
Landscape
Cornfield
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Cornfield
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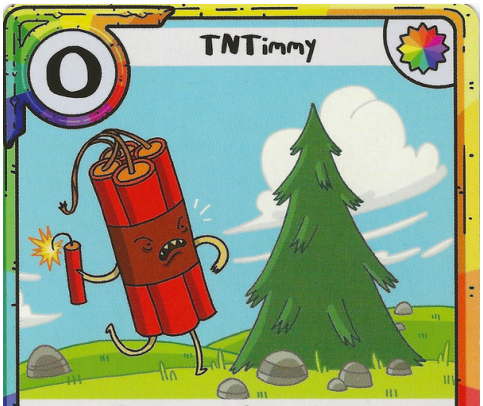

Landscape
Useless Swamp
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Landscape
Useless Swamp
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Marshall Lee
Each time a Creature you control is destroyed on your turn, you may deal 1 damage to any target.
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0

TNTimmy



Rainbow Creature

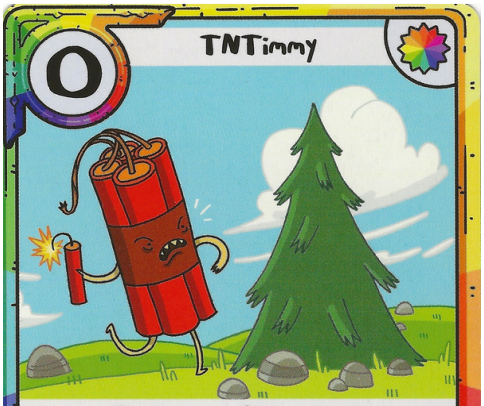
When TNTimmy leaves play, deal 1 damage to each opposing Creature.

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TNTimmy



Rainbow Creature

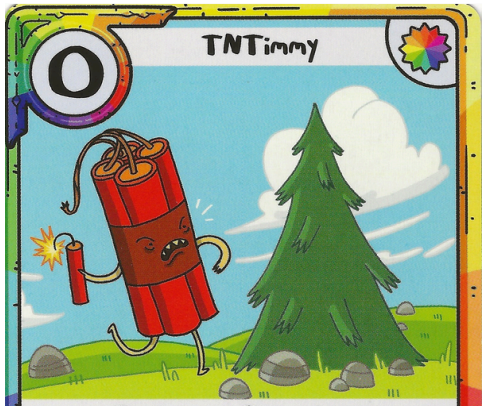
When TNTimmy leaves play, deal 1 damage to each opposing Creature.

0 5

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TNTimmy



Rainbow Creature

When TNTimmy leaves play, deal 1 damage to each opposing Creature.

0 5

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0

Cute Overload



Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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0

Cute Overload



Rainbow Spell

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0

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Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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1

Feedman



Cornfield Creature

When Feedman enters play, the next Creature you play this turn costs 1 less to play.

1 8

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2v2

1

Feedman



Cornfield Creature

When Feedman enters play, the next Creature you play this turn costs 1 less to play.

1 8

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2v2

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Cornfield Creature

When Feedman enters play, the next Creature you play this turn costs 1 less to play.

1 8

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2v2

1

Haybarn



Cornfield Building

FLOOP and pay 1 action >>> If your Landscape in this Lane is empty, play a Feedman from your discard pile onto it for free.

If Haybarn leaves play, destroy the Feedman in this Lane.

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2v2

1

Haybarn



Cornfield Building

FLOOP and pay 1 action >>> If your Landscape in this Lane is empty, play a Feedman from your discard pile onto it for free.

If Haybarn leaves play, destroy the Feedman in this Lane.

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2v2

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2v2

1

Ethan Allfire



Cornfield Creature

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

0

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RARE

FtG

4

1

Ethan Allfire



Cornfield Creature

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

0

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RARE

FtG

4

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Ethan Allfire



Cornfield Creature

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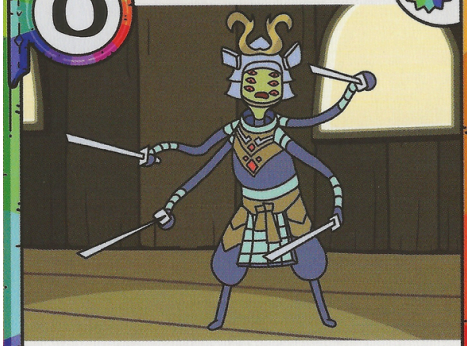
RARE

FtG

4

0

Quadurai



Rainbow Creature

At the start of your turn, deal 2 damage to each opponent with 4 or more cards in hand.

