


 **BASIC UNICORN**



Card Type: Unicorn (Basic)

If this card is in the Hunting Grounds at the end of the game, you lose 1 point. If it is in the Graveyard at the end of the game, you earn 1 point.

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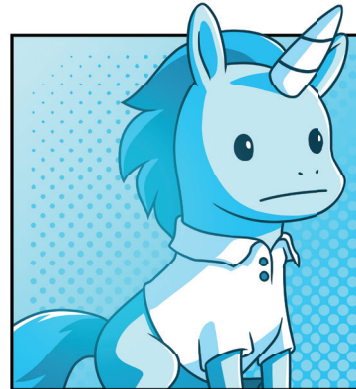


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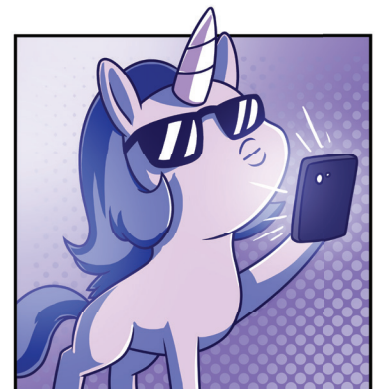


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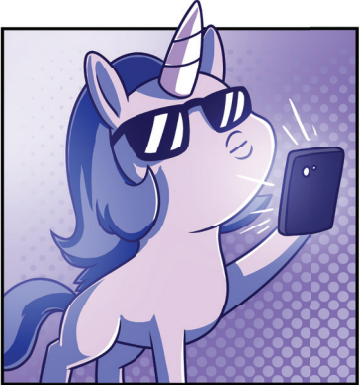
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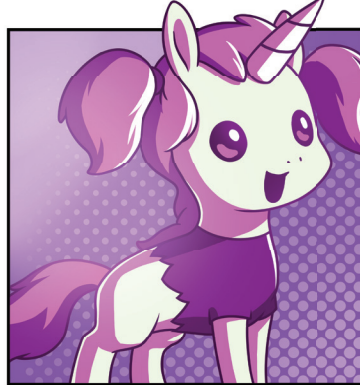
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NARWHAL



Card Type: Unicorn (Basic)

If this card is in the Hunting Grounds at the end of the game, you lose 1 point. If it is in the Graveyard at the end of the game, you earn 1 point.

NEIGH



Card Type: Protected Unicorn

If this card is in the Hunting Grounds at the end of the game, you earn 2 points. If it is in the Graveyard at the end of the game, you lose 2 points.

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UNSTABLE
UNICORNS



! **NEIGH**



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▲ **EXTREMELY FERTILE UNICORN**



Card Type: Chamber

Place this card in the Effect Chamber. While it is in play, flip a coin at the beginning of each turn. If the result is heads, RETURN a Basic Unicorn card.

▲ **MAGICAL KITTENCORN**



Card Type: Instant

Shuffle the cards in the Hunting Grounds and place them face down again.



UNSTABLE
UNICORNS





STABBY THE UNICORN



Card Type: Instant

DESTROY a card, then DISCARD the top card in the deck.



PUPPICORN



Card Type: Instant

Shuffle the cards in the Hunting Grounds and place them face down again.



RAINBOW UNICORN



Card Type: Instant

RETURN a Neigh card.



ZOMBIE UNICORN



Card Type: Chamber

Place this card in the Effect Chamber. Whenever you DESTROY a Basic Unicorn card, flip a coin. If the result is heads, immediately RETURN that card.

UNSTABLE UNICORNS



EXTREMELY DESTRUCTIVE UNICORN



Card Type: Instant

DESTROY 3 ADJACENT cards.



CHAINSAW UNICORN



Card Type: Instant

REVEAL 3 cards. If any Neigh cards are among them, DESTROY them.



LLAMACORN



Card Type: Instant

DISCARD the card in the Effect Chamber. Search the deck for the Chamber card closest to the top, place it in the Effect Chamber, and then shuffle the deck.



AMERICORN



Card Type: Instant


DESTROY 2 ADJACENT cards.



UNSTABLE UNICORNS




GINORMOUS UNICORN



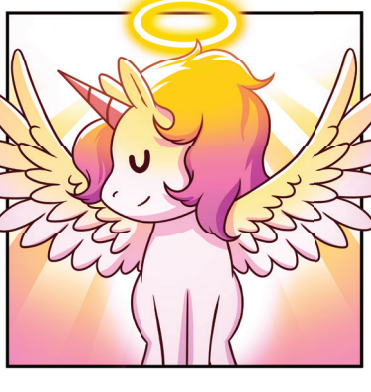
Card Type: Instant
REVEAL 2 cards, then DESTROY 1 of them.

