

My Little Pony Collectible Card Game Official Card Reference

Version 14.1

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“Princess Mi Amore Cadenza” (Canterlot Nights-156 R)

Troublemaker; 2, 5

Main Phase: Pay [4] to dismiss an opponent’s Friend. This card is sent to that Friend’s controller’s home and they gain control of it.

795 Wing Power (Premiere-171 U)

Problem; 2 Blue + 2 not-Blue, 5 Wild, 2

Players may pay [1] less to play Resources on characters here.

800 Years of Sweltering Heat (Canterlot Nights-165 R)

Problem; 4 Blue + 3 not-Blue, 8 Wild, 2

When a player confronts this Problem, that player may pay [1] to frighten an opponent’s Friend here.

[slenderpony] (Absolute Discord--3 U)

Friend - Chaotic, Unique; 1, 0, 3 Colorless

Chaos: When this card is flipped, you lose the game.

A Better Way To Be Bad (Leaders and Legends-85 SR)

Event - Song; 2, 2 Blue + 2 Orange + 2 Purple, 6

Main Phase: Choose one: frighten up to two Friends; look at a player’s hand and choose a card, then that player banishes that card; or name a card, put all cards in your discard pile with that name on top of your deck, and shuffle your deck.

A Bully and a Beast (Premiere-102 U)

Event - Gotcha; 0, 2 Orange, 5

Reaction: After you flip a card during a Troublemaker faceoff while your opponent is challenging a Troublemaker, ignore that card and flip another card.

A Changeling Can Change (Defenders of Equestria-89 U)

Event - Song; 2, 3 Blue, 5

Main Phase: Choose one: Move up to two of your characters, challenge an opposing Troublemaker with all your characters at its Problem, or pay [3] less for the next Friend you play this turn.

A Cuddle with a Pekingese (Absolute Discord-84 U)

Event; 1, 4 Yellow, 5

Main Phase: Reveal the top card of your deck and you may draw it. If the card was a Critter Friend, you may pay [1] less to play that Friend this turn and you may draw another card.

A Fiery Temper (Canterlot Nights-129 C)

Resource - Condition; 1, 1 Blue, 4

Play on a Troublemaker. <P> That Troublemaker has +2 power.

A Hasty Retreat (Crystal Games-91 F)

Event; 2, 4 Purple, 3

Faceoff: Put an opposing Friend involved in the faceoff on top of its owner's deck.

A Kirin Tale (Fond Memories-79 R)

Event - Song; 3, 3 Yellow, 6

Main Phase: Put a Friend into its owner's hand, then choose one: an opponent loses [2], or your characters have +1 power until the end of the turn.

A Major Problem (Canterlot Nights-99 U)

Event - Gotcha; 1, 3 Pink, 4

Reaction: After an opponent plays a Friend to a Problem with one of your face-down Troublemakers, uncover that Troublemaker.

A Party for Moondancer (High Magic-120 R)

Problem; 3 Purple + 3 Yellow, 8 Wild, 1

When you confront this Problem with at least 4 characters, gain [1].

A Petite Sneeze (Defenders of Equestria-90 U)

Event; 3, 4 White, 4

Main Phase: As an additional cost to play this card, discard 2 cards. <P> Banish an opposing Friend, Resource, or Troublemaker.

A Second Chance (Marks In Time-116 C)

Problem; 5 Wild, 7 Wild, 1

Starting Problem <P> At the start of your first turn, if you did not play first, gain [1]. (You choose your Starting Problem before determining who plays first.)

A Simple Mix-up (Crystal Games-92 U)

Event; 2, 4 Pink, 4

Main Phase: Gain control of an opponent's Friend until the end of the Score Phase.

A Special Connection (Marks In Time-75 U)

Event - Chaotic; 2, 3 Yellow, 3

Chaos: When this card is flipped, put a 1 Yellow Critter Friend token into play. <P> Immediate: Move up to 3 of your Critter Friends from home to a Problem.

A Stern Talking-To (Equestrian Odysseys-141 U)

Resource - Condition; 2, 3 Yellow, 4

Play on a Problem. <P> Vexing <P> If a Troublemaker would be uncovered here, you may retire this card instead.

A Stitch in Time (Canterlot Nights-166 C)

Problem; 4 White + 3 not-White, 8 Wild, 3

When this Problem enters play, its owner may reattach a Resource from one of their Friends to another one of their Friends.

A Thorn in His Paw (Premiere-161 C)

Problem; 4 Yellow + 3 not-Yellow, 8 Wild, 3

Starting Problem. While a player has at least 3 Yellow Friends at this Problem, that player's

opponent must pay +[1] to play a Friend here.

A Tiny Glass of Water (Absolute Discord-120 U)

Resource - Asset; 2, 4 White, 3

Play to your home. <P> When you flip a Chaotic card, you may retire this card to score a point.

A Touch of Refinement (Premiere-103 U)

Event; 1, 2 White, 5

Main Phase: Choose a character. That character gets +2 White until the end of the turn.

A True, True Friend (High Magic-85 R)

Event - Song; 1, 2 Blue + 2 Yellow, 4

Main Phase: Choose one: Your Friends get +1 power until the end of the turn, challenge an opposing Troublemaker with your characters at its Problem, or move one of your Friends to each Problem.

A Vision of the Future (Premiere-104 U)

Event; 1, 2 Pink, 5

Faceoff Reaction: Play when a faceoff begins. Put this card on the top of its owner's deck.

A Wrinkle in Time (Defenders of Equestria-91 R)

Event; 1, 3 White, 4

Immediate: Banish an opponent's flipped card.

A. K. Yearling, Adventure Writer (Canterlot Nights-191 UR)

Friend - Pegasus; 3, 3 Blue, 3 Blue

Main Phase: Exhaust this card to draw 2 cards, then discard 2 cards.

A. K. Yearling, The Pen is Mightier (Marks In Time-62 U)

Friend - Pegasus; 1, 2 Blue + 2 White, 2 Blue + White

When you play or move this card to a Problem, another character there gets +2 power until the end of the turn.

Accessorize the Crystal Ponies (Crystal Games-167 C)

Problem; 2 White + 2 not-White, 5 Wild, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may exhaust their Mane Character here to score an additional point.

Accident at the Pear Farm (Friends Forever-123 C)

Problem; 2 Orange + 2 Wild, 5 Wild, 1

Immediate: Banish a Troublemaker from your discard pile to give a Troublemaker here +2 power until the end of the turn.

Ace, Oh Rally (Absolute Discord-29 R)

Friend - Earth Pony; 2, 2 Pink, 2 Pink

When an opponent's character is moved from here to another Problem, draw a card and move this card there.

Achoo! (Absolute Discord-85 U)

Event - Chaotic; 2, 3 Orange, 4

Chaos: When this card is flipped, an opponent discards a random card. <P> Main Phase: All players discard 2 cards.

Acrobatics Act (Equestrian Odysseys-142 U)

Resource - Asset; 1, 3 Pink, 4

Play to your home. <P> At the end of your turn, you may draw a card. <P> When an opponent confronts a Problem, retire this card.

Action Shot, Shutterbug (Premiere-65 R)

Friend - Earth Pony; 4, 0, 3 White

When you play this card to a Problem, choose another one of your characters at that Problem. It gets +4 power until the end of the turn.

Adoption Options (Leaders and Legends-86 R)

Event; 2, 4 Yellow, 4

Immediate: Search your deck for up to three Critter Friends with different names, reveal them, and put them into your hand.

Adventures in Foalsitting (Premiere-169 C)

Problem; 2 Pink + 1 not-Pink, 4 Wild, 1

Starting Problem. The first player to confront this Problem may look at the top card of this Problem deck and put it on either the top or bottom of that deck.

Ahuizotl (Premiere-152 R)

Troublemaker - Epic; 2, 5

Villain <P> At the end of each player's Troublemaker Phase, that player moves one of their characters home from this card's Problem.

Ahuizotl, Book Deal (New Dawn-39 R)

Friend - Ally, Ahuizotl, Chaotic; 0, 3 White, 1 White

Chaos: When this card is flipped, if you have fewer points than an opponent, score a point. <P> As an additional cost to play this card, pay [1] for every 2 points you have, rounded down. <P> This card has +1 power for every 2 points you have, rounded down.

Ahuizotl, Oppressive (Absolute Discord-75 R)

Friend - Ally, Ahuizotl, Unique; 3, 0, 3 Colorless

Players can't score more than 2 points per turn.

Alicorn Amulet (Marks In Time-95 R)

Resource - Accessory, Artifact, Unique; 1, 1 Purple + 1 White, 5

Play on one of your Troublemakers. <P> That Troublemaker is Epic and has +3 power. <P> Main Phase: Pay [1] to move that Troublemaker.

Alicorn Costume (Absolute Discord-121 R)

Resource - Accessory; 3, 3 White, 3

Play on a Friend. <P> While that Friend has more Resources on it than any other Friend, that Friend has +1 power and is White, Purple, Yellow, Orange, Blue, and Pink.

All Under Control (Fond Memories-80 C)

Event; 3, 3 White, 3

Immediate: Choose a Problem you confronted this turn. Score points equal to that Problem's bonus.

Aloe & Lotus Blossom, Relaxation Specialists (High Magic-54 SR)

Friend - Earth Pony; 3, 2 Yellow, 2 Yellow

Immediate: Pay [1] to give a character here -2 power until the end of the turn.

Aloe, Magic Touch (Equestrian Odysseys-63 C)

Friend - Earth Pony; 1, 0, 1 White

When this card enters play, another one of your characters here gets +2 power until the end of the turn.

Aloe, Totally Relaxing (Absolute Discord-64 R)

Friend - Earth Pony; 3, 2 Yellow, 2 Yellow

While an opponent's Mane Character is boosted, that player can't play cards during faceoffs involving their Mane Character.

Alternative Solution (Fond Memories-133 U)

Problem; 2 Purple + 2 not-Purple, 6 Wild, 0

If you would perform a Confront Step at an opposing Problem, you may perform an additional Confront Step at this Problem instead.

Amethyst Maresbury, Crystal Librarian (Canterlot Nights-53 U)

Friend - Earth Pony, Crystal, Elder; 3, 1 Purple, 3 Purple

Pumped <P> When you win a faceoff involving this card, you may spend any number of cards from beneath this card to gain [1] for each card you spent.

Amethyst Star, Animal Leader (Premiere-80 C)

Friend - Unicorn; 2, 2 Yellow, 2 Yellow

Caretaker

Amethyst Star, Calming Presence (Crystal Games-77 C)

Friend - Unicorn; 2, 2 Yellow, 1 Yellow

Teamwork <P> Troublemakers here have -1 power.

Amethyst Star, Very Organized (Equestrian Odysseys-50 C)

Friend - Unicorn; 3, 1 Purple, 2 Purple

Meticulous 1

Amnity Ball (Leaders and Legends-127 C)

Problem; 2 Yellow + 4 Wild, 7 Wild, 1

While you have 4 or more Friends here, your Friends here can't leave play.

Amusement Factory (New Dawn-107 U)

Resource - Location, Unique; 2, 3 Pink + 3 Purple, 4

Play to your home. <P> Immediate: Exhaust this card to shuffle one of your Friends into its owner's deck. If you do, gain [1 AT].

Ancient Research (Canterlot Nights-167 U)

Problem; 2 Purple + 2 not-Purple, 5 Wild, 1

Starting Problem. At the start of this card's owner's turn, if their Mane Character is here, they may look at the top 2 cards of their deck and put them back in any order.

Angel Wings, Friendly Fan (Defenders of Equestria-59 R)

Friend - Pegasus; 2, 1 Blue + 1 Pink, 2 Blue + Pink

When this card enters play, you may pay [2] less for your next Friend this turn.

Angel Wings, Returning Fan (Fond Memories-4 C)

Friend - Pegasus; 3, 2 Blue, 2 Blue

Training 1 <P> When you discard this card, you may pay [1] to put it into play.

Angel, Best Bunny (Marks In Time-49 C)

Friend - Critter; 3, 0, 3 Yellow

While with another one of your Yellow Friends, this card has Persistent.

Angel, Bossy Pet (Crystal Games-78 C)

Friend - Critter; 3, 1 Yellow, 2 Yellow

While with your Fluttershy, this card has +1 power.

Angel, Brushie Brushie (High Magic-55 C)

Friend - Critter; 2, 0, 2 Yellow

While your Mane Character is Yellow, this card has Calming 2.

Angel, Horsin' Around (New Dawn-48 U)

Friend - Pegasus, Critter, Chaotic; 1, 3 Yellow, 0 Yellow

Chaos: When you flip this card, you may put a Dilemma card from your discard pile into your hand. <> This card has +1 power for each Problem in play.

Angel, Large and In Charge (High Magic-56 R)

Friend - Critter; 3, 2 Yellow, 3 Yellow

Vexing <P> When this card leaves play, you may pay [2] to put an opposing Friend into its owner's hand.

Angel, Serious Business (Canterlot Nights-83 R)

Friend - Critter; 2, 3 Yellow, 1 Yellow

Supportive 2

Animal Allies, Welcome to the Horde (Equestrian Odysseys-78 F)

Friend - Critter, Ally; 3, 2 Yellow, 0 Yellow

This card's power is equal to the number of Friends you have.

Antiquing (Crystal Games-93 R)

Event; 0, 3 White, 3

Faceoff: The next time you would flip a card during this faceoff, choose a card in your discard pile and add its printed power to your power total for this faceoff instead. Then, banish that card.

Anxious Animals (Marks In Time-117 U)

Problem; 2 Yellow + 4 Wild, 6 Wild, 2

When you confront this Problem, you may put a 1 Yellow Critter Friend token into play.

Anything I Can Do To Help? (Canterlot Nights-100 U)

Event; 4, 3 Yellow, 2

Main Phase: Put an opponent's Friend or Resource into its owner's hand.

Apple Bloom's Shadow, Waking Nightmare (Equestrian Odysseys-170 U)

Troublemaker; 1, 4

When this card is uncovered, start a faceoff involving this card and an opposing Friend. If you win the faceoff, frighten that Friend.

Apple Bloom, Bloomception (Equestrian Odysseys-22 SR)

Friend - Earth Pony, Foal; 1, 4 Orange, 2 Orange

Main Phase: Exhaust another one of your characters and pay [1] to add its power to this card until the end of the turn.

Apple Bloom, Budding Apple (High Magic-14 C)

Friend - Earth Pony, Foal; 3, 0, 3 Orange

While your Mane Character is Orange, this card has Diligent 2.

Apple Bloom, Cutie Mark Crusader (Marks In Time-2 F)

Mane Character - Earth Pony, Foal; Home Limit 3/Home Limit 4, 1/3 Orange

Front: When you confront this card's Problem, turn this card over. Back: When you confront this card's Problem, you may exhaust an opposing character at each Problem.

Apple Bloom, Fastest (Defenders of Equestria-57 U)

Friend - Earth Pony, Foal; 3, 2 Blue + 2 Orange, 3 Blue + Orange

Stubborn <P> Main Phase: Exhaust this card and discard a card to put a +1 power counter on this card. <P> Main Phase: Exhaust this card and discard a card to move this card.

Apple Bloom, Forever a Crusader (Marks In Time-15 SR)

Friend - Earth Pony, Foal, Unique; 2, 1 Orange, 2 Orange

Your Cutie Marked Friends have +1 power. <P> Main Phase: Pay [2] to Cutie Mark this card.

<P> While this card is Cutie Marked, it has Diligent 2.

Apple Bloom, Hold Your Horses (Friends Forever-12 C)

Friend - Earth Pony, Foal; 1, 2 Orange, 2 Orange

Harmony Earth Pony: When this or another one of your Earth Pony Friends enters play, an opposing Friend loses and can't have abilities until the end of the turn.

Apple Bloom, Larger Than Life (New Dawn-12 SR)

Friend - Earth Pony; 2, 3 Orange, 4 Orange

Diligent 1 <P> At the start of a faceoff involving this card, exhaust this card.

Apple Bloom, Overdressed (Absolute Discord-53 C)

Friend - Earth Pony, Foal; 4, 1 White, 3 White

Opponents must pay +[1] to move characters to this card's Problem.

