
Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
Useless Swamp
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Landscape
Useless Swamp
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0

Big Foot



Rainbow Creature

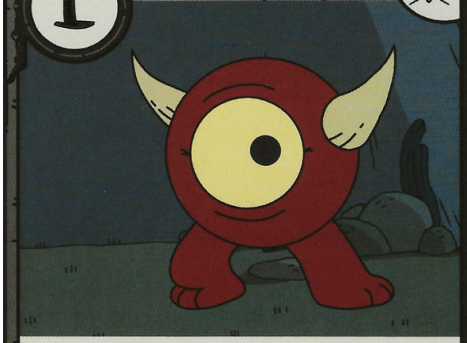
FLOOP >>> Flip target facedown Landscape you control face up.

1 4

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1

Red Eyeling



Useless Swamp Creature

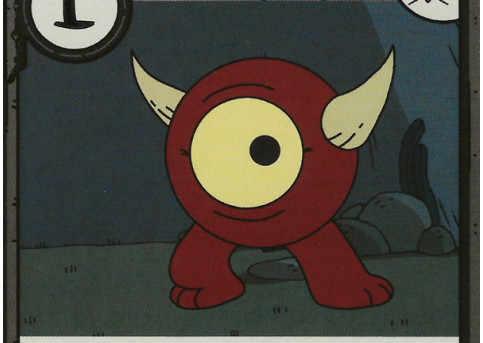
FLOOP >>> Return a card with cost 0 from your discard pile to your hand.

2 6

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1

Red Eyeling



Useless Swamp Creature

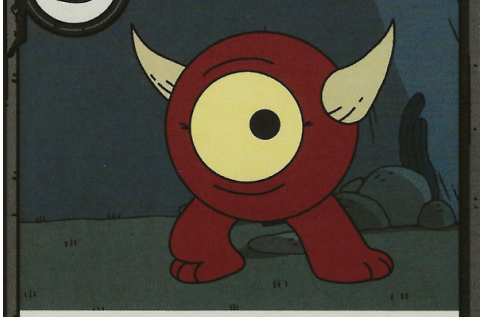
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FLOOP >>> Return a card with cost 0 from your discard pile to your hand.

2 6

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0

Snake Eye Ring



Rainbow Spell

Return a random Useless Swamp Creature from your discard pile to your hand.

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0

Snake Eye Ring



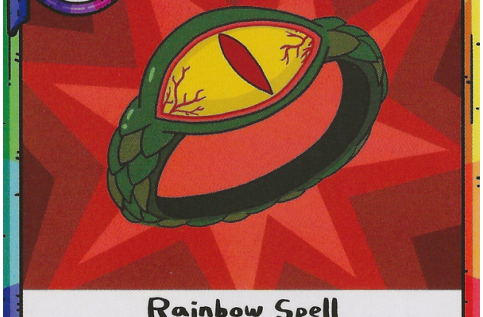
Rainbow Spell

Return a random Useless Swamp Creature from your discard pile to your hand.

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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 **Helping Hand**



Rainbow Creature

FLOOP >>> Return a Building from your discard pile to your hand.

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1 **Ghost Ninja**



Blue Plains Creature

When Ghost Ninja deals damage to an opposing player, they cannot play Spells during their next turn.

2 7 UNCOMMON FtG

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1 **Ghost Ninja**



Blue Plains Creature

When Ghost Ninja deals damage to an opposing player, they cannot play Spells during their next turn.