SEDUCTIVE UNICORN




Card Type: Instant
RETURN 2 Basic Unicorn cards, then choose a card from the Discard Pile and put it on the bottom of the deck.

ANGEL UNICORN



Card Type: Instant
RETURN a Neigh card.


QUEEN BEE UNICORN



Card Type: Instant
RETURN 3 Basic Unicorn cards.


UNSTABLE UNICORNS

GREEDY FLYING UNICORN



Card Type: Chamber
Place this card in the Effect Chamber. While it is in play, whenever you use your action to REVEAL a card, you may also REVEAL a second card.

ANNOYING FLYING UNICORN




Card Type: Instant
Shuffle the cards in the Hunting Grounds and place them face down again.

MAGICAL FLYING UNICORN



Card Type: Instant
Look at the next 3 cards in the deck, then return them to the top of the deck in any order.

SWIFT FLYING UNICORN



Card Type: Instant
DISCARD the top 3 cards in the deck.

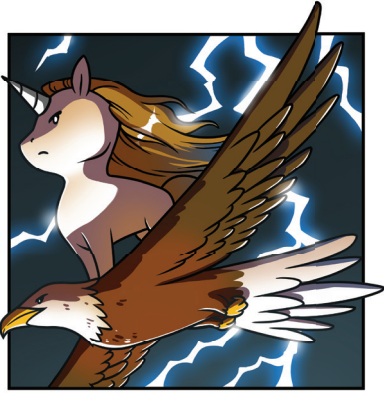


UNSTABLE UNICORNS





MAJESTIC FLYING UNICORN



Card Type: Instant

Look at the next 3 cards in the deck, then return them to the top of the deck in any order.



UNICORN PHOENIX



Card Type: Instant

Choose a card from the Discard Pile and put it on the bottom of the deck.



UNICORN ON THE COB

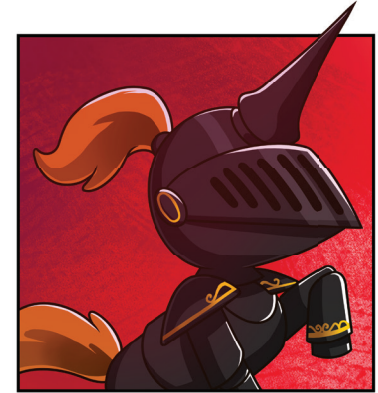


Card Type: Instant

REVEAL 2 cards.



BLACK KNIGHT UNICORN



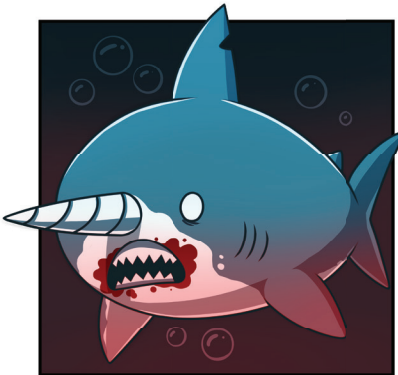
Card Type: Chamber

Place this card in the Effect Chamber. While it is in play, you may look at the top card in the deck at the beginning of each turn and place it either on the top or the bottom of the deck.

UNSTABLE UNICORNS



SHARK WITH A HORN

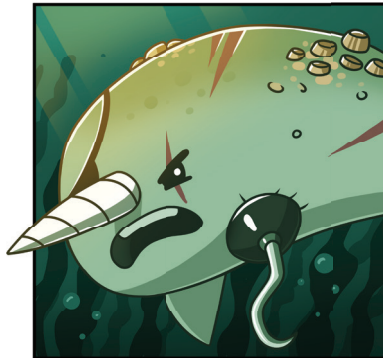


Card Type: Instant

DESTROY a card.



SHABBY THE NARWHAL



Card Type: Instant

DESTROY 2 cards, then RETURN a Basic Unicorn card.



NARWHAL TORPEDO



Card Type: Instant

DESTROY 2 cards.



ALLURING NARWHAL



Card Type: Instant

RETURN a Basic Unicorn card.



UNSTABLE UNICORNS





MERMAID UNICORN



Card Type: Instant

Return the card in the Effect Chamber to the deck, then shuffle the deck.



CLASSY NARWHAL



Card Type: Instant

REVEAL 3 cards.



THE GREAT NARWHAL



Card Type: Chamber

Place this card in the Effect Chamber.
REVEAL one row of cards and keep it face up as long as The Great Narwhal is in the Effect Chamber. If the Hunting Grounds are shuffled, do not shuffle the selected row.



RHINOCORN



Card Type: Instant

DISCARD the card in the Effect Chamber.