Apple Bloom, Plane and Simple (Fond Memories-13 C)

Friend - Earth Pony, Foal; 2, 1 Orange, 2 Orange

Handy

Apple Bloom, Re-Markable (Equestrian Odysseys-23 C)

Friend - Earth Pony, Foal; 1, 1 Orange, 1 Orange

Main Phase: Exhaust this card and discard a card to pay [1] less for your next card this turn.

Apple Bloom, Seedling Seeker (Leaders and Legends-16 C)

Friend - Earth Pony, Foal; 3, 2 Orange, 3 Orange

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may exhaust an opposing character. That character doesn't ready during its controller's next Ready Phase.

Apple Bloom, Showstopper (Crystal Games-19 C)

Friend - Earth Pony, Foal, Performer; 2, 1 Orange, 2 Orange

Main Phase: Exhaust this card to tell a joke and have all players shuffle a card from their hands into their decks.

Apple Brown Betty, Pastry Chef (Premiere-36 C)

Friend - Earth Pony; 3, 0, 3 Pink

Apple Bumpkin, Caramel Coater (Canterlot Nights-24 C)

Friend - Earth Pony; 2, 2 Orange, 3 Orange

Apple Cider (Canterlot Nights-130 U)

Resource - Asset; 2, 3 Orange, 4

Play on a Friend. <P> While that Friend is at a Problem, that Problem has 0 bonus points.

Apple Cobbler, Headstrong (Premiere-22 C)

Friend - Earth Pony; 1, 1 Orange, 1 Orange

Stubborn

Apple Delivery (New Dawn-80 C)

Event; 2, 4 Orange, 4

Immediate: Choose one: your Friends can't be frightened this turn, or your Friends have Persistent this turn. <P> If you played this card during your Main Phase, until the end of the turn, if one of your Friends would leave play, you may have that Friend not leave play instead.

Apple Juice Break (Crystal Games-94 C)

Event; 1, 3 Orange, 4

Faceoff: Exhaust an opponent's character involved in a faceoff.

Apple Monster, Merged Messenger (New Dawn-78 SR)

Friend - Ally; 8, 0, 4 Colorless

You may pay [1] less to play this card for each of your token Friends. <P> At the start of your

turn, choose one of your token Friends. Put a token copy of that Friend into play.

Apple Stars, Fruit Prodigy (Premiere-51 R)

Friend - Unicorn; 4, 2 Purple, 3 Purple

Studious

Apple Strudel, Well Aged (Rock and Rave-1 F)

Friend - Earth Pony, Elder; 3, 2 Orange, 2 Orange

Reaction: After an opponent moves a character to this card's Problem, you may pay [1] to exhaust that character.

Applebuck Season (Absolute Discord-167 U)

Problem; 4 Orange + 3 not-Orange, 8 Wild, 2

When this Problem is solved, each player with at least 1 Friend here chooses a Friend here. If that Friend would be sent home, it isn't sent home instead.

Applebucking Day (Canterlot Nights-168 C)

Problem; 2 Orange + 2 not-Orange, 5 Wild, 1

Starting Problem. While involved in a Problem faceoff, this card's owner's Mane Character has +2 power.

Applejack & Apple Bloom, Seedling Stakeout (Leaders and Legends-72 U)

Friend - Earth Pony, Foal; 2, 1 Orange + 1 Yellow, 2 Orange + Yellow

Troublemakers here lose and can't have abilities.

Applejack & Fluttershy, Treading Water (Sequestria and Beyond-82 U)

Friend - Seapony; 1, 1 Orange + 1 Yellow, 1 Orange + Yellow

If one or more of your Friends with 2 or less printed power would be sent home from a solved Problem, they aren't sent home instead.

Applejack & Pinkie Pie, Backdrop Builders (Friends Forever-67 U)

Friend - Earth Pony; 4, 3 Orange + 3 Pink, 4 Orange + Pink

Diligent 1 <P> Harmony Earth Pony: When this card enters play, you may start a faceoff involving this card and an opposing character. If you win, draw a card for each of your Earth Ponies.

Applejack & Pinkie Pie, On the Ball (Defenders of Equestria-67 R)

Friend - Earth Pony; 3, 2 Orange + 2 Pink, 3 Orange + Pink

Eccentric 1 <P> This card can't be frightened. <P> When a Troublemaker is uncovered, you may put a +1 power counter on this card.

Applejack & Rarity, Odd Couple (Sequestria and Beyond-80 U)

Friend - Earth Pony, Unicorn; 3, 1 Orange + 1 White, 2 Orange + White

Diligent 1 <P> While an opponent has more Friends than you, this card's power is doubled.

Applejack & Twilight Sparkle, Soup Du Jour (Sequestria and Beyond-78 U)

Friend - Earth Pony, Alicorn, Royalty; 4, 2 Orange + 2 Purple, 4 Orange + Purple

Meticulous 1 <P> Flip an additional card during Troublemaker faceoffs.

Applejack's Epiphany (Absolute Discord-86 R)

Event; 2, 2 Orange, 3

Faceoff: Choose two: Exhaust a character, ready a character, or dismiss a Resource.

Applejack's Hat (High Magic-102 R)

Resource - Accessory, Unique; 2, 2 Orange + 2 White, 4

Play on a Friend. <P> Immediate: Exhaust that Friend to put a +1 power counter on it, then add its power to another Friend until the end of the turn.

Applejack's Worst Nightmare (High Magic-121 U)

Problem; 2 Orange + 4 Wild, 6 Wild, 1

Your characters here have Stubborn.

Applejack, A Hard Day's Work (Equestrian Odysseys-24 SR)

Friend - Earth Pony; 4, 3 Orange, 4 Orange

Your Orange characters have +2 power while exhausted.

Applejack, Ambassador of Honesty (Equestrian Odysseys-2 U)

Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 Orange

Front: At the start of a faceoff involving this card, turn it over. Back: Diligent 2 <P> Main Phase: Remove a +1 power counter from this card to put a +1 power counter on one of your Friends.

Applejack, Apple Jewel (Fond Memories-64 U)

Friend - Earth Pony; 1, 1 Orange + 1 White, 1 Orange + White

Handy <P> Opposing exhausted Resources lose and can't have abilities.

Applejack, Apple Teeny (Absolute Discord-pf10 P)

Friend - Earth Pony; 2, 2 Orange, 1 Orange

Opposing Earth Pony characters here have -1 power.

Applejack, Apple Vendor (Canterlot Nights-2 U)

Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 Orange

Front: At the start of your Score Phase, you may pay [2] to give one of your Friends +2 power until the end of turn. <P> At the end of your turn, if you have a Friend with at least 5 power, turn this card over. Back: Stubborn <P> Main Phase: Retire one of your Friends to reveal the top 3 cards of your deck, put a revealed Friend into your hand, and put all other revealed cards into your discard pile.

Applejack, Applebucker (Canterlot Nights-26 U)

Friend - Earth Pony; 3, 3 Orange, 2 Orange

When this card enters play, choose a player. That player puts the top 4 cards of their deck into the discard pile.

Applejack, Barn Raiser (Premiere-24 R)

Friend - Earth Pony; 3, 2 Orange, 2 Orange

Main Phase: Exhaust this card to add its power to the power of another Orange Friend until the end of the turn.

Applejack, Big Breakfast (Leaders and Legends-136 UR)

Friend - Earth Pony, Unique; 4, 3 Orange, 1 Orange

This card enters play with a +1 power counter on it for each of your other Earth Pony Friends.
<P> When this card enters play, put a +1 power counter on each of your other Earth Pony Friends. <P> Immediate: Remove a +1 power counter from one of your Earth Pony Friends. If you do, that Friend can't leave play this turn.

Applejack, Breeziefied (Crystal Games-20 U)

Friend - Breezie; 0, 2 Orange, 0 Orange

If another of your Friends here would be dismissed, you may retire this card instead.

Applejack, Captain of the Seven Seas (Defenders of Equestria-135 UR)

Friend - Earth Pony; 5, 3 Orange, 5 Orange

Diligent 1 <P> When this card enters play, each player chooses a Friend, Resource, and Troublemaker they control, and retires the rest.

Applejack, Carbo-Loader (Crystal Games-194 UR)

Friend - Earth Pony; 3, 4 Orange, 4 Orange

Teamwork <P> Faceoff: Exhaust this card to flip an additional card.

Applejack, Crystallized (Crystal Games-21 U)

Friend - Crystal; 3, 3 Orange, 1 Orange

Prismatic <P> This card has +2 power for each color it has.

Applejack, Cutie Mark Consultant (Equestrian Odysseys-25 C)

Friend - Earth Pony; 4, 0, 4 Orange

Applejack, Discorded (Absolute Discord-76 U)

Friend - Earth Pony; 3, 2 White, 2 Colorless

If an opponent would score this card's Problem's bonus points, you score them instead.

Applejack, Element of Honesty (Canterlot Nights-25 R)

Friend - Earth Pony, Unique; 6, 6 Orange, 5 Orange

When this card enters play at a Problem, you may dismiss an opponent's Troublemaker at that Problem. <P> If an opponent would force you to discard this card, you may put it into play instead.

Applejack, Factory Organizer (Marks In Time-65 U)

Friend - Earth Pony; 2, 1 Orange + 1 Purple, 2 Orange + Purple

Stubborn <P> Immediate: Exhaust this card to gain [1].

Applejack, Farm Foremare (Premiere-213 F)

Friend - Earth Pony; 3, 1 Orange, 3 Orange

Stubborn <P> When you play this card, you may reveal the top 5 cards of your deck. You may put one revealed Resource into your hand. Put all remaining cards at the bottom of your deck in any order.

Applejack, Festival Caterer (Seaquestria and Beyond-133 UR)

Friend - Earth Pony; 4, 3 Orange, 4 Orange

Diligent 1 <P> If you would put one or more +1 power counters on one of your Friends, you may

put that many plus one on that Friend instead.

Applejack, Growing Up (Marks In Time-16 C)

Friend - Earth Pony, Foal; 1, 0, 1 Orange

Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has +1 power and Diligent 1.

Applejack, Holiday Spirit (Defenders of Equestria-14 C)

Friend - Earth Pony; 3, 0, 3 Orange

Experienced <P> When this card enters play, you may put the top card of each player's deck into that player's discard pile.

Applejack, Honest As The Day is Long (New Dawn-13 R)

Friend - Earth Pony; 4, 4 Orange, 3 Orange

Your Friends with 4 or more power can't be frightened or dismissed. <P> Unity 15 Orange: At the start of your turn, put a +1 power counter on each of your Friends.

Applejack, Honest Pony (Sequestria and Beyond-17 C)

Friend - Earth Pony; 2, 0, 2 Orange

When this card enters play, if you have another Orange character, you may exhaust an opposing character.

Applejack, Honest Seapony (Sequestria and Beyond-18 U)

Friend - Seapony; 4, 2 Orange, 4 Orange

Transform 2 <P> Diligent 2

Applejack, Lasso Champion (Absolute Discord-195 UR)

Friend - Earth Pony; 4, 4 Orange, 5 Orange

When this card enters play, you may exhaust an opposing character. While this card remains in play, that character does not ready during the Ready Phase.

Applejack, Liar (Absolute Discord-155 C)

Troublemaker; 0, 6

When this card is uncovered, retire it and gain [1].

Applejack, Mistress Mare-velous (High Magic-141 UR)

Friend - Earth Pony, Power Pony; 2, 3 Orange, 2 Orange

Stubborn <P> This card has +2 power for each other exhausted character at its Problem.

Applejack, Plant Leader (Premiere-23 C)

Friend - Earth Pony; 3, 2 Orange, 2 Orange

Stubborn <P> When you win a faceoff involving this card, your opponent discards a random card.

Applejack, Pony Pirate (Sequestria and Beyond-66 R)

Friend - Earth Pony, Pirate; 3, 3 Blue + 3 Orange, 4 Blue + Orange

When this card enters play, you may challenge an opposing Troublemaker with it. <P> Flip an additional card during faceoffs involving this card.

Applejack, Price Fixing (Fond Memories-14 C)

Friend - Earth Pony; 2, 3 Orange, 2 Orange

Stubborn <P> Main Phase: Exhaust this card to pay [1] less for the next Resource you play this turn.

Applejack, Professor of Honesty (Leaders and Legends-17 C)

Friend - Earth Pony; 2, 0, 2 Orange

When this card enters play, if a player has 8 or more points, you may distribute 2 +1 power counters among up to 2 of your Friends.

Applejack, Protective Big Sis (Equestrian Odysseys-211 UR)

Friend - Earth Pony; 3, 3 Orange + 3 Yellow, 3 Orange + Yellow

Diligent 1 <P> During faceoffs involving this card, flip an additional card. <P> Opponents can't play cards during faceoffs involving this card.

Applejack, Rainbow Powered (High Magic-15 C)

Friend - Earth Pony; 1, 2 Orange, 2 Orange

Applejack, Reunion Organizer (Canterlot Nights-pf3 P)

Friend - Earth Pony; 3, 1 Purple, 2 Purple

While at a Problem with a Orange Friend, this card has +1 power. <P> While at a Problem with Rainbow Dash, this card has +1 power and is also Blue.

Applejack, Steadfast Farmpony (Premiere-2 F)

Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 Orange

Front: When you confront this card's Problem with more power than required, turn this card over. Back: Stubborn <P> When one of your Friends here would be dismissed, you may put that Friend on top of its owner's deck instead.

Applejack, Summer Sun Caterer (Celestial Solstice-1 F)

Friend - Earth Pony; 2, 1 Orange, 2 Orange

Problem Faceoff: Discard a card to give another character +1 power until the end of the faceoff.

Applejack, Tooled Up (Defenders of Equestria-2 C)

Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 Orange

Front: When you confront this card's Problem, turn this card over. Back: Immediate: During a faceoff, exhaust this card to flip an additional card.

Applejack, Tree Whisperer (High Magic-16 U)

Friend - Earth Pony; 3, 2 Orange, 3 Orange

While this card has at least 4 power, it has Calming 2.

Applejack, Work Hard, Play Hard (Leaders and Legends-2 U)

Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 Orange

Front: When one or more opposing characters become exhausted, turn this card over. Back: This card has +1 power for each opposing exhausted character. <P> At the end of your turn, choose an exhausted Friend. That Friend doesn't ready during its controller's next Ready Phase.

Appleloosa Buckball Team, Hail Marey (Defenders of Equestria-15 U)
Friend - Earth Pony, Pegasus, Unicorn, Chaotic; 3, 3 Orange, 3 Orange
Chaos: When this card is flipped, your Mane Character gets +3 power until the end of the faceoff. <P> Stubborn <P> Immediate: Exhaust this card to give another card involved in a faceoff +3 power until the end of the faceoff.

Appleloosa (Equestrian Odysseys-143 R)
Resource - Location; 2, 3 Orange, 4
Play to your home. <P> Your Friends with at least 4 power can't be frightened or dismissed.

Apples and Oranges (Premiere-98 F)
Event; 1, 0, 4
Main Phase: Choose a Orange or Purple character. That character gets +1 Orange and +1 Purple until the end of the phase.

Apples to the Core (Equestrian Odysseys-110 R)
Event - Song; 1, 2 Orange + 2 Pink, 4
Main Phase: Choose one: Increase a Problem's confront requirements by 2 power until the start of your next turn, exhaust a character, or an opponent discards a card and you draw a card.

Arimaspi, Ancient Terror (Equestrian Odysseys-171 C)
Troublemaker; 0, 5
Troublemakers can't be uncovered here.

Arista, Arts and Crafts (Friends Forever-39 C)
Friend - Changeling, Chaotic; 3, 1 White, 3 White
Chaos: When you flip this card, you may put a Resource from your discard pile into your hand.
<P> When this card enters play, you may pay [1] less for your next Resource this turn.

Arista, Old Habits (Fond Memories-46 C)
Friend - Changeling; 3, 0, 3 Yellow
If you control no Yellow Friends, you may pay [1] less to play this card.

Assault Cake (Premiere-131 R)
Resource - Asset; 2, 3 Pink, 6
Play to your home. <P> Faceoff Reaction: When a faceoff begins, you may put this card on the top of your deck.

Assault Pie (Equestrian Odysseys-144 R)
Resource - Accessory; 1, 4 Pink, 4
Play on a Friend. <P> When that Friend becomes involved in a faceoff, you may retire this card to dismiss an opposing Friend involved in the faceoff.

Assertiveness Training (Premiere-105 R)
Event; 1, 0, 4
Faceoff: If you have Rarity or Pinkie Pie involved in this faceoff, flip an additional card. If you have Rarity and Pinkie Pie involved in this faceoff, flip 2 additional cards instead.

