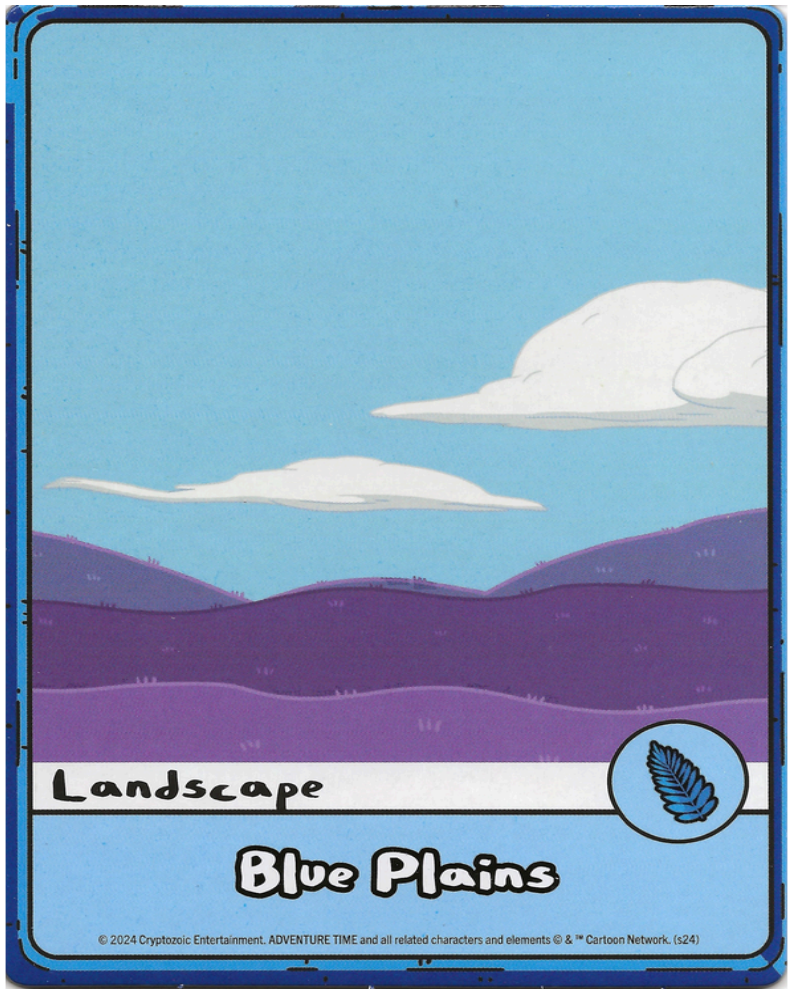
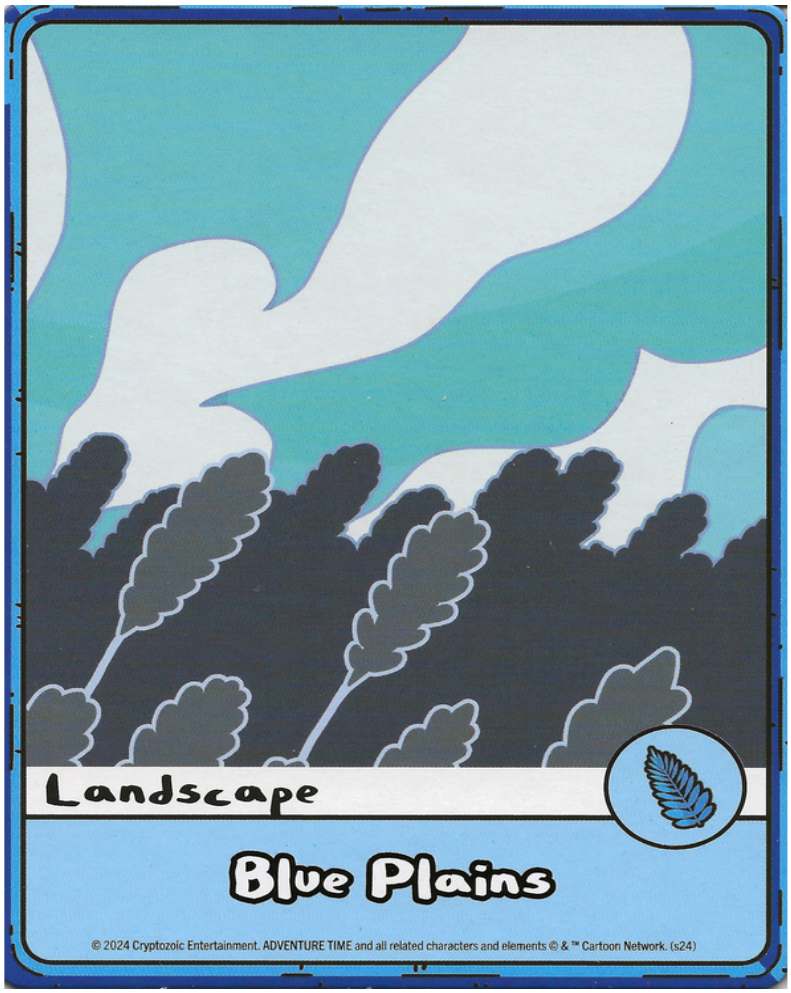
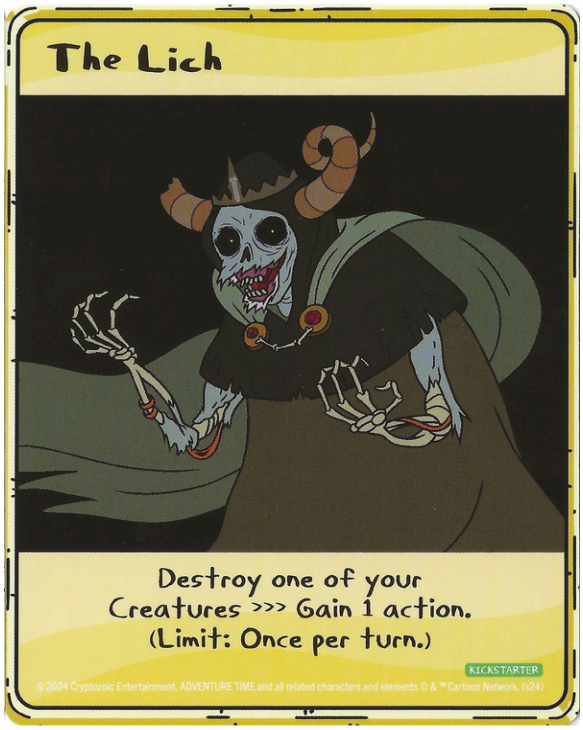

