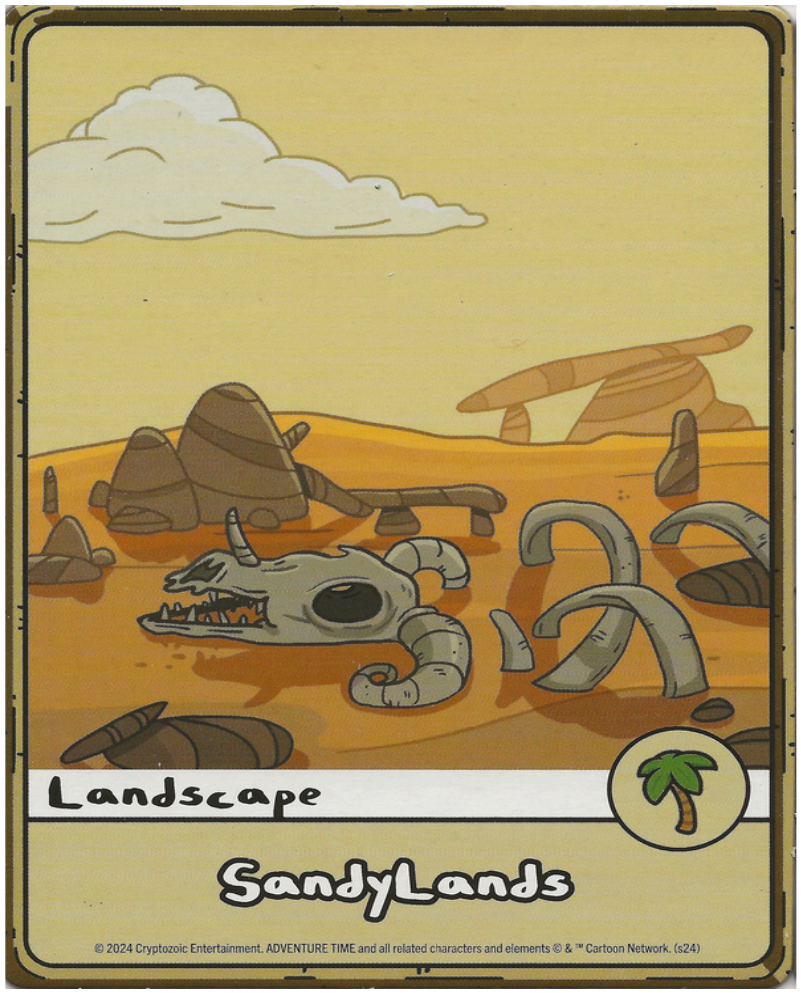

Landscape
Blue Plains
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Landscape
Cornfield
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Landscape
Useless Swamp
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Landscape
SandyLands
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Orgalorg
Pay 2 actions and destroy a Creature you control >>> Put cards from the top of your deck into your discard pile until you reveal a Creature with higher ATK. Put it into play on an empty Landscape you control. (Limit: Once per turn.)
KICKSTARTER

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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0

Big Foot



Rainbow Creature

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

1 4

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0

Big Foot



Rainbow Creature

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

1 4

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0

Big Foot



Rainbow Creature

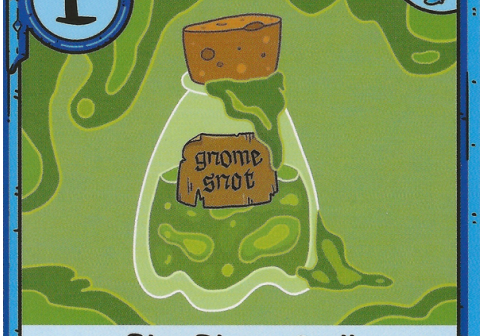
FLOOP >>> Flip target facedown Landscape you control face up.

1 4

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1

Gnome Snot



Blue Plains Spell

Draw 3 cards.

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1

Tome of Ankhs



SandyLands Spell

Draw a card for each of your empty Lanes.

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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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5

Cardboard Mansion



Useless Swamp Building

Cardboard Mansion costs 1 less to play for every 5 cards in your discard pile.