Attention Seeking Behavior (New Dawn-81 C)

Event; 1, 4 Yellow, 3

Immediate: During a faceoff, retire any number of Critter Friends involved in the faceoff to flip that many additional cards.

Attitude and Pizzazz! (Canterlot Nights-169 C)

Problem; 3 White + 2 Yellow, 7 Wild, 2

Characters with Accessories on them here have +1 power.

Aunt Holiday & Auntie Lofty, Surrogate Parents (Leaders and Legends-42 SR)

Friend - Earth Pony, Pegasus; 3, 3 White, 3 White

If one of your other Friends would be dismissed or frightened, you may retire one of your Resources on that Friend instead. <P> Your Friends with Resources on them have +1 power.

Aunt Orange, Distant Cousin (Equestrian Odysseys-64 C)

Friend - Earth Pony; 1, 2 White, 1 White

Showy 1

Auntie Applesauce, Gum Flapper (Premiere-25 U)

Friend - Earth Pony, Elder; 2, 0, 1 Orange

When this card is dismissed, put it into its owner's hand.

Aura, Really Rambunctious (Canterlot Nights-39 C)

Friend - Earth Pony, Foal; 2, 2 Pink, 2 Pink

Random

Aurora, Bori & Alice, Givers of the Grove (Leaders and Legends-76 R)

Friend - Ally, Reindeer, Elder; 3, 3 Pink + 3 White, 3 Pink + White

As this card enters play, name a Friend. <P> Friends with that name can't be played. <P> When this card is put into your discard pile from play, you may search your deck for a Friend with that name, reveal it, and put it into your hand.

Autumn Blaze, Chatterbox (Leaders and Legends-50 R)

Friend - Ally, Kirin; 2, 4 Yellow, 2 Yellow

Opponents flip 1 fewer cards during faceoffs involving at least one of their characters with 4 or more power.

Autumn Blaze, Heated Argument (Fond Memories-47 R)

Friend - Ally, Kirin, Nirik; 2, 4 Yellow, 2 Yellow

Hasty <P> Your cards involved in faceoffs have +1 power for each card your opponents have flipped during that faceoff.

Avalanche! (Premiere-162 C)

Problem; 2 Orange + 2 Purple, 6 Wild, 2

Starting Problem. When a player confronts this Problem, that player's opponent discards a card.

Awkward Cuteceñara (Marks In Time-118 U)

Problem; 6 Pink + 2 Wild, 10 Wild, 1

Main Phase: Exhaust your Mane Character to put a 1 Pink Earth Pony Friend token into play.

Awkward Silence (Absolute Discord-87 U)

Event; 1, 3 Purple, 4

Problem Faceoff: End the faceoff.

Babs Seed, Anti-Bully (Marks In Time-4 U)

Friend - Earth Pony, Foal; 2, 2 Blue, 2 Blue

This card has +1 power for each frightened Friend. <P> Main Phase: Pay [2] to Cutie Mark this card. <P> When this card becomes Cutie Marked, you may frighten a Friend.

Babs Seed, Bigger Bully (Absolute Discord-156 R)

Troublemaker; 1, 0

This card's power is equal to double the power of an opposing character here with the highest power.

Babs Seed, Cutie Marked (Equestrian Odysseys-36 C)

Friend - Earth Pony, Foal; 3, 0, 2 Pink

When you draw a card, this card gets +1 power until the end of the turn.

Baby Flurry Heart, Newborn Nightmare (Defenders of Equestria-25 SR)

Friend - Alicorn, Royalty, Foal, Chaotic; 2, 3 Pink, 3 Pink

Chaos: When this card is flipped, choose two characters. Move them to random areas. <P> If a character would be moved, and it is the first time a character would be moved this turn, that character is moved to a random area instead. This is still considered the first time a character would be moved this turn.

Baby Flurry Heart, Peas Was Never An Option (Fond Memories-29 C)

Friend - Alicorn, Royalty, Foal; 3, 3 Purple, 3 Purple

When this card enters play, you may banish an opposing Resource. If you do, gain a number of action tokens equal to that Resource's cost.

Baby Flurry Heart, Temper Tantrum (Leaders and Legends-67 U)

Friend - Alicorn, Royalty, Foal; 4, 2 Orange + 2 Pink, 4 Orange + Pink

Stubborn <P> Main Phase: Exhaust this card to start a faceoff involving this card and an opposing Friend. If you win, you may put one of the cards you flipped for the faceoff into your hand.

Babysitting Breezies (Absolute Discord-168 C)

Problem; 2 Yellow + 2 not-Yellow, 5 Wild, 1

Starting Problem <P> Characters with 3 or more power can't contribute their power to confronting this Problem.

Back to Work (New Dawn-159 C)

Problem; 3 Orange + 2 Wild, 7, 1

Starting Problem <P> While none of your characters have a color other than Orange, opponents skip their Ready Step unless they pay [1]. (During the Ready Phase, characters are readied before action tokens are gained.)

Back Where You Began (Premiere-106 R)

Event; 1, 2 Purple, 5

Main Phase: Move an opponent's character.

Backdraft, Full of Hot Air (Friends Forever-13 C)

Friend - Dragon; 3, 1 Orange, 3 Orange

When this card enters play, you may exhaust an opposing character.

Backup Dancers, Feel the Rhythm (Seaquestria and Beyond-76 R)

Friend - Earth Pony; 3, 3 Orange + 3 Pink, 3 Orange + Pink

When this card enters play, put two 1 Pink Earth Pony Friend tokens into play, then exhaust an opposing character for each of your characters.

Backup Racer, Substitute Flier (Crystal Games-199 UR)

Friend - Pegasus; 4, 3 Yellow, 2 Yellow

Teamwork <P> When this card enters play at a Problem, you may send it home to put an opponent's Friend there with cost less than or equal to this card's cost into its owner's hand.

Bag of Leaflets (Absolute Discord-122 R)

Resource - Accessory; 1, 3 Blue, 4

Play on a Friend <P> Main Phase: Exhaust this card to move one of your characters to this card's area.

Bags Valet, Luggage Lackey (Canterlot Nights-27 C)

Friend - Unicorn; 2, 0, 1 Orange

Score Phase: Exhaust one of your Resources at home to give this card +2 power until the end of the phase.

Baked Bads (Fond Memories-109 U)

Resource - Asset, Unique; 2, 3 Pink, 5

Play to your home. <P> At the end of each player's turn, if this card is ready, that player retires a Friend with the least power among Friends they control. <P> Immediate: Exhaust this card.

Bale Out! (Equestrian Odysseys-111 U)

Event; 1, 2 Orange, 5

As an additional cost to play this card, discard a card. <P> Immediate: Exhaust an opposing character. That character does not ready during its controller's next Ready Phase.

Ballerina Buffalos, Buffalo Buffalo Buffalo (Absolute Discord-54 R)

Friend - Buffalo; 2, 4 White, 2 White

Your opponent's home limit is reduced by 1.

Balloon Party Gone Wrong! (Absolute Discord-169 U)

Problem; 4 Pink + 3 not-Pink, 8 Wild, 2

While an opponent's Mane Character is boosted, that opponent needs +3 power to confront this Problem.

Balloonoculars (Equestrian Odysseys-145 R)

Resource - Asset, Unique; 3, 2 Orange + 2 Pink, 4

Play to your home. <P> Opponents play with their hands revealed. <P> When an opponent draws a Friend, you may put a +1 power counter on one of your Friends. <P> When an oppo-

nent draws an Event, you may draw a card.

Band of Breezies, Dust in the Wind (Absolute Discord-65 F)

Friend - Breezie; 2, 1 Yellow, 2 Yellow

If this card would be sent home from a Problem, it is sent to another Problem instead.

Banquet Baking (Sequestria and Beyond-124 C)

Problem; 4 Pink + 2 Wild, 6 Wild, 1

When you move a character to this Problem, you may put a 1 Pink Earth Pony Friend token into play here.

Barrel Through (Equestrian Odysseys-112 C)

Event; 1, 3 Orange, 4

Immediate: During a faceoff, flip an additional card.

Bathrobe (Absolute Discord-123 R)

Resource - Accessory; 1, 3 Pink, 4

Play on a Friend. <P> While that Friend is the only Friend at its Problem, it has +3 power.

Bats! (Equestrian Odysseys-113 R)

Event - Song; 1, 2 Orange + 2 Yellow, 4

Main Phase: Choose one: Dismiss a Resource, distribute two +1 power counters among up to two Friends, or your Friends can't leave play this turn.

Battle Plan (New Dawn-108 C)

Resource - Dilemma; 2, 3 Orange, 4; 6 Wild, 6 Wild, 1

While your Mane Character is here, your Friends can't be frightened.

Battlesnakes, Hissy Fit (Marks In Time-50 R)

Friend - Critter; 1, 1 Yellow, 1 Yellow

When this card enters play, you may put an opposing Troublemaker into its owner's hand.

Beast Bulk Up (Absolute Discord-88 R)

Event - Gotcha; 1, 3 Yellow, 4

Reaction: After the start of the Score Phase, your Critter Friends each get +1 power until the end of the phase.

Beat The Rush (Fond Memories-81 C)

Event; 2, 2 Blue, 3

Immediate: Move up to two of your characters.

Beauty and the Beast (Absolute Discord-89 R)

Event; 1, 0, 5

Faceoff: If you have Fluttershy or Discord involved in this faceoff, flip an additional card. If you have Fluttershy and Discord involved in this faceoff, flip 2 additional cards instead.

Beauty Brass, Sousaphone Player (Sequestria and Beyond-48 C)

Friend - Earth Pony; 4, 1 White, 4 White

Showy 1

Becoming Popular (Fond Memories-82 R)

Event - Song; 3, 3 White, 6

Main Phase: Gain control of an opposing Friend with printed power 2 or less, then choose one: opposing Problems lose and can't have abilities until the start of your next turn, or choose a Resource, then each player puts a token copy of that Resource into play.

Bed Rest (Canterlot Nights-131 C)

Resource - Condition; 1, 2 Yellow, 4

Play on an opponent's ready Friend. <P> That Friend can't be exhausted.

Bedazzling Costume (Marks In Time-96 U)

Resource - Accessory, Chaotic; 1, 3 White, 5

Chaos: At the end of a faceoff while this card is flipped, put this card into play attached to one of your Friends. <P> Play on a Friend <P> That Friend has +1 power for each Accessory attached to it.

Bedtime (Equestrian Odysseys-146 R)

Resource - Condition, Unique; 1, 3 White + 3 Yellow, 3

Play to your home. <P> If a Friend would be put into a player's hand from play, banish that Friend instead.

Bee Suit (Absolute Discord-124 C)

Resource - Accessory; 1, 4 Yellow, 4

Play on a Friend. <P> That Friend is a Critter.

Beguiling Bauble (Absolute Discord-170 C)

Problem; 4 White + 3 not-White, 8 Wild, 2

While involved in a Problem faceoff, opposing boosted Mane Characters here have -2 power.

Behind Enemy Lines (Defenders of Equestria-109 R)

Resource - Condition; 1, 2 Purple, 4

Play on a Problem. <P> You can have an additional face-up Troublemaker at this Problem. <P> When an opponent challenges one of your Troublemakers here, each of your Troublemakers here becomes involved in the faceoff.

Being Big Is All It Takes (New Dawn-82 SR)

Event - Song; 2, 2 Blue + 2 Purple + 2 White, 6

Main Phase: Choose one: Move each of your characters at home to the same Problem; players can't win faceoffs until the start of your next turn; or gain control of an opposing Friend.

Bell Tower (Canterlot Nights-132 R)

Resource - Asset; 2, 2 Pink, 5

Play to your home. <P> Main Phase: Exhaust this card to uncover one of your Troublemakers.

Belly Flop (Defenders of Equestria-92 C)

Event; 1, 3 Pink, 3

Immediate: Retire a Friend to dismiss an opposing Friend.

Berry Dreams, Pom-Pom Pony (Premiere-37 C)

Friend - Earth Pony; 2, 0, 1 Pink

When you play this card, draw a card.

Berry Punch & Orange Swirl, Drinking Buddies (Defenders of Equestria-26 C)

Friend - Earth Pony, Pegasus; 1, 2 Pink, 1 Pink

When this card enters play, gain control of an opposing Friend until the end of the Score Phase.

Berry Punch, All-Night Partier (Rock and Rave-2 F)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

When this card enters play, you may draw a card. <P> When you confront this card's Problem, you may exhaust this card to draw a card.

Berry Punch, Drink Up! (Equestrian Odysseys-37 C)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

Eccentric 1

Berry Punch, Earth Pony Leader (New Dawn-21 C)

Friend - Earth Pony, Chaotic; 1, 0, 1 Pink

Chaos: When this card is flipped, one of your characters gets +2 power and has Pink until the end of the turn. <P> Unity 7 Pink: This card has +2 power.

Berry Punch, Head in the Clouds (High Magic-24 C)

Friend - Earth Pony; 4, 0, 4 Pink

While your Mane Character is Pink, this card has Eccentric 2.

Berry Punch, Off-Balance (Sequestria and Beyond-27 C)

Friend - Earth Pony; 4, 2 Pink, 4 Pink

If an opponent would move a character to a Problem, you may exhaust this card. If you do, they choose a different Problem and move that character there instead.

Berry Punch, Party Preparations (Friends Forever-68 R)

Friend - Earth Pony, Chaotic; 4, 2 Orange + 2 Pink, 0 Orange + Pink

Chaos: While this card is flipped, it has power equal to the number of cards in your hand. <P> Stubborn <P> Main Phase: Exhaust this card to draw a card. <P> This card's power is equal to the number of cards in your hand.

Berry Punch, Very Convincing (Crystal Games-33 F)

Friend - Earth Pony; 3, 4 Pink, 3 Pink

At the start of a faceoff involving this card, you may exhaust this card and pay [1] to gain control of an opponent's Friend here until the end of the faceoff.

Bessie, Bathtime (Absolute Discord-18 U)

Friend - Ally, Cow; 2, 3 Orange, 3 Orange

Friends here with 2 or less power can't ready.

Betrayed (Sequestria and Beyond-98 C)

Event; 1, 2 Purple, 4

Main Phase: Frighten a Friend.

Bewitched Beavers (High Magic-86 R)

Event; 1, 3 Yellow, 3

Immediate: Dismiss a Resource.

Biff (Crystal Games-156 R)

Troublemaker; 2, 4

Mane Characters can't be involved in Troublemaker faceoffs involving this card. <P> Main Phase: Retire this card and pay [2] to turn an opponent's Mane Character to its Start side.

Biff! Pow! (Canterlot Nights-101 U)

Event - Showdown; 0, 3 Blue, 5

Main Phase: Challenge an opponent's Troublemaker with one of your characters.

Big Daddy McColt, Animal Expert (Friends Forever-73 U)

Friend - Earth Pony; 3, 3 Orange + 3 Yellow, 3 Orange + Yellow

Agile <P> When you confront this card's Problem, an opponent discards a card.

Big Hoof, Charge On (Fond Memories-15 R)

Friend - Ally, Buffalo; 2, 2 Orange, 2 Orange

Immediate: During a faceoff, retire this card to flip an additional card. <P> Immediate: During a faceoff, banish this card from your discard pile to flip an additional card.

Big Mac & Applejack, Big Mouths (Defenders of Equestria-17 SR)

Friend - Earth Pony; 2, 2 Orange, 2 Orange

Experienced <P> Immediate: Retire this card to put two +1 power counters on another one of your Friends. <P> Immediate: Banish this card from your discard pile to put a +1 power counter on one of your Friends.

Big Mac & Sugar Belle, Through Thick and Thin (New Dawn-14 U)

Friend - Earth Pony, Unicorn; 5, 4 Orange, 5 Orange

While you control a Friend with cost 4 or more, you may pay [4] less to play this card.

Big Mac, All Bark, No Bite (Absolute Discord-66 U)

Friend - Critter, Earth Pony, Chaotic; 3, 2 Yellow, 1 Yellow

Chaos: When this card is flipped, put a Friend involved in the faceoff into its owner's hand. <P> When this card enters play, you may put a Friend into its owner's hand.

Big Mac, Bass (Equestrian Odysseys-26 C)

Friend - Earth Pony, Pony Tone; 3, 3 Orange, 3 Orange

When this card enters play, put a +1 power counter on another one of your Friends.