Landscape
Blue Plains
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Landscape
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Landscape
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The Lich
Destroy one of your
Creatures >>> Gain 1 action.
(Limit: Once per turn.)
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0

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

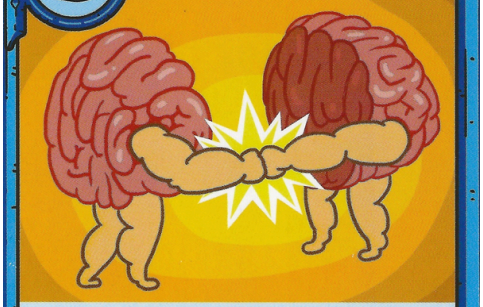
If Goat replaces a Creature, draw a card.

1 4

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1

Subliminal Strength



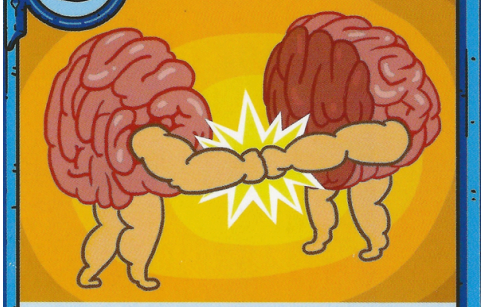
Blue Plains Spell

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

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1

Subliminal Strength



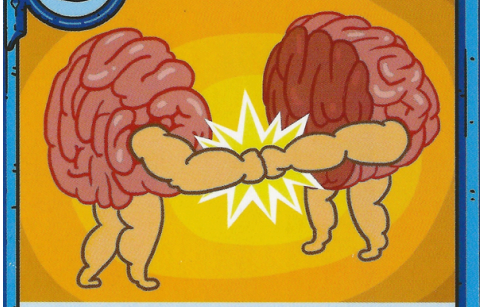
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1