FLOOP >>> Gain 1 action.

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5

Cardboard Mansion



Useless Swamp Building

Cardboard Mansion costs 1 less to play for every 5 cards in your discard pile.

FLOOP >>> Gain 1 action.

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5

Cardboard Mansion



Useless Swamp Building

Cardboard Mansion costs 1 less to play for every 5 cards in your discard pile.

FLOOP >>> Gain 1 action.

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1

Mantle Masher



Cornfield Creature

When Mantle Masher enters play, flip a Landscape in this Lane face down.

When Mantle Masher leaves play, flip it face up.

1

6

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1

Mantle Masher



Cornfield Creature

When Mantle Masher enters play, flip a Landscape in this Lane face down.

When Mantle Masher leaves play, flip it face up.

1

6

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1

Mantle Masher



Cornfield Creature

When Mantle Masher enters play, flip a Landscape in this Lane face down.

When Mantle Masher leaves play, flip it face up.

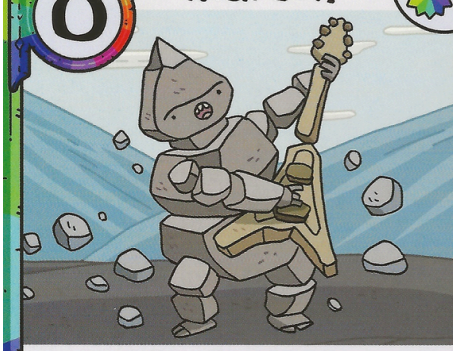
1

6

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0

Rock Out!



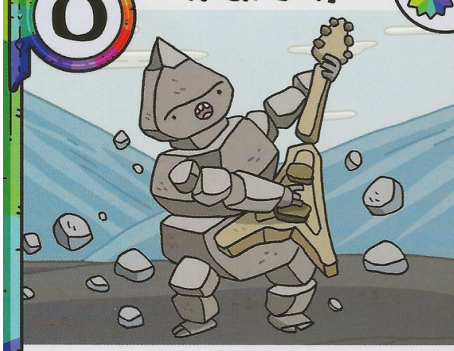
Rainbow Spell

Flip target Landscape face down until the start of your next turn.

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0

Rock Out!



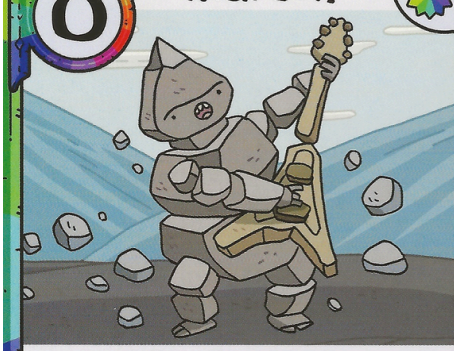
Rainbow Spell

Flip target Landscape face down until the start of your next turn.

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0

Rock Out!



Rainbow Spell

Flip target Landscape face down until the start of your next turn.

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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

Helping Hand



Rainbow Creature

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

1 4

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0

Helping Hand



Rainbow Creature

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

1 4

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0

Helping Hand



Rainbow Creature

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

1 4

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1

Glorious Gramophone



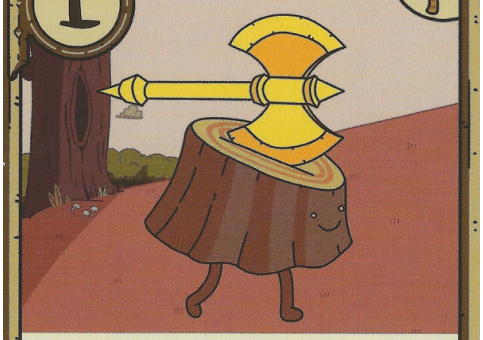
Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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1

Golden Axe Stump



SandyLands Creature

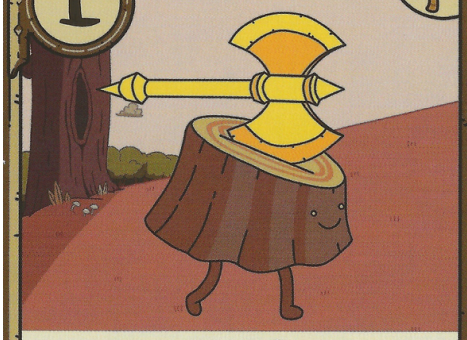
Whenever an opponent draws a card, deal 1 damage to that player.