Big Mac, Big Eater (Sequestria and Beyond-19 U)

Friend - Earth Pony; 2, 2 Orange, 2 Orange

At the end of your turn, you may dismiss a Resource. If you do, put a +1 power counter on this card.

Big Mac, Biggest Brother (Canterlot Nights-28 R)

Friend - Earth Pony; 4, 3 Orange, 4 Orange

Supportive 2

Big Mac, Immense Apple (Premiere-199 UR)

Friend - Earth Pony; 5, 2 Orange, 4 Orange

Stubborn <P> During faceoffs involving this card, flip an additional card.

Big Mac, Little Big Brother (Marks In Time-136 UR)

Friend - Earth Pony, Foal; 3, 2 Orange, 3 Orange

Diligent 2 <P> Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has "During faceoffs involving this card, flip an additional card."

Big Mac, Princess for a Night (High Magic-0 UR)

Friend - Alicorn, Earth Pony, Chaotic; 3, 3 Orange, 4 Orange

Chaos: When this card is flipped, distribute two +1 power counters among up to two of your characters. <P> Diligent 1 <P> Immediate: While this card is involved in a faceoff, you may remove a +1 power counter from this card to flip an additional card.

Big Mac, Sir McBiggun (Defenders of Equestria-16 C)

Friend - Unicorn; 2, 2 Orange, 2 Orange

When you play a Troublemaker, you may put a +1 power counter on this card.

Big Mac, Vice-Headstallion Applicant (New Dawn-75 U)

Friend - Earth Pony; 2, 2 Purple + 2 Yellow, 2 Purple + Yellow

Calming 1 <P> During faceoffs involving this card, opponents ignore their flipped cards with 4 or more power.

Big Mix-up (Equestrian Odysseys-114 R)

Event; 2, 3 White + 3 Yellow, 3

Main Phase: Choose up to two opposing Friends. Their controllers may return any number of them to their owners' hands. Then, you score a point for each chosen Friend in play.

Big Shot, Wildlife Photographer (Premiere-66 R)

Friend - Pegasus; 2, 1 White, 2 White

When a Troublemaker at this card's Problem is uncovered, you may exhaust this card to score a point.

Big Top, Silly Pony (Premiere-38 F)

Friend - Earth Pony; 4, 2 Pink, 3 Pink

When you win a Problem faceoff involving this card, dismiss an opponent's Friend involved in that faceoff.

Blackmail (Marks In Time-119 U)

Problem; 6 White + 2 Wild, 10 Wild, 0

At the end of your opponent's turn, if no Problems were confronted this turn, score a point.

Blankest Flanks (Marks In Time-120 R)

Problem; 3 Pink + 3 Yellow, 8 Wild, 1

Friends here have 2 power and can't gain or lose power.

Blending In (Equestrian Odysseys-181 U)

Problem; 7 Wild, 7 Wild, 2

At the start of the Score Phase, each player chooses a color. Their characters without that color can't contribute their power to confronting this Problem until the end of the turn.

Bloodstone Scepter (Fond Memories-110 U)

Resource - Artifact; 1, 0, 4

Play on your Mane Character. <P> When this card enters play, choose two different colors. <P> That Mane Character has those colors. <P> That Mane Character has -1 power.

Bloofy, Tiny Twister (New Dawn-123 U)

Troublemaker; 1, 4

While there are four or more characters at this card's Problem, this card has +3 power and is Epic.

Bloomberg, Deep Roots (Absolute Discord-19 C)

Friend - Ally, Tree; 2, 1 Orange, 2 Orange

While you have a Friend in your discard pile, this card has +1 power.

Blossom Burst, Collected (Leaders and Legends-51 C)

Friend - Ally, Kirin; 2, 2 Yellow, 2 Yellow

Calming 1 <P> Caretaker

Blossomforth, Too Flexible (Canterlot Nights-84 R)

Friend - Pegasus; 1, 3 Yellow, 1 Yellow

During a faceoff involving this card, if you would put a flipped Friend card on the bottom of your deck, you may retire this card and pay [2] to put that Friend into play at this card's Problem instead.

Blue Flu (Absolute Discord-125 U)

Resource - Condition; 3, 3 Yellow, 4

Play on a Friend. <P> At the start of a Problem faceoff involving the attached Friend, put this card and that Friend into their owners' hands.

Blue Jay, Warbler (Premiere-81 C)

Friend - Critter; 2, 0, 2 Yellow

Blue Moon, Ol' Blue Eyes (Premiere-60 C)

Friend - Unicorn; 2, 0, 2 Purple

Bodyguard, Equine Escort (Sequestria and Beyond-86 R)

Friend - Unicorn; 2, 2 Pink + 2 White, 2 Pink + White

When a non-token Friend leaves play, you may put a 1 White Unicorn Friend token with Prepared into play. <P> Main Phase: Exhaust this card and retire a Friend to look at the top card of a Problem deck and put it on the top or bottom of that deck.

Bolt, Pivot (Crystal Games-5 U)

Friend - Earth Pony; 4, 3 Blue, 4 Blue
Teamwork <P> Main Phase: Pay [2] to ready this card.

Bon Bon, Activation Signal (Fond Memories-16 C)
Friend - Earth Pony; 3, 2 Orange, 2 Orange
Handy <P> Main Phase: If you exhausted a card this turn, you may pay [1] to put this card from your hand into play.

Bon Bon, Candy Expert (Absolute Discord-41 C)
Friend - Earth Pony; 2, 0, 2 Purple

Bon Bon, Caroller (Defenders of Equestria-48 C)
Friend - Earth Pony; 3, 1 Yellow, 3 Yellow
Calming 1 <P> When this card enters play, reveal the top card of your deck. If you reveal a Friend this way, you may put an opposing Friend into its owner's hand.

Bon Bon, Minty Fresh (Marks In Time-5 R)
Friend - Earth Pony, Foal; 2, 3 Blue, 2 Blue
When this card enters play, if you have a Lyra, you may pay [1] to ready one of your characters here.

Bon Bon, Particularly Patient (Equestrian Odysseys-97 U)
Friend - Earth Pony; 2, 1 Orange + 1 Yellow, 2 Orange + Yellow
Calming 1 <P> When an opposing Friend enters play here, this card gets +1 power until the end of the turn.

Bon Bon, Side by Side (Crystal Games-34 C)
Friend - Earth Pony; 3, 0, 2 Pink
When you confront this card's Problem, if you have a Unicorn character here, you may draw a card.

Boneless (Crystal Games-125 C)
Resource - Asset; 1, 0, 3
Play to your home. <P> Main Phase: Retire this card and pay [1] to have all players shuffle their decks. Draw 3 cards. <P> Main Phase: Retire this card to give one of your characters Pink until the end of the phase.

Bookish Backup (Marks In Time-76 C)
Event; 2, 1 Purple, 4
Immediate: Put a 2 Purple Figment Friend token into play.

Bottom of the Well (Canterlot Nights-170 U)
Problem; 2 Blue + 2 not-Blue, 5 Wild, 1
Starting Problem. <P> While involved in a faceoff, this card's owner's Mane Character has +1 power.

Boulder (Absolute Discord-126 C)
Resource - Asset; 1, 0, 2

Play to your home. <P> Main Phase: While you have no Orange Friends, you may exhaust this card. If you do, this card is also a Orange Friend until the end of the phase.

Boyle, Power Up (Sequestria and Beyond-20 C)

Friend - Pirate; 2, 3 Orange, 2 Orange

This card enters play with a number of +1 power counters on it equal to the number of +1 power counters on another one of your characters.

Braeburn, Appleloosan Apple (Crystal Games-22 C)

Friend - Earth Pony; 3, 5 Orange, 2 Orange

Teamwork <P> Supportive 2

Braeburn, Good Seed (High Magic-17 C)

Friend - Earth Pony; 1, 3 Orange, 2 Orange

Immediate: Banish this card from your hand to reduce the play requirements of your cards by 2 Orange until the end of the turn. <P> When this card enters play, you may unfrighten a Friend.

Braeburn, Two Left Hooves (Equestrian Odysseys-38 U)

Friend - Earth Pony; 2, 3 Pink, 4 Pink

As an additional cost to play this card, retire a Friend.

Brian, One Swell Guy (Sequestria and Beyond-56 C)

Friend - Critter, Chaotic; 1, 2 Yellow, 1 Yellow

Chaos: When this card is flipped, you may put it into play. <P> If another one of your Friends would be dismissed, banished, or moved, you may retire this card instead. <P> Main Phase: Retire this card to dismiss an opposing Resource.

Bridging the Gap (Equestrian Odysseys-182 U)

Problem; 4 Pink + 2 Wild, 8 Wild, 1

When this Problem is solved, you may look at the top card of your Problem deck and put it on the top or the bottom of that deck.

Bright Bulb, Seasoned Strategist (Premiere-53 R)

Friend - Unicorn; 3, 0, 2 Purple

Reaction: When an opponent's character is played to this card's Problem, you may exhaust this card. If you do, move that character.

Bright Smile, One of the Gang (Crystal Games-79 C)

Friend - Crystal; 2, 3 Yellow, 2 Yellow

Your Crystal Friends here also have the colors of each opposing character here.

Bring Out Your Best (New Dawn-129 U)

Problem; 4 Yellow + 3 Wild, 7 Wild, 2

When this Problem enters play, name a trait. <P> Your characters here with that trait have +1 power.

Brotherly Love (Marks In Time-77 C)

Event - Chaotic; 1, 3 Orange, 4

Chaos: When this card is flipped, put a +1 power counter on one of your Friends. <P> Immedi-

ate: Put two +1 power counters on one of your Friends.

Brown Parasprite (Premiere-153 C)

Troublemaker; 1, 4

At the start of your opponent's Troublemaker Phase, they put the top card of their deck into their discard pile.

Bubbly Mare, Helping Hoof (Crystal Games-4 F)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: When you confront a Problem, put a Postage counter on this card. Then, if there are at least 5 Postage counters on this card, remove them and turn it over. Back: Opponents can't play more than one card of each type per turn.

Buckball Championship (Defenders of Equestria-110 C)

Resource - Dilemma; 2, 3 Blue, 5; 4 Wild, 4 Wild, 1

When this Problem is solved, score a point.

Buckball Strategy (Leaders and Legends-128 C)

Problem; 4 Wild, 4 Wild, 0

Starting Problem. While your Mane Character is not boosted, it has +1 power. <P> While your opponent's Mane Character is boosted, opponents need +2 power to confront this Problem.

Bugbear, Back from Tartarus (Equestrian Odysseys-172 R)

Troublemaker; 1, 5

When this card is uncovered, opponents discard a card. <P> When you win a faceoff involving this card, you may turn it face-down.

Bulk Biceps, All Muscle (Canterlot Nights-192 UR)

Friend - Pegasus; 3, 4 Blue, 4 Blue

Main Phase: Exhaust this card to move it.

Bulk Biceps, Extra Strong Masseur (Equestrian Odysseys-103 U)

Friend - Pegasus; 3, 1 Pink + 1 White, 2 Pink + White

When this card enters play, dismiss a Friend. <P> When this card leaves play, put a card from your discard pile into your hand.

Bulk Biceps, Get Swole (Marks In Time-59 R)

Friend - Pegasus; 2, 2 Blue + 2 Orange, 2 Blue + Orange

Diligent 1 <P> While this card has at least 3 power, it has Swift. <P> While this card has at least 4 power, it has Stubborn. <P> While this card has at least 5 power, it has Competitive 2.

Bulk Biceps, Hummingbro (High Magic-3 U)

Friend - Pegasus; 4, 3 Blue, 4 Blue

At the end of your turn, you may exhaust this card to move it.

Bulk Biceps, In Uniform (Absolute Discord-55 C)

Friend - Pegasus; 2, 0, 2 White

Bulk Biceps, Job Juggler (Leaders and Legends-64 U)

Friend - Pegasus; 2, 2 Blue + 2 White, 2 Blue + White

You have +2 power during faceoffs for each of your Resources attached to characters involved in the faceoff.

Bulk Biceps, Pumped Up (Crystal Games-6 R)

Friend - Pegasus; 2, 4 Blue, 2 Blue

Pumped <P> This card has +1 power for each card beneath it. <P> At the start of the Score Phase, if this card has at least 4 power, you may move it.

Bulk Biceps, YEAH! (Sequestria and Beyond-7 R)

Friend - Pegasus; 2, 4 Blue, 2 Blue

Swift <P> When this or another one of your Pegasus Friends enters play, that Friend gets +1 power until the end of the turn.

Bunny Breakout (Premiere-164 U)

Problem; 1 Yellow + 1 not-Yellow, 4 Wild, 1

Starting Problem

Bunny Stampede (Premiere-165 C)

Problem; 2 Yellow + 2 not-Yellow, 5 Wild, 2

The first player to confront this Problem may dismiss a Resource on an opponent's Friend here.

Burning Bridges (Sequestria and Beyond-99 C)

Event; 3, 3 Purple, 5

Immediate: Move up to two opposing characters.

Burnt Oak, Long Stories (New Dawn-67 R)

Friend - Earth Pony; 3, 3 Orange + 3 White, 3 Orange + White

When a player plays a card, if it isn't the first card that player has played this turn, that player discards a card.

Burst of Speed (Crystal Games-95 R)

Event; 0, 4 Blue, 4

Faceoff: Gain [3]. At the end of the faceoff, lose all of your action tokens.

Burst of Strength (Equestrian Odysseys-215 UR)

Event; 2, 4 Orange, 5

Main Phase: Put a number of +1 power counters on one of your Friends equal to that Friend's power.

Buzzer Keepaway (New Dawn-130 U)

Problem; 3 Purple + 4 Wild, 9 Wild, 1

Main Phase: Pay [3] to score a point. Activate this ability no more than once per turn.

Caldera, Explosive Personality (Friends Forever-69 U)

Friend - Dragon; 3, 3 Orange + 3 Purple, 3 Orange + Purple

Main Phase: Pay [1] and exhaust this card to frighten a Friend. <P> Harmony Dragon: When this card readies, you may put a +1 power counter on a Dragon Friend.

Call in the Dream Cavalry (High Magic-87 C)

Event; 0, 3 Blue, 3

Main Phase: Your characters have Swift this turn.

Call of the Cutie (High Magic-122 U)

Problem; 4 Orange + 4 Wild, 8 Wild, 1

When you put a +1 power counter on a character here for the first time each turn, you may put a +1 power counter on another character here.

Call to Action (Crystal Games-96 U)

Event; 3, 3 Blue, 5

Main Phase: Move a number of your Friends up to the number of action tokens your opponent has.

Calvin & Theo, Aw, Nuts (Equestrian Odysseys-79 U)

Friend - Critter; 2, 3 Yellow, 2 Yellow

When this card enters play, you may dismiss a Resource.

Cannonball Surprise (High Magic-103 U)

Resource - Asset, Unique; 1, 2 Blue + 2 Pink, 4

Play to your home. <P> When you move one of your characters to a Problem, you may exhaust this card and pay [2] to dismiss a Friend there.

Canterlot Archive Guard, Literate Lookout (Canterlot Nights-54 R)

Friend - Unicorn; 2, 4 Purple, 1 Purple

Main Phase: Retire this card to move all other characters at its Problem home. Characters can't be moved or played to that Problem for the rest of the turn.

Canterlot Archives (Canterlot Nights-133 U)

Resource - Location; 2, 2 Purple, 5

Play to your home. <P> Main Phase: Exhaust this card to banish an Event from your hand to beneath this card. <P> Reaction: After the start of a faceoff, you may exhaust this card to put a banished card from beneath this card on the top of your deck and gain [1].

Canterlot Citizens, Pony Populace (Sequestria and Beyond-57 SR)

Friend - Ally; 2, 2 Yellow, 2 Yellow

At the start of the Score Phase, you may exhaust this card and choose a Problem. Until the end of the turn, this card contributes its power towards confronting that Problem. <P> This card does not count against your home limit.

Canterlot Hedge Maze (Canterlot Nights-134 R)

Resource - Location, Unique; 2, 2 Orange, 5

Play to your home. <P> Main Phase: Exhaust this card and pay [1] to banish an opponent's Friend to beneath this card. <P> Main Phase: Pay [2] to dismiss this card and put any cards beneath it into play at their owners' homes. Any player may activate this ability.