Subliminal Strength



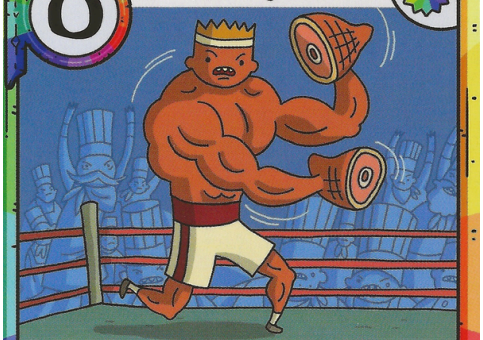
Blue Plains Spell

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

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0

Ham Fist



Rainbow Spell

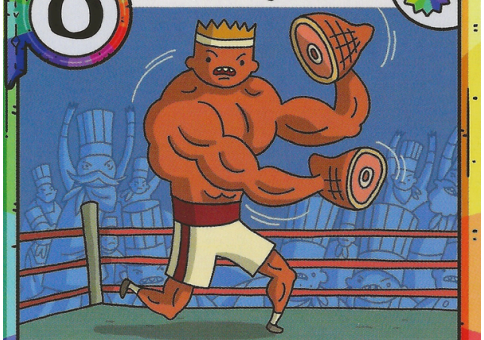
Target Creature you control has -5 ATK this turn.

Draw a card.

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0

Ham Fist



Rainbow Spell

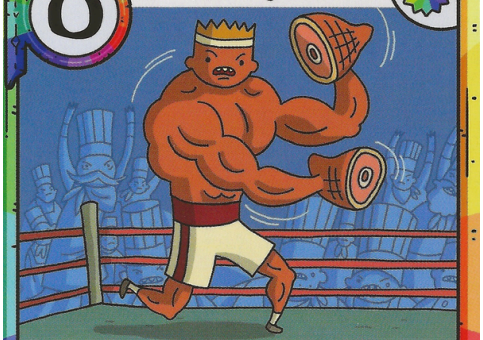
Target Creature you control has -5 ATK this turn.

Draw a card.

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0

Ham Fist



Rainbow Spell

Target Creature you control has -5 ATK this turn.

Draw a card.

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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

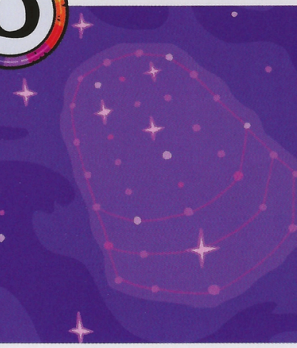


Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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0 Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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0 Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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0 Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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0 Tandem Bike



Rainbow Spell

Choose a Creature you control and put it into its owner's hand. Then choose another player. That player chooses a Creature they control and puts it into its owner's hand.

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0 Tandem Bike



Rainbow Spell

Choose a Creature you control and put it into its owner's hand. Then choose another player. That player chooses a Creature they control and puts it into its owner's hand.

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0 Tandem Bike



Rainbow Spell

Choose a Creature you control and put it into its owner's hand. Then choose another player. That player chooses a Creature they control and puts it into its owner's hand.

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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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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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Twinsies



Rainbow Spell

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Twinsies

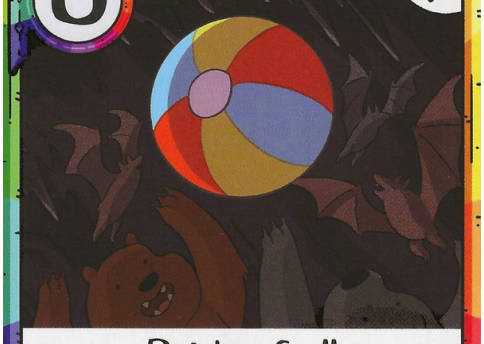


Rainbow Spell

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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Beach Ball