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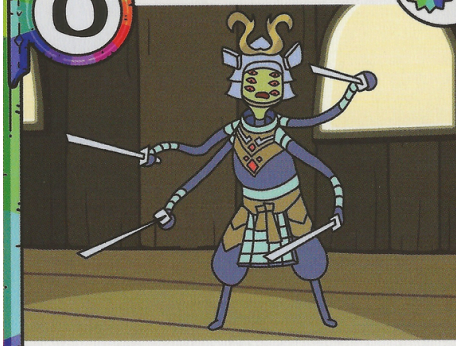
RARE

FtG

6

0

Quadurai



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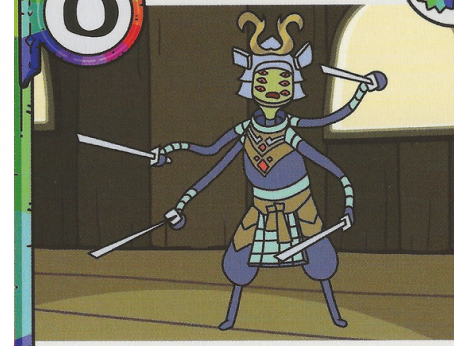
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FtG

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RARE

FtG

6

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE

FtG

1

Raise the Dead



Useless Swamp Spell

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RARE

FtG

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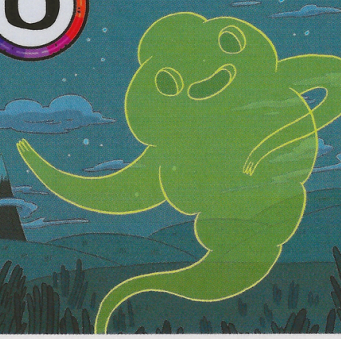
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RARE

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.

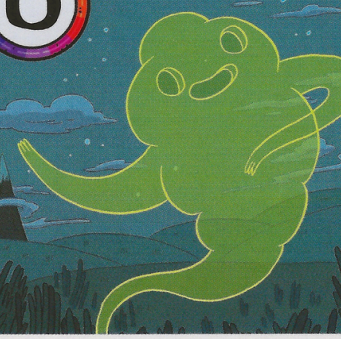
KICKSTARTER

1

4

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.

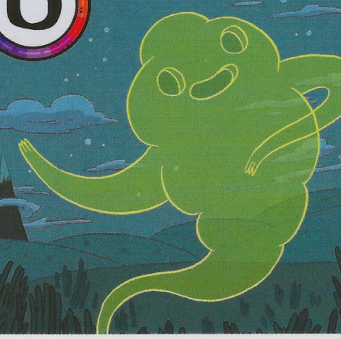
KICKSTARTER

1

4

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.

KICKSTARTER

1

4

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.

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.

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.

2
Bayou Boa

Useless Swamp Creature
Destroy a Creature you control >>> Put 2 on Bayou Boa and heal 2 damage from it.
2
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UNCOMMON
LoL
12

2
Bayou Boa

Useless Swamp Creature
Destroy a Creature you control >>> Put 2 on Bayou Boa and heal 2 damage from it.
2
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UNCOMMON
LoL
12

1
Cat Burglar

Useless Swamp Creature
FLOOP >>> Reveal the top card of target opponent's deck. You may play it now as a Rainbow card. If you choose not to, put it in time-out, then they lose HP equal to its cost.
2
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4

1
Cat Burglar

Useless Swamp Creature
FLOOP >>> Reveal the top card of target opponent's deck. You may play it now as a Rainbow card. If you choose not to, put it in time-out, then they lose HP equal to its cost.
2
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4

2
Herald of Skyklor

Rainbow Creature
Destroy a Creature you control >>> Your opponent must discard exactly 2 cards. If they cannot, they must destroy a Creature they control. (Limit: Once per turn.)
3
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7

2
Herald of Skyklor

Rainbow Creature
Destroy a Creature you control >>> Your opponent must discard exactly 2 cards. If they cannot, they must destroy a Creature they control. (Limit: Once per turn.)
3
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7

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Herald of Skyklor

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3
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7

1
Bad Luck Birdies

Cornfield Creature
FLOOP and destroy a Creature you control >>> Deal damage to Bad Luck Birdies equal to the damage on the destroyed Creature. Then deal damage to target opposing Creature equal to the damage on Bad Luck Birdies.
0
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13

1
Bad Luck Birdies

Cornfield Creature
FLOOP and destroy a Creature you control >>> Deal damage to Bad Luck Birdies equal to the damage on the destroyed Creature. Then deal damage to target opposing Creature equal to the damage on Bad Luck Birdies.
0
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13


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Bad Luck Birdies
Cornfield Creature
FLOOP and destroy a Creature you control >>> Deal damage to Bad Luck Birdies equal to the damage on the destroyed Creature. Then deal damage to target opposing Creature equal to the damage on Bad Luck Birdies.
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0
13


1
Stalk Exchanger
Cornfield Creature
FLOOP and destroy a Creature you control >>> Add equal to the damage on the destroyed Creature to another Creature you control and exhaust it.
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2
5


1
Stalk Exchanger
Cornfield Creature
FLOOP and destroy a Creature you control >>> Add equal to the damage on the destroyed Creature to another Creature you control and exhaust it.
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2
5


1
Stalk Exchanger
Cornfield Creature
FLOOP and destroy a Creature you control >>> Add equal to the damage on the destroyed Creature to another Creature you control and exhaust it.
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2
5