Canterlot Infiltration (Sequestria and Beyond-107 C)

Resource - Dilemma; 2, 2 Blue, 5; 5 Wild, 5 Wild, 1

If one or more of your characters would be sent home from here, you may send those characters to other Problems instead.

Canterlot Shopkeep, Traveling Salesmare (Seaquestria and Beyond-58 C)

Friend - Earth Pony; 3, 3 Yellow, 3 Yellow

Traveler <P> When you move this card, you may put a +1 power counter on a Friend with 2 or less power.

Capper Dapperpaws, Charmer (Seaquestria and Beyond-5 C)

Mane Character - Ally; Home Limit 3/Home Limit 4, 1/3 White

Front: Main Phase: Pay [2] to reveal the top five cards of your deck, put a card from your discard pile into your hand for each card with even power revealed this way, then shuffle your deck and turn this card over. Back: [no text]

Capper Dapperpaws, Hol' Up (Fond Memories-71 R)

Friend - Ally, Unique; 2, 2 Purple + 2 White, 2 Purple + White

Training 2 <P> Opponents must pay +[1] to play Events for each of your face-up Troublemakers.

Capper Dapperpaws, On the Other Paw (Seaquestria and Beyond-49 SR)

Friend - Ally; 2, 3 White, 2 White

Opponents can't move characters during the Score Phase.

Capper Dapperpaws, Smooth Talker (Seaquestria and Beyond-50 C)

Friend - Ally; 2, 4 White, 2 White

This card's power is doubled for each Troublemaker here.

Capper Dapperpaws, Trust in Me (Seaquestria and Beyond-120 C)

Troublemaker; 0, 4

Opponents can't move characters away from here.

Capper, Shadow Agent (Leaders and Legends-43 U)

Friend - Ally; 2, 3 White, 2 White

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may pay [1] and banish this card to score a point.

Captain Celaeno, By the Book (Seaquestria and Beyond-39 C)

Friend - Storm; 2, 1 Purple, 2 Purple

Troublemakers played here enter play face-up.

Captain Celaeno, Corsair Captain (Seaquestria and Beyond-8 R)

Friend - Pirate; 4, 4 Blue, 4 Blue

Competitive 2 <P> Your other Pirates have Competitive 2. <P> You may pay [1] less for the activated abilities of Pirate Ship.

Captain Celaeno, Swashbuckler (Seaquestria and Beyond-1 C)

Mane Character - Pirate; Home Limit 3/Home Limit 4, 1/3 Blue

Front: Main Phase: Pay [2] to score 2 points and turn this card over. Back: [no text]

Caramel Apple, Enter the Fray (Seaquestria and Beyond-9 C)

Friend - Earth Pony, Chaotic; 2, 1 Blue, 2 Blue

Chaos: When this card is flipped, you may put it into play. <P> When this card enters play, it gets +2 power until the end of the turn.

Caramel, Cheerful Worker (Absolute Discord-20 C)

Friend - Earth Pony; 3, 3 Orange, 3 Orange

Main Phase: Pay [1] to unfrighten a Friend.

Cardboard Box (Equestrian Odysseys-147 C)

Resource - Accessory; 1, 3 Pink, 5

Play on a character. <P> That character can't contribute its power to faceoffs.

Cargo Mare, Heavy Lift (Leaders and Legends-25 C)

Friend - Pegasus; 3, 2 Pink, 3 Pink

When this card enters play, if a Friend left play this turn, you may draw 2 cards.

Carousel Boutique (Premiere-132 R)

Resource - Location; 2, 2 White, 5

Play to your home. <P> Main Phase: Dismiss this card to search your discard pile for a card and put it into your hand.

Cart Crafting (Crystal Games-168 R)

Problem; 2 Purple + 3 White, 7 Wild, 1

When this Problem is solved, each player with at least 1 Friend here may put a Resource from their discard pile into their hand.

Castle of Friendship (High Magic-104 R)

Resource - Location; 3, 0, 3

Play to your home. <P> Main Phase: Exhaust this card to gain [1].

Catch Me! (Crystal Games-97 F)

Event; 1, 3 Pink, 5

Faceoff: Retire one of your Friends involved in the faceoff to dismiss an opposing Friend involved in the faceoff.

Caught Off Guard (Sequestria and Beyond-125 C)

Problem; 2 Orange + 6 Wild, 8 Wild, 2

Opposing characters here with 2 or less printed power can't contribute their power to faceoffs.

Celestia & Luna, Coronation Conductors (New Dawn-76 R)

Friend - Alicorn, Royalty; 3, 3 Purple + 3 Yellow, 3 Purple + Yellow

Harmony Alicorn: When this or another one of your Alicorn Friends enters play, look at the top card of your deck. If that card is an Alicorn Friend, you may reveal it and put it into your hand. Otherwise, put it on the top or bottom of your deck.

Celestia & Luna, Trading Off (Leaders and Legends-82 R)

Friend - Alicorn, Royalty; 2, 1 White + 1 Yellow, 3 White + Yellow

During your turn, this card can't contribute its power to faceoffs. <P> During your opponent's turn, this card can't contribute its power to confronting Problems.

Cerberus (Crystal Games-157 R)

Troublemaker; 2, 5

When this card is uncovered, pay [2] or dismiss it. <P> At the start of each player's Main Phase, that player frightens one of their Friends.

Cerberus, Tartarus Guard (High Magic-117 R)

Troublemaker; 0, 5

When this card is uncovered, you may turn another Troublemaker face-down.

Ceremonial Headdress (Crystal Games-126 C)

Resource - Accessory; 2, 3 White, 3

Play on a Friend. <P> That Friend has +2 power and is Crystal.

Cerulean Skies, Skyward Soarer (Premiere-8 C)

Friend - Pegasus; 1, 1 Blue, 1 Blue

Swift

Chancellor Neighsay, Traditionalist (Friends Forever-117 U)

Troublemaker; 1, 7

This card has -1 power for each different Trait among opposing characters here.

Chancellor Neighsay, Unicorn Leader (New Dawn-30 C)

Friend - Unicorn, Chaotic; 1, 0, 1 Purple

Chaos: When this card is flipped, one of your characters gets +2 power and has Purple until the end of the turn. <P> Unity 7 Purple: This card has +2 power.

Chancellor Puddinghead, Equestrian Founder (Marks In Time-23 C)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

When this card enters play, you may remove a counter from a ready card.

Changed (Fond Memories-83 SR)

Event; 1, 4 Purple, 5

Main Phase: Dismiss an opposing Friend. If you do, that Friend's controller reveals cards from the top of their deck until they reveal a Friend with a different name. That player puts that Friend into play at their home, then shuffles their deck.

Changeling Barricade, You Shall Not Pass (Defenders of Equestria-115 R)

Troublemaker; 0, 4

When this card is uncovered, put a token copy of this card into play face-up at each other Problem.

Changeling Citizens, Feel the Love (Defenders of Equestria-87 C)

Friend - Changeling; 3, 0, 0 Colorless

Experienced <P> As this card enters play, choose a color. This card is that color. <P> This card has +1 power for each of your other characters.

Changeling Clash (Marks In Time-121 R)

Problem; 3 Blue + 3 White, 6 Wild, 0

At the end of your Main Phase, you may challenge an opposing Troublemaker here with all of your characters here.

Changeling Distraction, Body Doubles (New Dawn-124 C)

Troublemaker; 0, 3

When this card is turned face-up, choose a color. This card has that color. <P> This card's power counts towards meeting play requirements and Unity requirements. (It still isn't a character.)

Changeling Drone, Fear Eater (Absolute Discord-6 F)

Friend - Changeling; 2, 2 Blue, 2 Blue

This card has +2 power for each frightened Friend in play.

Changeling Infiltrator (Canterlot Nights-157 R)

Troublemaker; 1, 3

When you play this card to a Problem, you may retire a Friend there to uncover this card. <P> When this card is uncovered, all players shuffle their discard piles into their decks.

Changeling Mimics, Unreasonable Facsimiles (Defenders of Equestria-116 R)

Troublemaker; 1, 6

At the start of each opponent's turn, you may choose Event, Resource, or Troublemaker. That opponent pays +[3] to play cards of the chosen type until the start of their next turn.

Changeling Swarm (Canterlot Nights-158 U)

Troublemaker; 2, 6

When you play this card to a Problem, you may retire a Troublemaker you control there to uncover this card.

Changeling Throne (Defenders of Equestria-142 UR)

Resource - Artifact, Unique; 2, 3 White, 4

Play to your home. <P> Opponents pay +[1] to play cards during faceoffs. <P> Opposing flipped cards lose and can't have abilities. <P> At the start of your turn, you may pay [2] and exhaust this card to score a point.

Chaos Capital of the World (Absolute Discord-203 UR)

Event - Chaotic; 4, 5 Pink, 6

Chaos: When this card is flipped, turn each Mane Character over. <P> Main Phase: Turn each character over.

Chaos Magic Blast (New Dawn-83 C)

Event - Chaotic; 2, 2 Pink, 4

Chaos: When this card is flipped, dismiss a random opposing Friend. <P> Immediate: Choose a number, then dismiss a random opposing Friend with cost equal to that number.

Charcoal, Fuel the Fire (Friends Forever-30 C)

Friend - Dragon; 2, 2 Purple, 2 Purple

Harmony Dragon: Your Troublemakers here have +1 power for each of your Dragon characters.

Charge! (Crystal Games-169 R)

Problem; 4 Blue + 3 not-Blue, 9 Wild, 2

Main Phase: Pay [1] to move one of your Friends to this Problem, then retire that Friend at the end of the turn. Any player may activate this ability.

Charged Up, Energizer Pony (Premiere-39 R)

Friend - Earth Pony; 3, 0, 2 Pink

When you move this card to a Problem, you may look at the top 2 cards of that Problem's deck and put them back in any order.

Charred Chapters (Leaders and Legends-87 C)

Event; 2, 2 Orange, 3

Main Phase: Look at a player's hand and choose an Event. That player discards that card. If a player has 8 or more points, choose any card instead.

Cheer Up the Crystal Ponies (Crystal Games-170 C)

Problem; 2 Pink + 2 not-Pink, 5 Wild, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may draw a card.

Cheerilee, Always Invited (Marks In Time-32 U)

Friend - Earth Pony, Foal; 1, 1 Purple, 1 Purple

When one of your Friends becomes Cutie Marked, you may exhaust this card to gain [1].

Cheerilee, Break It Up! (Absolute Discord-42 R)

Friend - Earth Pony, Chaotic; 2, 2 Purple, 2 Purple

Chaos: When this card is flipped, you may end the faceoff. <P> Faceoff: Retire this card to end the faceoff.

Cheerilee, Cheerileeder (Defenders of Equestria-73 R)

Friend - Earth Pony; 2, 3 Orange + 3 Yellow, 2 Orange + Yellow

Stubborn <P> Immediate: Exhaust this card and one of your Friends at home to add that Friend's power to another one of your characters until the end of the turn.

Cheerilee, Foal Herder (High Magic-35 C)

Friend - Earth Pony; 2, 1 Purple, 2 Purple

Prepared

Cheerilee, Homeroom Teacher (Crystal Games-47 F)

Friend - Earth Pony; 4, 4 Purple, 2 Purple

When an opponent plays a Friend, gain [1].

Cheerilee, Pass / Fail (Equestrian Odysseys-51 C)

Friend - Earth Pony; 2, 3 Purple, 2 Purple

When this card enters play, reveal the top card of your deck. If that card's power is even, gain [1].

Cheering Section (Friends Forever-85 C)

Event; 2, 3 Blue, 5

Immediate: One of your characters gets Competitive 2 until the end of the turn. <P> Harmony

Pegasus: For each of your Pegasus characters, that character gets an additional Competitive 1

until the end of the turn.

Cheering Up a Friend (Canterlot Nights-171 C)

Problem; 2 Pink + 1 not-Pink, 4 Wild, 2

Players can't confront this Problem unless they have at least 4 characters here.

Cheerleading Outfit (New Dawn-109 C)

Resource - Accessory; 0, 0, 3

Play on a Friend. <P> That Friend has Competitive 1 and is a Cheerleader in addition to its other traits.

Cheese Sandwich, All Around Equestria (Absolute Discord-7 C)

Friend - Earth Pony; 2, 0, 2 Blue

Cheese Sandwich, Breakdance Master (Leaders and Legends-26 C)

Friend - Earth Pony; 1, 4 Pink, 2 Pink

Agile

Cheese Sandwich, Bringing the Party (Sequestria and Beyond-28 R)

Friend - Earth Pony; 3, 3 Pink, 1 Pink

This card has +1 power for each of your other Earth Pony characters. <P> At the start of your turn, you may pay [1] to put a 1 Pink Earth Pony Friend token into play.

Cheese Sandwich, Dive Instructor (High Magic-65 U)

Friend - Earth Pony; 2, 2 Blue + 2 Pink, 2 Blue + Pink

If a Friend would be frightened, you may pay [1] to dismiss it instead.

Cheese Sandwich, Heavy Artillery (Crystal Games-35 R)

Friend - Earth Pony; 3, 3 Pink, 3 Pink

When this card enters play, dismiss a Friend at home with at least 3 power.

Cheese Sandwich, Partied Out (New Dawn-22 U)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

While you have a Pinkie Pie here, this card has +2 power and Eccentric 2

Cheese Sandwich, Partier in Training (Marks In Time-137 UR)

Friend - Earth Pony, Foal; 2, 3 Pink, 2 Pink

When this card enters play, you may look at the top card of a Problem deck and put it on the top or bottom of that deck. <P> Main Phase: Pay [2] to Cutie Mark this card. <P> When this card becomes Cutie marked, you may replace its Problem.

Cheese Sandwich, The Party Never Ends (Equestrian Odysseys-39 C)

Friend - Earth Pony; 2, 1 Pink, 1 Pink

At the end of your turn, you may draw a card.

Cheese Sandwich, Wandering Partier (Canterlot Nights-40 R)

Friend - Earth Pony; 2, 3 Pink, 2 Pink

This card enters play exhausted. <P> Main Phase: Exhaust this card and put it into its owner's

hand to dismiss an exhausted Friend.

Cheese Shoes (High Magic-105 C)

Resource - Accessory; 1, 3 Pink, 4

Play on a Friend. <P> That Friend has +2 power and Eccentric 2.

Cherry Berry, Chocks Away! (Friends Forever-21 C)

Friend - Earth Pony; 3, 1 Pink, 3 Pink

Eccentric 2

Cherry Fizzy, Stalwart Soldier (Canterlot Nights-29 C)

Friend - Earth Pony; 5, 3 Orange, 4 Orange

If this card would be frightened, you may exhaust it instead.

Cherry Jubilee, Queen of the Hill (Premiere-26 F)

Friend - Earth Pony; 1, 0, 1 Orange

This card gets +1 power for each Resource on it.

Chic Beret (Canterlot Nights-135 C)

Resource - Accessory; 3, 0, 6

Play on a Friend. <P> That Friend has +1 power and is also White. <P> Main Phase: Pay [1] to reattach this card to another Friend.

Chicken Costume (Canterlot Nights-136 C)

Resource - Accessory; 1, 2 Pink, 5

Play on a Friend. <P> When that Friend becomes exhausted, dismiss it.

Chief Thunderhooves, Buffaloing Buffalo (Canterlot Nights-9 R)

Friend - Buffalo; 3, 3 Blue, 3 Blue

Pumped <P> Reaction: After an opponent plays a Friend to this card's Problem, you may spend a card from beneath this card to frighten that Friend.

Chief Thunderhooves, On the Warpath (Equestrian Odysseys-9 R)

Friend - Buffalo, Chaotic; 3, 3 Blue, 3 Blue

Chaos: When this card is flipped, move one of your characters. <P> When you move this card to a Problem, you may exhaust it to frighten another Friend there.

Chimera (Crystal Games-158 U)

Troublemaker; 2, 3

At the start of a faceoff involving this card, you may pay [1] to choose a color, then exhaust all characters involved in that faceoff that have only that color.

Chipcutter, Sculptor (Friends Forever-4 C)

Friend - Pegasus, Foal; 3, 0, 2 Blue

Swift

Chocolate Rain (Absolute Discord-127 U)

Resource - Asset; 1, 4 Pink, 5

Play to your home. <P> When you flip a Chaotic card, you may retire this card to dismiss all

Friends with printed power 1 or less.