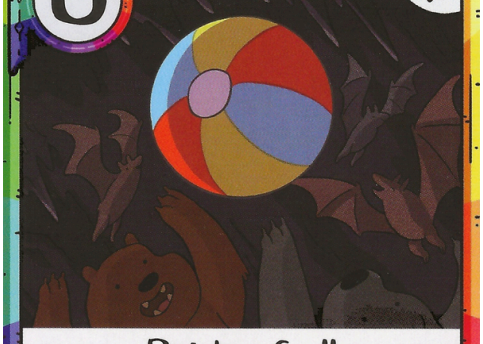
Rainbow Spell

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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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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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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Bull Sigil



Rainbow Spell

Put an (1) on target Creature. If the Creature has 2 or more (1) on it, you may draw a card.

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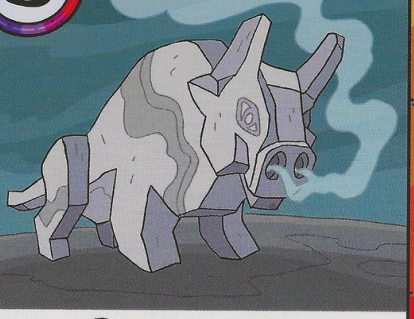
Bull Sigil

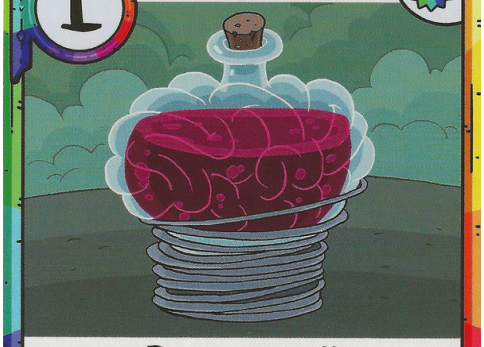


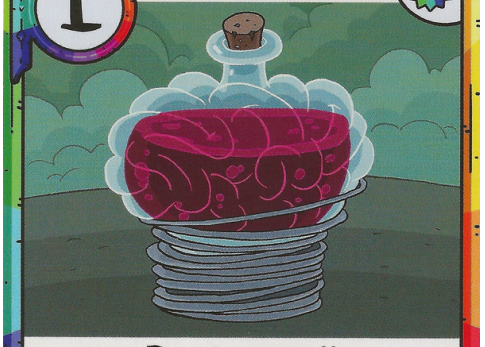
Rainbow Spell

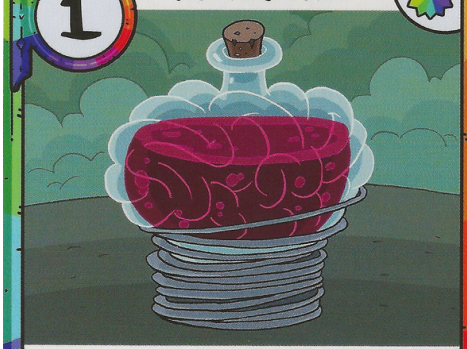
Put an (1) on target Creature. If the Creature has 2 or more (1) on it, you may draw a card.

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0
Bull Sigil

Rainbow Spell
Put an (1) on target Creature. If the Creature has 2 or more (1) on it, you may draw a card.

1
Math Potion

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

1
Math Potion

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

1
Math Potion

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

0
Platypus

Blue Plains Creature
Platypus has +1 ATK for each different 0-cost card in your discard pile.
KICKSTARTER
0
3

0
Platypus

Blue Plains Creature
Platypus has +1 ATK for each different 0-cost card in your discard pile.
KICKSTARTER
0
3

0
Platypus

Blue Plains Creature
Platypus has +1 ATK for each different 0-cost card in your discard pile.
KICKSTARTER
0
3

0
Royal Prosperity

Rainbow Spell
Each player draws 2 cards.
KICKSTARTER

0
Royal Prosperity

Rainbow Spell
Each player draws 2 cards.
KICKSTARTER

0

Royal Prosperity



Rainbow Spell

Each player draws 2 cards.

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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

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

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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