2 7 UNCOMMON FtG

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1 **Raise the Dead**



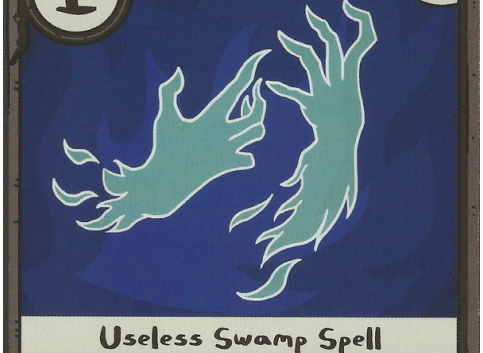
Useless Swamp Spell

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

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RARE FtG

1 **Raise the Dead**



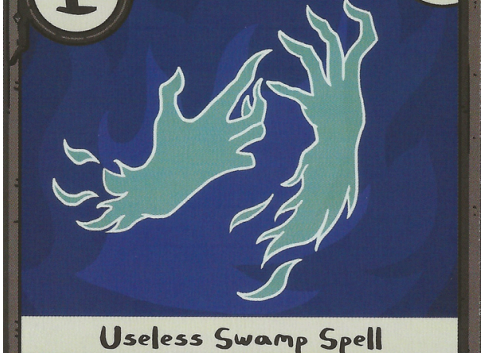
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RARE FtG

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RARE FtG

0 **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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KICKSTARTER

0

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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(You may only play 1 Beach Ball per turn.)

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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.

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KICKSTARTER

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KICKSTARTER

1 4

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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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Rainbow Spell

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2

Rotroot Rooter



Useless Swamp Creature

If Rotroot Rooter damages an opponent, they must discard a Creature or reveal a hand with none.

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3 8

2 Rotroot Rooter



Useless Swamp Creature

If Rotroot Rooter damages an opponent, they must discard a Creature or reveal a hand with none.

3 8

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2 Rotroot Rooter



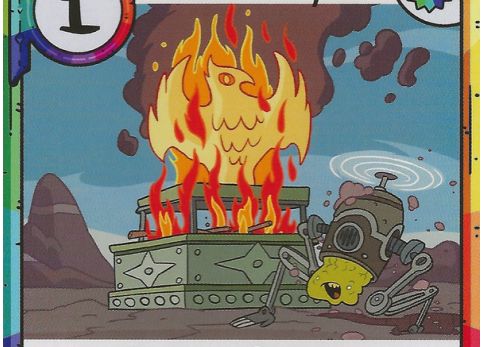
Useless Swamp Creature

If Rotroot Rooter damages an opponent, they must discard a Creature or reveal a hand with none.

3 8

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1 Phoenix Pyre



Rainbow Building

When a Creature in this Lane is destroyed, you may destroy Phoenix Pyre to bring that Creature back into play in the same Lane.

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1 Phoenix Pyre



Rainbow Building

When a Creature in this Lane is destroyed, you may destroy Phoenix Pyre to bring that Creature back into play in the same Lane.

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1 Phoenix Pyre

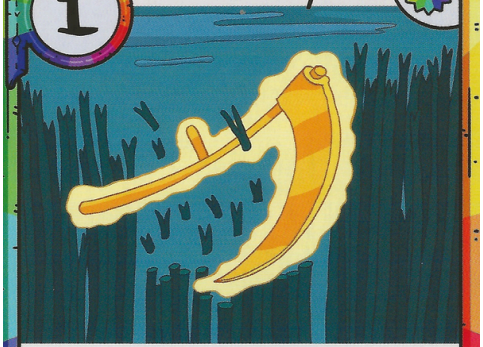


Rainbow Building

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1 Sacred Scythe



Rainbow Spell

Destroy target Creature. Its owner heals 5 HP.

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1 Sacred Scythe



Rainbow Spell

Destroy target Creature. Its owner heals 5 HP.

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2 Foulwater Reviver



Useless Swamp Creature

FLOOP >>> Play a Creature with cost 1 in your discard pile for free.

3 COMMON LoL 5

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2 Foulwater Reviver



Useless Swamp Creature

FLOOP >>> Play a Creature with cost 1 in your discard pile for free.

3 COMMON LoL 5

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2
Foulwater Reviver
Useless Swamp Creature
FLOOP >>> Play a Creature with cost 1 in your discard pile for free.
3
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COMMON
LoL
5


1
Probably Too Many Unicorns
Useless Swamp Creature
When this Creature enters play, reveal the bottom 4 cards of target player's deck. Put all Creatures revealed into their discard pile and the rest on top of their deck in any order. If this Creature is defeated, put it on the bottom of your deck.
LIMITED
PROMO
1
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9


1
Probably Too Many Unicorns
Useless Swamp Creature
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LIMITED
PROMO
1
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Useless Swamp Creature
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LIMITED
PROMO
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