Cider Stand (Absolute Discord-128 U)

Resource - Asset; 1, 3 Orange, 3

Play to your home. <P> Main Phase: Exhaust this card and discard a card to pay [1] less for your next Friend this turn.

Cinders, Sitting Pretty (Friends Forever-14 C)

Friend - Dragon; 3, 0, 3 Orange

Persistent

Cipactli Attack (Defenders of Equestria-93 U)

Event; 2, 2 Blue, 4

Immediate: Frighten a Friend.

Cipher Splash, Born Ready (Canterlot Nights-10 U)

Friend - Unicorn; 3, 1 Blue, 3 Blue

Pumped <P> At the start of each player's turn, if this card has at least 1 card beneath it, you may ready it.

Citrine Spark, Assistant Librarian (Fond Memories-38 C)

Friend - Unicorn; 3, 0, 3 White

If you control no White Friends, you may pay [1] less to play this card.

Claude, Dance, Puppets! (Fond Memories-39 U)

Friend - Unicorn, Ally; 2, 4 White, 2 White

Handy <P> When this card enters play, you may put a Puppet counter on a non-attachment Resource. <P> Resources with Puppet counters on them lose and can't have abilities and are Friends in addition to their other card types.

Claude, Pulling the Strings (Crystal Games-195 UR)

Friend - Unicorn; 4, 3 Pink, 3 Pink

Teamwork <P> Main Phase: Retire this card to gain control of an opponent's Friend with power less than or equal to this card's power until the end of the Score Phase.

Cleaning Up (Equestrian Odysseys-115 R)

Event; 2, 2 White, 4

Immediate: Choose two cards in discard piles. Banish one and put the other into its owner's hand.

Clear Sky, Positive Outlook (Leaders and Legends-27 U)

Friend - Unicorn; 4, 3 Pink, 4 Pink

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may shuffle a Friend from your discard pile into your deck.

Clearing Gloomy Skies (Premiere-167 U)

Problem; 4 Blue + 3 White, 9 Wild, 3

Players with at least 2 Pegasus characters at this Problem get +1 total power during faceoffs here.

Clipped Wings (Absolute Discord-129 R)

Resource - Condition; 1, 3 Orange, 5

Play on a Friend. <P> That Friend loses and can't have abilities.

Close Air Support (Marks In Time-144 UR)

Event; 4, 4 Blue, 5

Main Phase: Put 7 1 Blue Pegasus Friend tokens with Swift into play. At the end of the turn, banish them.

Cloudbursting (Premiere-168 U)

Problem; 1 Blue + 1 not-Blue, 4 Wild, 1

Starting Problem.

Cloudchaser & Flitter, Filly Racers (Friends Forever-65 R)

Friend - Pegasus, Foal; 2, 1 Blue + 1 Yellow, 2 Blue + Yellow

Your other characters here have +1 power. <P> Immediate: Exhaust this card to pay [1] less for your next Friend this turn.

Cloudchaser & Flitter, Two on the Team (Defenders of Equestria-65 U)

Friend - Pegasus; 2, 2 Blue + 2 Yellow, 2 Blue + Yellow

Calming 2 <P> When you move another character with 2 or less power, you may move this card.

Cloudchaser, Aerial Rescue (Fond Memories-59 R)

Friend - Pegasus; 3, 3 Blue + 3 Yellow, 3 Blue + Yellow

When this card enters play, you may discard up to 2 cards, then reveal your hand. If you do and you didn't reveal any Friends this way, reveal the top 5 cards of your deck, put any Friends revealed this way into your hand, then put the remaining cards on the bottom of your deck.

Cloudchaser, Flexible Flier (Premiere-11 R)

Friend - Pegasus; 2, 0, 1 Blue

Main Phase: Exhaust this card to pay [1] less for the next Friend you play this turn.

Cloudchaser, Ready and Willing (Absolute Discord-8 R)

Friend - Pegasus, Chaotic; 1, 4 Blue, 2 Blue

Chaos: When this card is flipped, ready a character involved in the faceoff. <P> When you play this card, you may ready a character.

Cloudchaser, Wonderbolt Trainee (High Magic-4 C)

Friend - Pegasus; 2, 3 Blue, 2 Blue

Swift <P> Immediate: Banish this card from your hand to reduce the play requirements of your cards by 2 Blue until the end of the turn.

Clouded By Anger (Leaders and Legends-104 C)

Resource - Condition; 2, 2 White, 4

Play on a Friend. <P> Double that Friend's power. <P> That Friend loses and can't have abilities.

Cloudy Quartz, Concerned Mother (Canterlot Nights-30 C)
Friend - Earth Pony; 1, 1 Orange, 0 Orange
Supportive 2

Clover the Clever, Equestrian Founder (Marks In Time-33 C)
Friend - Unicorn; 4, 1 Purple, 4 Purple
Prepared

Cockatrice (Crystal Games-159 U)
Troublemaker; 2, 2
When an opponent challenges this card, they retire one of their Friends here.

Cockatrice Encounter (New Dawn-84 R)
Event; 3, 1 Orange, 3
Main Phase: Dismiss an exhausted Friend. Put a 3 Orange Rock Friend token into play exhausted.

Cockatrice Migration (Leaders and Legends-88 C)
Event; 1, 1 Yellow, 2
Main Phase: Put 2 1 Yellow Critter Friend tokens into play. At the end of the turn, if no player has 8 or more points, retire 2 Critter Friends.

Cockatrice on the Loose (Canterlot Nights-172 R)
Problem; 4 Yellow + 3 not-Yellow, 8 Wild, 2
When a Troublemaker is played here, that Troublemaker's owner may put a Friend here into its owner's hand.

Coco Crusoe, Flipping Out (Absolute Discord-21 R)
Friend - Earth Pony, Chaotic; 3, 2 Orange, 2 Orange
Chaos: When this card is flipped, flip an additional card. <P> During faceoffs involving this card, flip an additional card.

Coco Crusoe, Thick Skinned (Premiere-27 R)
Friend - Earth Pony; 3, 0, 2 Orange
When you uncover a Troublemaker at this card's Problem, an opponent discards 2 random cards.

Coco Pommel's Thread (Crystal Games-127 C)
Resource - Asset; 1, 0, 3
Play to your home. <P> Main Phase: Retire this card and pay [2] to put a Resource from your discard pile into your hand. <P> Main Phase: Retire this card to give one of your characters White until the end of the phase.

Coco Pommel, Caring Assistant (Absolute Discord-67 C)
Friend - Earth Pony; 2, 0, 2 Yellow

Coco Pommel, Fashion Apprentice (Canterlot Nights-69 C)
Friend - Earth Pony; 4, 1 White, 3 White

Pumped <P> Main Phase: Spend a card from beneath this card to give another character +4 power until the end of the turn.

Coco Pommel, Flight of Fashion (Fond Memories-57 U)

Friend - Earth Pony; 2, 1 Blue + 1 White, 2 Blue + White

When a Resource is attached to one of your characters, you may move that character.

Coco Pommel, Refurbisher (Crystal Games-62 R)

Friend - Earth Pony; 3, 3 White, 3 White

When this card enters play, you may banish an Event in your discard pile. While that card remains banished, you may play that card.

Coco Pommel, Set Designer (Marks In Time-71 U)

Friend - Earth Pony, Foal; 2, 2 Purple + 2 White, 2 Purple + White

Showy 1 <P> While there are no opposing characters at this card's Problem, you may pay [1] less to play Events, to a minimum of [1].

Cold Wave (Equestrian Odysseys-116 U)

Event; 2, 3 White, 4

Immediate: Exhaust all characters involved in a faceoff without an attached Accessory.

Coloratura, Happy Camper (Marks In Time-40 U)

Friend - Earth Pony, Foal; 2, 1 White, 4 White

While this card is not Cutie Marked, it can't contribute its power to confronting Problems. <P>

Main Phase: Pay [2] to Cutie Mark this card.

Coloratura, Razzle Dazzle (Marks In Time-41 U)

Friend - Earth Pony; 2, 1 White, 2 White

When this card enters play, you may remove a +1 power counter from each of any number of other characters and put them on this card.

Coloratura, Simply Rara (Defenders of Equestria-41 SR)

Friend - Earth Pony; 4, 1 White, 4 White

Main Phase: Exhaust this card to choose a Problem. You need -4 power to confront that Problem until the end of the turn.

Combat Hat (Canterlot Nights-137 U)

Resource - Accessory; 1, 2 White, 5

Play on one of your Friends. <P> Your opponent must pay +[1] to move a character to that

Friend's Problem. <P> Main Phase: Pay [1] to reattach this card to another one of your Friends.

Comet Tail, Blaze of Glory (Crystal Games-7 C)

Friend - Unicorn; 3, 2 Blue, 3 Blue

Main Phase: Pay [1] to give this card +2 power until the end of the turn. You may move this card. At the end of the turn, retire this card.

Comet Tail, Hale Bopper (Premiere-54 C)

Friend - Unicorn; 1, 0, 1 Purple

Comet Tail, Out of Control (Absolute Discord-43 C)

Friend - Unicorn; 2, 1 Purple, 2 Purple

Troublemakers here have +1 power.

Comforting Critters (Canterlot Nights-173 U)

Problem; 2 Yellow + 2 not-Yellow, 5 Wild, 1

Starting Problem. While at this Problem, this card's owner's Mane Character has +1 power during the Main Phase.

Coming Through! (Marks In Time-78 R)

Event; 1, 2 Orange, 4

Immediate: A player puts the top 2 cards of their deck into their discard pile.

Commander Hurricane, Equestrian Founder (Marks In Time-6 C)

Friend - Pegasus; 2, 1 Blue, 2 Blue

Immediate: Pay [2] to move this card.

Compass Star, Geography Nut (Canterlot Nights-55 C)

Friend - Pegasus; 2, 2 Purple, 3 Purple

Concerning Cutie Mark (Defenders of Equestria-122 C)

Problem; 3 Wild, 4 Wild, 1

Starting Problem

Conductor's Baton (Equestrian Odysseys-148 R)

Resource - Asset; 2, 3 Yellow, 3

Play to your home. <P> Your Friends with cost 2 or less have +1 power.

Conning the Con Pony (Defenders of Equestria-111 C)

Resource - Dilemma; 2, 3 Yellow, 5; 6 Wild, 6 Wild, 2

When you confront this Problem, choose an opposing Troublemaker. That card doesn't prevent you from confronting its Problem this turn.

Cookie Crumbles, Fancy Cooker (Canterlot Nights-68 C)

Friend - Unicorn; 3, 3 White, 2 White

Supportive 2 <P> Opponents can't move this card or your Mane Character.

Cool Mares Don't Look At Explosions (New Dawn-131 C)

Problem; 3 Purple + 2 Wild, 7 Wild, 1

Starting Problem <P> If an opponent would score points for defeating a Troublemaker while none of your characters have a color other than Purple, they score one fewer points instead (to a minimum of 0.)

Coriander Cumin, Limited Menu (Defenders of Equestria-69 R)

Friend - Unicorn; 3, 2 Orange + 2 Purple, 3 Orange + Purple

Prepared <P> When this card enters play, name a card. A player reveals their hand and discards all cards with that name.

Cornered (Sequestria and Beyond-100 R)

Event; 1, 3 White, 5

Main Phase: Each player chooses up to 3 of their Friends and retires the rest.

Cornicle, Lead Role (Friends Forever-40 C)

Friend - Changeling; 3, 0, 2 White

Showy 1

Corralling Critters (Sequestria and Beyond-108 C)

Resource - Dilemma; 1, 2 Yellow, 5; 5 Wild, 5 Wild, 1

When you move a character to this Problem, you may pay [1] to put two 1 Yellow Critter Friend tokens into play.

Costume Change (Fond Memories-84 C)

Event; 0, 2 White, 4

Immediate: During a faceoff, choose a player. Put a card from that player's discard pile into their flip zone, then put another card from that player's flip zone into their discard pile.

Cotton Sky, Pegasus Leader (New Dawn-49 C)

Friend - Pegasus, Chaotic; 1, 0, 1 Yellow

Chaos: When this card is flipped, one of your characters gets +2 power and has Yellow until the end of the turn. Unity 7 Yellow: This card has +2 power.

Cozy Glow, Double Dealer (New Dawn-2 U)

Mane Character - Pegasus, Foal / Alicorn, Pegasus, Foal; Home Limit 4/Home Limit 4, 1/3 Purple

Front: Main Phase: Pay [3] to turn this card over. Back: Troublemakers don't prevent you from confronting this card's Problem. <P> If you would score this card's Problem's Bonus, you may score points equal to the point value of one of your Troublemakers here instead. <P> At the end of an opponent's turn, if they confronted two or more Problems this turn, turn this card over.

Cozy Glow, Dungeon Dredger (New Dawn-31 C)

Friend - Pegasus, Foal; 2, 3 Purple, 2 Purple

If you would put a non-Chaotic flipped card on the bottom of your deck, you may put it on top of your deck instead.

Cozy Glow, Friendship Assistant (Prize Wheel-4 C)

Friend - Chaotic; 2, 1 Purple, 2 Purple

Chaos: When this card is flipped, it gets +2 power until the end of the faceoff for each Troublemaker in play. <P> When you play a Troublemaker to a Problem, you may move your Mane Character to that Problem.

Cozy Glow, Heel Turn (Leaders and Legends-44 R)

Friend - Pegasus, Foal; 3, 2 White, 2 White

When you play this card, you may put a Friend with cost 2 or less from an opponent's discard pile into play under your control. If a player has 8 or more points, you may put a Friend with any cost from an opponent's discard pile into play under your control instead.

Cozy Glow, Lost Foal (Leaders and Legends-121 C)

Troublemaker; 0, 4

Immediate: During a faceoff, exhaust this card to move an opposing character to this card's Problem.

Cozy Glow, Meddler (New Dawn-125 R)

Troublemaker; 1, 5

If you would move one of your characters to a Problem, you may move this card to that Problem instead.

Cozy Glow, Seeds of Doubt (Friends Forever-118 SR)

Troublemaker; 1, 6

When an opponent challenges this card, that player retires a Friend involved in the faceoff.

Cozy Glow, Think Big (Fond Memories-30 R)

Friend - Pegasus, Foal, Chaotic; 2, 3 Purple, 2 Purple

Chaos: When this card is flipped, put a Troublemaker from your discard pile into play face-down.

<P> Troublemakers here have Epic.

Cracking the Case (Marks In Time-79 R)

Event; 1, 2 White, 5

Immediate: Banish a Troublemaker.

Crackle Cosette, Sowing Distrust (New Dawn-77 R)

Friend - Changeling, Unicorn, Royalty; 3, 2 White + 2 Yellow, 3 White + Yellow

Agile <P> Opponents need +2 power to confront this card's Problem for each color among their characters here.

Crackle, Diamond in the Rough (Absolute Discord-56 U)

Friend - Dragon; 4, 3 White, 4 White

Your opponent's home limit is reduced by 1 for each of their Assets in their home.

Cragadile Swamp (Fond Memories-111 U)

Resource - Location; 1, 3 Orange + 3 Yellow, 4

Play on a Problem. <P> If you would put any number of Critter Friend tokens into play here, you may put that many 3 Orange Rock Friend tokens into play here instead.

Cragadile, Big Teeth (Leaders and Legends-122 C)

Troublemaker; 1, 5

At the start of a faceoff involving this card, you may pay [2] to frighten a Friend involved in the Faceoff.

Cramped Caravan (Leaders and Legends-129 C)

Problem; 4 White + 2 Wild, 6 Wild, 2

You need -2 power to confront opposing Problems.

Cranky & Matilda, Dedicated Couple (Equestrian Odysseys-27 U)

Friend - Donkey; 5, 2 Orange, 5 Orange

Diligent 1

Cranky Doodle Donkey, Crankiest of Creatures (Crystal Games-23 R)

Friend - Donkey; 2, 1 Orange, 0 Orange

Players can't score points during faceoffs involving this card.

Crash Cloud (New Dawn-110 U)

Resource - Asset; 1, 3 Blue, 3

Play to your home. <P> When one of your non-token Pegasus Friends enters play at a Problem, put a 1 Blue Pegasus Friend token with Swift into play at that Problem. At the end of the turn, banish that token Friend.

