF

1

President Sweetcorn



Cornfield Creature

When President Sweetcorn enters play, gain an action.

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2 ATK / 4 DEF

1

President Sweetcorn



Cornfield Creature

When President Sweetcorn enters play, gain an action.

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2 ATK / 4 DEF

1

The Pigsty



Rainbow Building

Creatures you control in this Lane have +2 DEF. If you control a creature with "Pig" in its name in this Lane, it has +5 DEF instead.

PROMO

1

The Pigsty



Rainbow Building

Creatures you control in this Lane have +2 DEF. If you control a creature with "Pig" in its name in this Lane, it has +5 DEF instead.

PROMO

1

The Pigsty



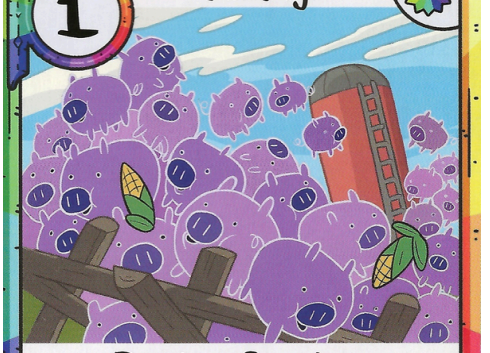
Rainbow Building

Creatures you control in this Lane have +2 DEF. If you control a creature with "Pig" in its name in this Lane, it has +5 DEF instead.

PROMO

1

The Pigs



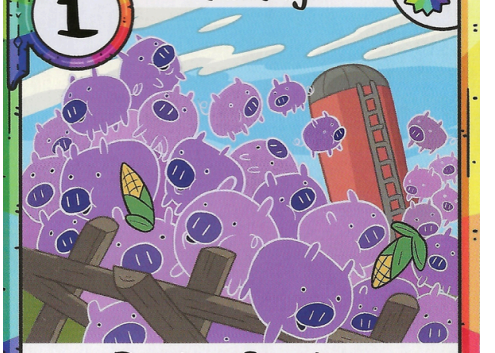
Rainbow Creature

When The Pigs enters or leaves play, you may deal 1 damage to target Creature.

1 PROMO 4

1

The Pigs



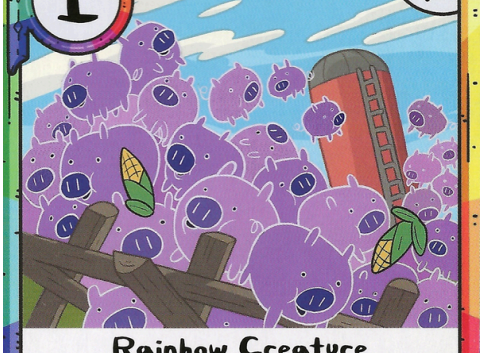
Rainbow Creature

When The Pigs enters or leaves play, you may deal 1 damage to target Creature.

1 PROMO 4

1

The Pigs



Rainbow Creature

When The Pigs enters or leaves play, you may deal 1 damage to target Creature.

1 PROMO 4

2

The Big Pig



Rainbow Creature

At the start of your turn, you may put a card with "Pig" in its name from your hand into play, or return it from play to your hand.

3 KICKSTARTER 8

2

The Big Pig



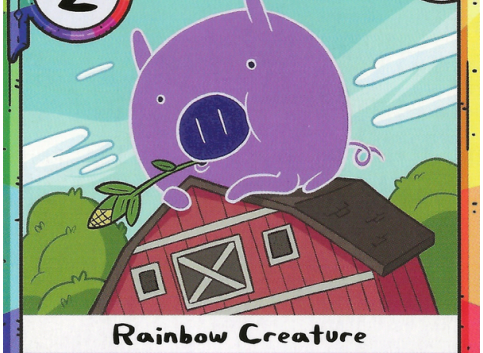
Rainbow Creature

At the start of your turn, you may put a card with "Pig" in its name from your hand into play, or return it from play to your hand.

3 KICKSTARTER 8

2

The Big Pig



Rainbow Creature

At the start of your turn, you may put a card with "Pig" in its name from your hand into play, or return it from play to your hand.

3 KICKSTARTER 8

1

Hampire, Pig of the Night



Rainbow Creature

When Hampire attacks, you heal HP equal to its ATK.

3 1

1

Hampire, Pig of the Night



Rainbow Creature

When Hampire attacks, you heal HP equal to its ATK.

3 1

1

Hampire, Pig of the Night



Rainbow Creature

When Hampire attacks, you heal HP equal to its ATK.

3

1

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0

Ragepop Totem



Cornfield Spell

Target friendly Creature has +2 ATK this turn.
If that Creature defeats another Creature this turn, draw a card.

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0

Ragepop Totem



Cornfield Spell

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0

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Cornfield Spell

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