
Landscape
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GOLB
Burn tokens do not damage your Creatures at the start of the turn. Once per turn, the first time you flip a coin, you may burn one of your Creatures or freeze one of your Landscapes.
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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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Unempty Coffin



Rainbow Spell

Reduce the cost of the next Creature you play this turn by 2 actions.

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0

Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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Void Thimble



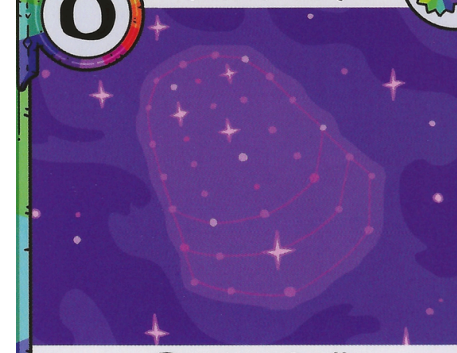
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Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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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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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

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2 Flameingo Captain



LavaFlats Creature

When Flameingo Captain damages an opponent, burn them. *(At the start of their turn, they take 1 damage for each burn token.)*

3 11

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2 Flameingo Captain



LavaFlats Creature

When Flameingo Captain damages an opponent, burn them. *(At the start of their turn, they take 1 damage for each burn token.)*

3 11

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4 Flameingo Fireplume Chief



LavaFlats Creature

Flameingo Fireplume Chief costs 1 less for each burn token on Creatures. When Fireplume Chief damages a Creature, burn it.

4 10

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4 Flameingo Fireplume Chief



LavaFlats Creature

Flameingo Fireplume Chief costs 1 less for each burn token on Creatures. When Fireplume Chief damages a Creature, burn it.

4 10

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2 Flameingo Heat Eater



LavaFlats Creature

The first time you burn a Creature each turn, draw a card.

1 9

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2 Flameingo Heat Eater



LavaFlats Creature

The first time you burn a Creature each turn, draw a card.

1 9

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2 Flameingo Heat Eater



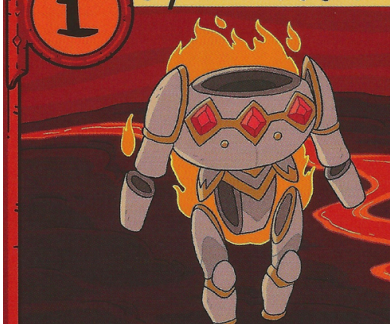
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1 9

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1 Pyroheart Plate



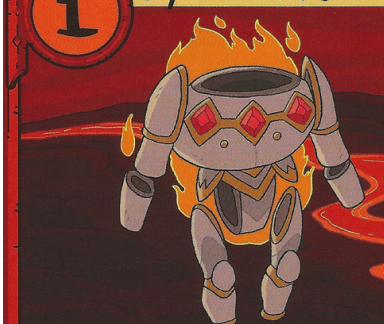
LavaFlats Spell

Burn target friendly Creature and heal all damage from it. Draw a card.

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COMMON LoL

1 Pyroheart Plate



LavaFlats Spell

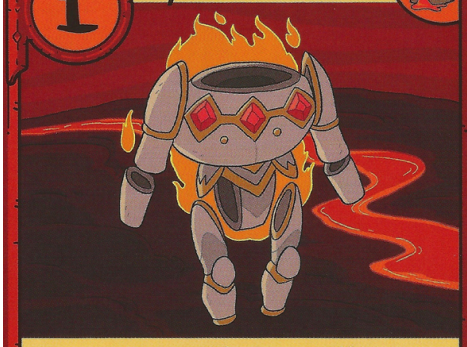
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COMMON LoL

1

Pyroheart Plate



LavaFlats Spell

Burn target friendly Creature and heal all damage from it. Draw a card.

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COMMON

LoL

1

Trial by Fire



LavaFlats Spell

Reveal the top 2 cards of your deck. Discard 1 and play the other for free. If you have 1 or fewer cards in hand, you may put the discarded card into your hand instead.

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2

Heat Leapers



LavaFlats Creature

When you burn a Creature, put an (1) on Heat Leapers.

2

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10

2

Hot Wheel



LavaFlats Creature

Pay 1 action >>> Draw 1 card and reveal it. Then, burn a Creature in Hot Wheel's Lane as many times as the cost of the revealed card.

1

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12

0

Fire Dog



LavaFlats Creature

When Fire Dog enters play, you may deal damage to target Creature equal to the number of burn tokens on all Creatures.

1

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6

0

Fire Dog



LavaFlats Creature

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6

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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1

Scorchpion



LavaFlats Creature

FLOOP >>> Burn Scorchpion.
You may play a Spell with cost 1
from your hand for free.

1

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1

Scorchpion



LavaFlats Creature

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UNCOMMON
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1

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2

Basalt Behemoth



LavaFlats Creature

FLOOP >>> Burn an opposing
Creature, then deal 1 damage to
that Creature for each burn
token on Creatures in play.

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LoL

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0

Lavafall Retreat



LavaFlats Building

When Lavafall Retreat enters
play, burn a Creature in this Lane.
Burn any Creature that enters
this Lane.

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UNCOMMON
LoL

1

Alumi-Mum



LavaFlats Creature

FLOOP and flip a coin >>> If heads,
put an on friendly burning
Creatures for each burn token on
them. If tails, burn Alumi-Mum
and ready it.

0

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7

1

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LavaFlats Creature

FLOOP and flip a coin >>> If heads,
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0 7

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1

Catching Feelings



LavaFlats Spell

Burn target Creature and place this card under it. At the start of your turn, you may place this card underneath an adjacent Creature and burn it. If the Creature above this card would leave play, discard this card.

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Catching Feelings



LavaFlats Spell

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1

Giant's Crucible



LavaFlats Building

FLOOP >>> Burn target Creature you control and put an on it.

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1

Giant's Crucible



LavaFlats Building

FLOOP >>> Burn target Creature you control and put an on it.

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1

Mercury Raptors



LavaFlats Creature

FLOOP >>> Move up to 2 non-damage tokens from target Creature to target player.

4 2

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1

Mercury Raptors



LavaFlats Creature

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4 2

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4 2

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1

I, Ron



LavaFlats Creature

Burning Creatures you control have +1 ATK for each other burning Creature you control.

2 7

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2 7

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2

Ba-Donk!



LavaFlats Spell

Remove all burn tokens in play and flip an equal number of coins. For each heads, deal 1 damage to all opposing Creatures and players. For each tails, burn target Creature you control.

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2

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1

The Road Less Traveled



Rainbow Building

The first time you flip a coin on your turn, you may guess the result of the toss before you flip. If correct, draw a card. If incorrect, look at the bottom card of your deck. You may put that card on the top of your deck or into your discard pile.

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