Crash Course (Canterlot Nights-174 C)

Problem; 3 Blue + 2 Purple, 7 Wild, 2

Characters here have Swift.

Cratus, Ancient Beast Dealer (Equestrian Odysseys-106 R)

Friend - Earth Pony; 2, 2 White + 2 Yellow, 2 White + Yellow

When you confront this card's Problem, you may retire a Critter here to score an additional point.

Creepy Crawlies (Leaders and Legends-89 C)

Event; 3, 3 Yellow, 3

Main Phase: Dismiss a Friend or Resource. That card's controller may put a number of 1 Yellow Critter Friend tokens equal to that card's cost into play under their control.

Creepy Creeping Crystals (Crystal Games-128 U)

Resource - Condition; 1, 4 Yellow, 3

Play on an a Problem. <P> Opponents must pay +[1] to rally Friends here.

Critter Cavalry (Premiere-108 U)

Event - Gotcha; 1, 2 Yellow, 3

Faceoff Reaction: Play after you flip a card. That card gets +5 power this faceoff.

Critter Choir, Cheerful Chirpers (Sequestria and Beyond-94 R)

Friend - Critter; 4, 2 White + 2 Yellow, 2 White + Yellow

When this card enters play, put two 1 Yellow Critter Friend tokens into play, then each of your characters gets +2 power until the end of the turn.

Critter Cuisine (Premiere-134 U)

Resource - Asset; 2, 2 Yellow, 3

Play to your home. <P> Main Phase: Exhaust this card and pay [1] to give each of your Critter Friends +1 Yellow until the start of your next turn.

Critter Stampede (Canterlot Nights-102 R)

Event - Gotcha; 2, 5 Yellow, 4

Reaction: After an opponent plays a Friend, put that Friend into its owner's hand.

Crown of Grover (New Dawn-111 R)

Resource - Artifact, Unique; 2, 2 Blue + 2 Pink, 5

Play to your home. <P> When you move one of your characters, you may pay [1] less to play your next Friend this turn, to a minimum of [1]. <P> When you play a Friend, one of your characters has Swift until the end of the turn.

Crown of the Sibling Supreme (Leaders and Legends-105 SR)

Resource - Artifact, Unique; 2, 0, 3

Play to your home. <P> When a player wins a faceoff, that player gains control of this card. <P> Immediate: If you won a faceoff this turn, you may pay [1] and exhaust this card to score a point.

Cruel Taskmistress (Absolute Discord-90 U)

Event; 3, 4 White, 4

Main Phase: Choose an opponent's Mane Character. Banish each Friend at that Mane Character's Problem with power less than or equal to the power of that Mane Character.

Crystal Forcefield (Crystal Games-129 R)

Resource - Asset; 2, 4 Purple, 5

Play on a Problem. <P> That Problem can't be confronted. <P> Main Phase: Pay [3] to banish this card. Any player may activate this ability.

Crystal Guard, On Duty (Crystal Games-8 R)

Friend - Crystal; 3, 2 Blue, 3 Blue

When you move this card to a Problem, you may exhaust this card and pay [1] to frighten an opponent's Friend there.

Crème de la Crème (Premiere-107 U)

Event - Gotcha; 0, 3 White, 5

Problem Faceoff Reaction: Play when you win a Problem faceoff by at least 5 power. Score an additional point.

Cult of Personality (Equestrian Odysseys-183 U)

Problem; 4 Wild, 6 Wild, 1

Players need +1 power to confront this Problem for each color among their characters here.

Cutie Campers, Blank Flanks Forever (Fond Memories-127 C)

Troublemaker; 0, 4

Your Friends with no play requirements have +1 power.

Cutie Mark Crusaders, Ponyville Flag Carriers (Crystal Games-1 F)

Mane Character - Earth Pony, Pegasus, Unicorn, Foal; Home Limit 3/Home Limit 4, 1/3 Pink
Front: When you confront a Problem, put a Crusade counter on this card. Then, if there are at least 5 Crusade counters on this card, remove them and turn it over. Back: When a Problem enters play, you may exhaust this card and pay [2] to replace it.

Cutie Mark Swap (Leaders and Legends-90 C)

Event; 3, 4 Pink, 4

Immediate: Choose one of your Friends and an opposing Friend. Exchange control of those Friends until the end of the Score Phase.

Cutie Mark Vault (Equestrian Odysseys-149 U)

Resource - Asset; 1, 3 Purple, 4

Play to your home. <P> When you put a card on top of your deck, you may exhaust this card to put a Cutie Mark counter on this card. <P> Main Phase: Retire this card and remove any number of Cutie Mark counters from it to gain [1] for each Cutie Mark counter you remove.

Cutie Pox Outbreak (Absolute Discord-91 U)

Event - Chaotic; 1, 3 Pink, 4

Chaos: When this card is flipped, dismiss a Friend with printed power 3 or more. <P> Faceoff: Dismiss a Friend with printed power 2 or less.

Cutie Pox Scare (Crystal Games-98 R)

Event - Gotcha; 3, 2 Purple, 5

Reaction: After the start of a Score Phase, move all characters at a Problem home.

Cybernetic Limb Actuator (Marks In Time-97 R)

Resource - Accessory, Unique; 2, 1 Blue + 1 White, 4

Hasty <P> Play on one of your Friends. <P> When this card enters play, move that Friend. <P> That friend has +3 power.

Daisy, Fickle Salesmare (Absolute Discord-22 C)

Friend - Earth Pony; 2, 1 Orange, 2 Orange

Random

Daisy, Lily, & Roseluck, Peak Melodrama (Fond Memories-61 U)

Friend - Earth Pony; 2, 3 Orange + 3 Pink, 2 Orange + Pink

When an opposing Friend or Resource becomes exhausted, you may exhaust this card to dismiss that Friend or Resource.

Daisy, Lily, & Roseluck, Wilt Under Pressure (Equestrian Odysseys-65 U)

Friend - Earth Pony; 1, 4 White, 1 White

While there are no opposing characters here, this card has +3 power.

Daisy, Mousy Mare (Canterlot Nights-31 U)

Friend - Earth Pony; 3, 0, 2 Orange

When this card is retired, put it into its owner's hand.

Damsel in Distress (Absolute Discord-92 R)

Event; 1, 2 White, 4

Main Phase: Move a Troublemaker to a Problem.

Dance Fever, Dancing Machine (High Magic-44 U)

Friend - Earth Pony; 2, 0, 2 White

When you play a Song card, give another character +2 power until the end of the turn.

Dance Fever, Disco King (Premiere-40 C)

Friend - Earth Pony; 1, 2 Pink, 1 Pink

Random

Dangerous Mission Outfit (High Magic-106 R)

Resource - Accessory, Unique; 1, 3 Blue + 3 Yellow, 4

Play on one of your characters. <P> When you move that character to a Problem, your other characters there each get +1 power until the end of the turn.

Daring Dive (Defenders of Equestria-94 C)

Event; 0, 2 Blue, 5

Immediate: As an additional cost to play this card, discard 2 cards. <P> Give a character involved in a faceoff +2 power until the end of the faceoff.

Daring Do Poster (Equestrian Odysseys-150 R)

Resource - Asset, Unique; 2, 2 Blue + 2 Purple, 4

Play to your home <P> Your Troublemakers have "At the start of your turn, gain [1]."

Daring Do's Safari Hat (Leaders and Legends-106 C)

Resource - Accessory; 2, 3 Blue, 2

Play on a Friend. <P> That Friend has Swift. <P> When you move the attached Friend, it gets +1 power until the end of the turn.

Daring Do, Adventure Time (Equestrian Odysseys-210 UR)

Friend - Pegasus; 4, 3 Blue + 3 Purple, 4 Blue + Purple

Meticulous 1 <P> When this card enters play, you may frighten a Friend. <P> Your Troublemakers have +1 power for each frightened Friend.

Daring Do, Challenge Accepted (New Dawn-142 UR)

Friend - Pegasus; 3, 3 Blue, 3 Blue

When a player confronts a Problem, if this card isn't at that Problem, you may move this card. <P> Immediate: Pay [1] to give this card Competitive 2 until the end of the turn.

Daring Do, Crafty Collector (Friends Forever-63 U)

Friend - Pegasus; 2, 2 Blue + 2 Purple, 2 Blue + Purple

Swift <P> When you confront this card's Problem, gain [1]

Daring Do, Professional Heroine (Crystal Games-9 R)

Friend - Pegasus; 3, 3 Blue, 3 Blue

When this card enters play at a Problem, challenge an opponent's Troublemaker there with your characters there.

Daring Do, Well Disguised (High Magic-45 U)

Friend - Pegasus; 3, 4 White, 4 White

Prepared

Daring Escape (Seaquestria and Beyond-126 C)

Problem; 4 Blue + 2 Wild, 6 Wild, 0

When you confront this Problem, you may move one of your characters.

Dark Dank Dungeon (Canterlot Nights-175 U)

Problem; 3 White + 4 Yellow, 9 Wild, 3

When a player confronts this Problem, that player puts one of their Friends here into its owner's hand.

Dark Magic Surge (Crystal Games-171 U)

Problem; 2 Purple + 1 not-Purple, 4 Wild, 1

Starting Problem <P> During faceoffs here, the player with the most Unicorn characters here pays -[1] to play Events.

Dark Moon, Moonlit Colt (Canterlot Nights-11 C)

Friend - Unicorn; 3, 0, 2 Blue

Main Phase: Exhaust one of your Resources at home to ready this card.

Davenport, Low Low Prices! (High Magic-73 U)

Friend - Earth Pony; 2, 2 Orange + 2 White, 2 Orange + White

Diligent 1 <P> Main Phase: Pay [2] and retire this card to gain control of a Friend here with power less than or equal to this card's power.

Davenport, Mattress Salespony (Equestrian Odysseys-107 U)

Friend - Earth Pony; 3, 4 White + 4 Yellow, 3 White + Yellow

Opponents pay +[1] to play Friends with at least 3 printed power.

Daybreaker, Blinding Light (Friends Forever-5 SR)

Friend - Alicorn, Royalty; 3, 3 Blue, 3 Blue

Competitive 3 <P> When you win a faceoff involving this card, score a point.

Daybreaker, Scorched Earth (Fond Memories-56 R)

Friend - Alicorn, Royalty; 2, 3 Blue + 3 Purple, 3 Blue + Purple

Swift <P> When you discard a card for the first time each turn, gain [1].

Dazzling Jacket (Crystal Games-130 U)

Resource - Accessory; 2, 3 White, 5

Play on a Friend. <P> While that Friend has power higher than any other Friend here, Friends can't be moved to this card's Problem.

Dear Princess Celestia... (Fond Memories-108 C)

Resource - Report; 1, 0, 5

Play on a Problem. <P> When a player confronts that Problem, you may exhaust this card to draw a card.

Deep Dark Forest (Crystal Games-172 U)

Problem; 2 Pink + 1 not-Pink, 4 Wild, 1

Starting Problem <P> Troublemakers can't be played here.

Deep Trouble (Seaquestria and Beyond-101 C)

Event; 4, 2 Blue, 6

Immediate: Frighten up to two Friends.

Defend the Hive! (Friends Forever-86 C)

Event; 1, 2 Yellow, 5

Immediate: Move one of your characters. <P> Harmony Changeling: Your Changeling characters have Agile until the end of the turn.

Defenders of Equestria, Hive Heroes (Defenders of Equestria-79 U)

Friend - Unicorn, Changeling, Draconequus; 3, 2 Pink + 2 Yellow, 2 Pink + Yellow

When this card enters play, you may retire a Friend to turn an opposing Troublemaker face-down. <P> When one of your Friends is retired or dismissed, you may put a +1 power counter on this card.

Defenders of Equestria, Royal Pony Sisters (Promotional-9 F)

Friend - Alicorn, Royalty; 3, 2 Orange, 5 Orange

As an additional cost to play this card, discard 2 cards. <P> This card is both a Princess Celestia and a Princess Luna in all zones.

Defenders of Spiketopia, Magic and Might (Defenders of Equestria-133 UR)

Friend - Earth Pony, Pegasus, Unicorn, Dragon, Draconequus; 4, 4 Blue, 4 Blue

Swift <P> When you win a Troublemaker faceoff involving this card, score an additional point.

Defensive Position (Equestrian Odysseys-151 R)

Resource - Asset, Unique; 1, 3 Orange + 3 Yellow, 5

Play to your home. <P> If one or more of your Friends would be dismissed, you may pay [1] and exhaust this card instead. If you do, those Friends are not dismissed.

Delaying Tactics (Sequestria and Beyond-109 R)

Resource - Dilemma; 1, 3 White, 5; 8 Wild, 8 Wild, 0

At the end of your turn, you may put a Delay counter on a Problem. <P> Opponents pay +[1] to move characters to a Problem for each Delay counter on that Problem. <P> When an opponent moves a character to a Problem, remove all Delay counters from that Problem.

Delivery Crew, Priority Mail (Sequestria and Beyond-21 SR)

Friend - Storm; 2, 2 Orange, 2 Orange

At the end of your turn, you may put a +1 power counter on one of your Friends.

Delivery Mare, Wrong Address (Friends Forever-49 C)

Friend - Pegasus; 1, 1 Yellow, 1 Yellow

If this card would be sent home, it is sent to another Problem instead.

Derpy Hooves, Could Not Deliver (Fond Memories-128 U)

Troublemaker; 1, 3

At the start of each player's turn, banish the top card of your deck face-down beneath this card. <P> Main Phase: Pay [1] and retire this card to discard your hand, then put all cards banished beneath this card into their owners' hands.

Desert Road (Sequestria and Beyond-110 SR)

Resource - Location; 3, 4 Orange, 3

Play to your home. <P> As an opposing Friend enters play, it loses and can't have abilities until the end of the turn.

Desperate Times (Marks In Time-122 R)

Problem; 4 Orange + 4 Purple, 8 Wild, 2

During Troublemaker faceoffs here, flip an additional card.

Desperately Seeking Spike (Absolute Discord-171 C)

Problem; 2 Blue + 2 not-Blue, 5 Wild, 1

Starting Problem <P> When a player confronts this Problem, that player reveals the top card of their deck. If it's a Friend, they put it into their hand. Otherwise, they put it into their discard pile.

Destiny Drain (Crystal Games-201 UR)

Event; 3, 3 Purple, 6

Main Phase: Choose a card in an opponent's discard pile. Search that player's hand, deck, and discard pile for each card with the same name, then banish those cards. Banish this card.

Detective Duds (Marks In Time-98 C)

Resource - Accessory; 2, 2 White, 4

Play on a Friend <P> That Friend has +3 power and Prepared.

Detention! (Friends Forever-87 C)

Event; 2, 3 Purple, 4

Main Phase: Put an opposing Friend on top of its owner's deck. <P> Harmony Unicorn: If that Friend's cost is less than or equal to the number of Unicorn characters you have, gain [1]

Diamond Dog (Rock and Rave-11 F)

Troublemaker; 1, 4

When this card is defeated, gain [2]

Diamond Tiara (Crystal Games-160 C)

Troublemaker; 1, 4

This card has +1 power for each Foal character at its Problem.

Diamond Tiara, Breaking News (High Magic-77 U)

Friend - Earth Pony, Foal; 2, 2 Pink + 2 Purple, 2 Pink + Purple

When a Friend here is dismissed, you may exhaust this card to gain [1].

Diamond Tiara, Newfound Friend (Marks In Time-42 C)

Friend - Earth Pony, Foal; 3, 1 White, 3 White

This card has +1 power for each of your Cutie Marked Friends.

Diamond Tiara, Scorched Friendships (Fond Memories-154 UR)

Friend - Earth Pony, Foal; 1, 2 Orange + 2 Pink, 1 Orange + Pink

Eager <P> If an opponent would gain control of one of your Friends, you may exhaust this card to retire that Friend instead.

Dig Deep (Premiere-97 F)

Event; 1, 0, 4

Main Phase: Choose a Blue or White character. That character gets +1 Blue and +1 White until the end of the phase.

Dig Deeper (Absolute Discord-93 U)

Event; 1, 2 Orange, 5

Faceoff: Put the card from the bottom of your deck on the top of your deck.

Dinky Doo, Looking Up (Fond Memories-31 C)
Friend - Unicorn, Foal; 2, 1 Purple, 2 Purple
Training 1

Dinner with Discord (Absolute Discord-172 C)
Problem; 4 Yellow + 3 not-Yellow, 8 Wild, 2
When this Problem enters play, each player with at least one action token draws a card.