1 RARE FtG 7

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1

Golden Axe Stump



SandyLands Creature

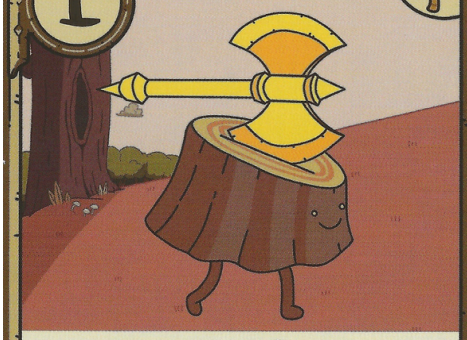
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1 RARE FtG 7

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1

Golden Axe Stump



SandyLands Creature

Whenever an opponent draws a card, deal 1 damage to that player.

1 RARE FtG 7

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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.

RARE 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



Useless Swamp Spell

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

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RARE FtG

0 Whims of Fate



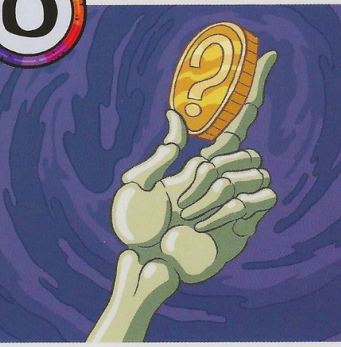
Rainbow Spell

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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KICKSTARTER

0 Whims of Fate



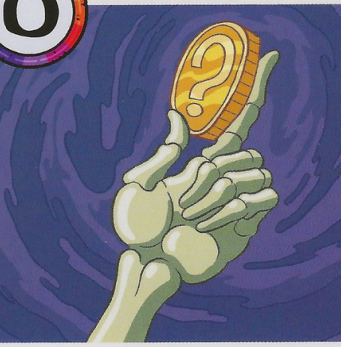
Rainbow Spell

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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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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KICKSTARTER

2 Blizzard Born



IcyLands Creature

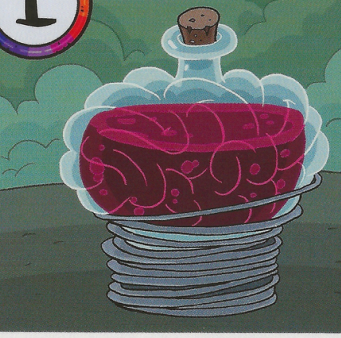
When Blizzard Born enters play, freeze all Landscapes you and target opponent control. You may play Creatures onto frozen Landscapes.

KICKSTARTER

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6 5

1 Math Potion



Rainbow Spell

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

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0 Wraithwood Lodge

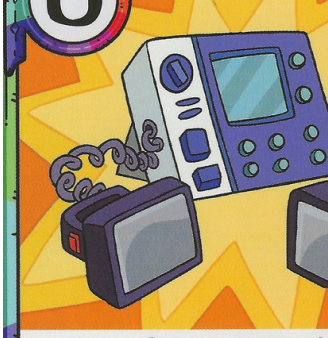


Useless Swamp Building

When a Creature enters this Lane, its controller discards a card. If they do, they draw a card.

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0 Shock Box



Rainbow Spell

Each player may choose up to 3 cards from their discard pile to shuffle into their deck. Heal 1 HP for each card chosen.

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COMMON LoL


0
Shock Box
Rainbow Spell
Each player may choose up to 3 cards from their discard pile to shuffle into their deck. Heal 1 HP for each card chosen.
COMMON


1
Hay Girl
Cornfield Creature
Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)
1
5


1
Hay Girl
Cornfield Creature
Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)
1
5


1
Hay Girl
Cornfield Creature
Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)
1
5