Dip in the Pool (High Magic-88 R)
Event; 3, 4 Pink, 4
Main Phase: Put a token copy of one of your non-Unique Friends into play.

Diplomatic Debacle (Fond Memories-134 C)
Problem; 4 not-Pink + 2 Wild, 6 Wild, 2
Your flipped Chaotic cards' triggered abilities trigger an additional time.

Discord Pile (Absolute Discord-94 R)
Event; 2, 4 White, 5
Main Phase: Each player chooses a Friend card in their opponent's discard pile. The owners of each of those Friends may put them into play.

Discord, Artiste de Anarchy (Absolute Discord-57 C)
Friend - Draconequus, Chaotic; 3, 0, 2 White
Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the faceoff.

Discord, Bending the Rules (Absolute Discord-4 F)
Mane Character - Draconequus; Home Limit 4/Home Limit 4, 3/1 Pink
Front: At the start of your turn, you may look at the top card of any Problem deck. <P> At the end of each opponent's turn, if that opponent played at least 2 cards that turn, turn this card over. Back: When you play a card, if you played at least 2 cards this turn, turn this card over.

Discord, Best Laid Plans (New Dawn-143 UR)
Friend - Draconequus; 2, 4 Pink, 2 Pink
When you play this card, search your Problem deck for a card and put it on top of your Problem deck. <P> Immediate: Pay [1] and banish this card to replace this card's Problem.

Discord, Captain Wuzz (Defenders of Equestria-42 C)
Friend - Draconequus; 2, 0, 2 White
Experienced <P> Main Phase: Retire this card to put a Troublemaker from your discard pile into your hand.

Discord, Down to Earth (Absolute Discord-23 C)
Friend - Earth Pony, Draconequus, Chaotic; 3, 0, 2 Orange
Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the faceoff.

Discord, Dubious Intent (Marks In Time-24 R)

Friend - Draconequus; 2, 4 Pink, 2 Pink

Hasty <P> When this card enters play, you may uncover a Troublemaker.

Discord, General Disarray (Absolute Discord-9 C)

Friend - Draconequus, Chaotic; 3, 0, 2 Blue

Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the faceoff.

Discord, Give or Take (Absolute Discord-192 UR)

Mane Character - Draconequus; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When one of your Friends enters play, you may look at the top card of your deck. If those cards have the same printed power, you may reveal that card to turn this card over. Back: At the start of the Score Phase, you may pay [2] to give another character here +3 or -3 power until the end of the turn.

Discord, Gone Cuckoo (Absolute Discord-68 C)

Friend - Critter, Draconequus, Chaotic; 3, 0, 2 Yellow

Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the faceoff.

Discord, Happy Trees (Fond Memories-67 U)

Friend - Draconequus; 2, 3 Pink + 3 Purple, 2 Pink + Purple

Hasty <P> Vexing <P> When this card enters play during a faceoff, end that faceoff.

Discord, Master of Chaos (Absolute Discord-157 C)

Troublemaker; 2, 6

When this card is uncovered, each player retires a Friend.

Discord, Mostly Harmless (High Magic-2 F)

Mane Character - Draconequus; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: When a Troublemaker is uncovered here, you may turn this card over. Back: Opponents must pay +[1] to play Troublemakers.

Discord, On a Roll (Marks In Time-111 U)

Troublemaker; 0, 5

At the start of your Troublemaker phase, you may remove a counter from a ready card.

Discord, Party Clasher (High Magic-78 R)

Friend - Draconequus, Unique; 2, 3 Pink + 3 Purple, 2 Pink + Purple

When you play this card, banish another one of your Friends until this card leaves play. <P>

Immediate: Retire this card to draw a card.

Discord, Plus One (Equestrian Odysseys-66 SR)

Friend - Draconequus, Chaotic; 3, 3 White, 3 White

Chaos: Each player chooses one of their characters involved in the faceoff. All other characters involved in the faceoff are no longer involved in the faceoff. <P> Players with two or more characters here can't move characters to this card's Problem.

Discord, Second Opinion (Leaders and Legends-28 SR)

Friend - Draconequus; 5, 3 Pink, 3 Pink

When you play this card, you may dismiss a Friend here. If you do, put a token copy of that Friend into play under your control.

Discord, Sneaky Snake (Marks In Time-68 U)

Friend - Critter, Draconequus; 2, 1 Pink + 1 Yellow, 2 Pink + Yellow

Main Phase: Retire a Friend to choose a Troublemaker here. That Troublemaker does not prevent you from confronting its Problem until the end of the turn.

Discord, Sorceror Supreme (Absolute Discord-44 C)

Friend - Draconequus, Chaotic; 3, 0, 2 Purple

Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the faceoff.

Discord, Spirit of Chaos (Absolute Discord-197 UR)

Friend - Draconequus, Chaotic; 3, 2 Pink, 7 Pink

Chaos: When this card is flipped, you may put it into play. <P> This card has -3 power.

Discord, Standing Up (Defenders of Equestria-136 UR)

Friend - Draconequus, Unique; 7, 4 Pink, 4 Pink

Redeem <P> Hasty <P> When you play this card, dismiss an opposing Friend and each other opposing Friend with the same name.

Discord, Tricksy (Absolute Discord-30 C)

Friend - Draconequus, Chaotic; 3, 0, 2 Pink

Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the faceoff.

Discord, Utter Pandemonium (Absolute Discord-206 UR)

Troublemaker - Epic; 1, 7

Villain <P> At the start of each player's Troublemaker Phase, that player banishes the top card of their deck. While that card remains banished, it has no color requirement and the player who defeats this Troublemaker may play that card.

Discord, Wrathful (Equestrian Odysseys-207 UR)

Friend - Draconequus, Chaotic; 2, 3 Purple, 2 Purple

Chaos: When this card is flipped, banish a Friend, then put that Friend into play. <P> When this card enters play at a Problem, you may move an opposing character there home.

Distract the Crystal Ponies (Crystal Games-173 C)

Problem; 2 Yellow + 2 not-Yellow, 5 Wild, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may reveal the top 2 cards of their deck, put a revealed Friend into their hand, and put the rest of the cards on the bottom of their deck.

Distracted Lead Actress (Friends Forever-124 C)

Problem; 2 Yellow + 2 Wild, 5 Wild, 1

Opposing characters here with the highest power among opposing characters can't contribute their power to confronting this Problem.

Diurnal Amulet (Fond Memories-112 U)

Resource - Artifact; 2, 1 Yellow, 3

Play on one of your characters. <P> While this card is ready, characters here have +1 power.

<P> While this card is exhausted, characters here have -1 power. <P> Immediate: Exhaust this card. Activate this ability only during your turn.

Dizzy Spell (Equestrian Odysseys-117 R)

Event; 2, 3 Orange + 3 Yellow, 4

Main Phase: Put an opposing Friend into its owner's hand, then that player discards a card.

DJ Pon-3 & Octavia, Crowd Pleasers (High Magic-46 SR)

Friend - Unicorn, Earth Pony; 3, 3 White, 3 White

Showy 2 <P> When an opposing Friend enters play here, you may put a 1 White Unicorn Friend token with Prepared into play.

DJ Pon-3, Breakdown (Equestrian Odysseys-40 F)

Friend - Unicorn; 2, 3 Pink, 2 Pink

Main Phase: Exhaust this card to dismiss an exhausted Friend.

DJ Pon-3, Caroller (Defenders of Equestria-27 C)

Friend - Unicorn; 3, 1 Pink, 3 Pink

When this card enters play, reveal the top card of your deck. If you reveal an Event this way, draw 3 cards.

DJ Pon-3, Everypony's Shufflin' (Canterlot Nights-194 UR)

Friend - Unicorn; 4, 4 Pink, 3 Pink

Reaction: After the start of any phase, you may put this card into its owner's hand to have all players shuffle their hands into their decks then draw 4 cards.

DJ Pon-3, Feel the Beat (Sequestria and Beyond-29 C)

Friend - Unicorn; 3, 1 Pink, 3 Pink

When you move a Friend, you may pay [1] less for your next Friend this turn, to a minimum of [1].

DJ Pon-3, Flippant DJ (Crystal Games-pf12 P)

Friend - Unicorn; 2, 2 Pink, 2 Pink

While at a Problem with an opponent's Octavia, this card has +2 power. <P> Main Phase: Exhaust this card to choose a Problem. Move a random Friend to that Problem. <P> When one of your Friends enters play, you may ready this card.

DJ Pon-3, Loose Cannon (Absolute Discord-31 R)

Friend - Unicorn; 1, 4 Pink, 2 Pink

When this card is dismissed, dismiss all other Friends at its Problem.

DJ Pon-3, On Shuffle (Fond Memories-20 R)

Friend - Unicorn, Chaotic; 2, 3 Pink, 2 Pink

Chaos: When you flip this card, you may shuffle a card from a discard pile into its owner's deck.

<P> Main Phase: Banish this card to shuffle a discard pile into its owner's deck.

DJ Pon-3, Party Starter (Rock and Rave-f2 F)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 Pink

Front: When you draw your third card during a turn, shuffle your deck and turn this card over.

Back: Main Phase: Exhaust this card to draw a card. <P> At the start of your Score Phase, if this card is with at least 3 of your Friends, you may ready this card.

Doc Top, Pony Pediatrician (Canterlot Nights-32 C)

Friend - Earth Pony; 3, 2 Orange, 3 Orange

Main Phase: Exhaust this card. <P> While this card is exhausted, you pay [1] less to rally your Friends, to a minimum of [1].

Doctor Horse, M.D. (Canterlot Nights-85 F)

Friend - Unicorn; 2, 2 Yellow, 2 Yellow

Pumped <P> Each of your other Friends at this card's Problem have +1 power for each card beneath this card.

Doctor's Orders (Crystal Games-99 R)

Event; 2, 4 Yellow, 4

Problem Faceoff: Put the Friend with power higher than any other Friend involved in the faceoff into its owner's hand.

Donut Joe, Sugar Rush (New Dawn-58 R)

Friend - Unicorn; 2, 2 Blue + 2 Orange, 2 Blue + Orange

When you exhaust one of your Friends, you may put a +1 power counter on that Friend. <P>

Immediate: Exhaust this card to move this card.

Double Diamond, Air Drop (Equestrian Odysseys-205 UR)

Friend - Earth Pony; 4, 4 Orange, 2 Orange

Diligent 2 <P> This card enters play with two +1 power counters on it. <P> Immediate: Remove a +1 power counter from one of your characters here to exhaust an opposing character here.

Double Diamond, Second in Command (Defenders of Equestria-18 C)

Friend - Earth Pony; 2, 2 Orange, 2 Orange

Experienced <P> While this card is in your discard pile, your Mane Character has +1 power.

Double Diamond, Ski Champ (High Magic-18 C)

Friend - Earth Pony; 4, 4 Orange, 3 Orange

Competitive 3 <P> Diligent 1

Double Diamond, Starlight's Lackey (Equestrian Odysseys-173 C)

Troublemaker; 0, 6

While a player has at least 4 cards in their hand, that player can't draw cards during the Main Phase.

Double Take (Fond Memories-85 U)

Event; 1, 3 Purple, 4

Immediate: Choose one of your characters at a Problem and another one of your characters not at that Problem. Send each of those characters to the other's location. (This does not count as

moving those characters.)

Double Trouble (Absolute Discord-95 R)

Event; 2, 0, 5

Troublemaker Faceoff: Flip an additional card.

Double-check the Checklist (Premiere-109 U)

Event; 1, 3 Purple, 5

Main Phase: Look at the top 3 cards of your deck and put them back in any order.

Down the Drain (Sequestria and Beyond-127 C)

Problem; 2 White + 4 Wild, 6 Wild, 1

Opponents can't move characters to this Problem unless they pay [1].

Downright Dangerous (Premiere-110 U)

Event; 2, 2 Pink, 5

Main Phase: Choose an opponent's Friend to get -2 power until the end of the turn. If it has 0 power or less, dismiss it.

Dr. Caballeron, Cutthroat (Equestrian Odysseys-10 C)

Friend - Earth Pony; 3, 1 Blue, 2 Blue

Competitive 2

Dr. Caballeron, Turnabout is Foul Play (Defenders of Equestria-117 C)

Troublemaker; 0, 5

While an opponent has more Friends than you, this card has +3 power.

Dr. Hooves, All in Due Time (High Magic-69 R)

Friend - Earth Pony; 3, 2 Blue + 2 Yellow, 2 Blue + Yellow

At the start of your Troublemaker Phase, you may turn over an opposing Troublemaker here. (This does not cover or uncover it.)

Dr. Hooves, Caroller (Defenders of Equestria-34 C)

Friend - Earth Pony; 3, 1 Purple, 3 Purple

Main Phase: Exhaust this card to reveal the top card of your deck. If you reveal an Event this way, put that Event into your hand and you may pay [1] less to play it this turn.

Dr. Hooves, Experienced Equine (Crystal Games-10 R)

Friend - Earth Pony; 1, 1 Blue, 0 Blue

When this card becomes unfrightened, you may move it to a Problem. <P> This card has +1 power for each Dr. Hooves Friend in your discard pile.

Dr. Hooves, Just In Time (Canterlot Nights-12 R)

Friend - Earth Pony; 4, 4 Blue, 3 Blue

Faceoff: You may play this card to an area where you have a character involved in a faceoff. If you do, it becomes involved in that faceoff.

Dr. Hooves, Just Popping In (Prize Wheel-5 R)

Friend - Earth Pony; 2, 5 Purple, 2 Purple

Hasty <P> When you play this card, banish a Friend, then put that Friend into play.

Dr. Hooves, Research Grant (Fond Memories-32 C)

Friend - Earth Pony; 3, 2 Purple, 2 Purple

Stodious <P> Main Phase: While you have 6 or more action tokens, you may reveal this card from your hand and pay [1] to put this card into play.

Dr. Hooves, Time Loop (Marks In Time-66 R)

Friend - Earth Pony; 2, 3 Orange + 3 Purple, 3 Orange + Purple

Stubborn <P> Main Phase: Exhaust this card to draw the bottom card of your deck, then put a card from your hand on top of your deck.

Dr. Hooves, Time Researcher (Equestrian Odysseys-52 C)

Friend - Earth Pony; 2, 0, 2 Purple

Dr. Hooves, Time Walker (Sands of Time-1 F)

Mane Character - Earth Pony; Home Limit 4/Home Limit 4, 1/3 Blue

Front: When you win a faceoff, put a Time counter on this card. Then, if there are at least 5 Time counters on this card, remove them, turn it over, and take an extra turn after this one. Back: [no text]

Dr. Hooves, Too Splashy (Crystal Games-pf4 P)

Friend - Earth Pony; 2, 2 Blue, 2 Blue

When you confront this card's Problem, you may draw 2 cards and discard 2 cards.

Dr. Hooves, Unblinking (Premiere-197 UR)

Friend - Earth Pony; 5, 3 Blue, 4 Blue

When this card is put into the discard pile from anywhere, you may search your deck for Dr. Hooves, play it to your home frightened for free, and shuffle your deck.

Dr. Hooves, Vice-Headstallion Applicant (New Dawn-61 U)

Friend - Earth Pony; 2, 1 Blue + 1 Purple, 2 Blue + Purple

Meticulous 1 <P> When you put a card on top of your deck, you may move this card.

Draconequus Lamp (Absolute Discord-130 U)

Resource - Asset; 2, 4 Yellow, 3

Play to your home. <P> When you flip a Chaotic card, your Friends involved in the faceoff each get +1 power until the end of the faceoff.

Drained Dry (Absolute Discord-173 U)

Problem; 4 Orange + 3 not-Orange, 8 Wild, 2

Using the draw action during the Main Phase costs +[1].

Dramatic Apology (New Dawn-85 C)

Event; 2, 2 White, 3

Main Phase: Banish a Friend, then banish a number of cards from the top of your deck equal to that Friend's cost.

Dramatic Entrance (Leaders and Legends-91 C)

Event; 1, 0, 5

Immediate: You have +2 power during Faceoffs this turn. Draw a card.

Dream Network (High Magic-107 C)

Resource - Asset; 2, 2 Purple, 4

Play to your home <P> At the start of your turn, you may reveal the top card of your deck. If you do, and it's an Event, you may pay [1] to put a 2 Purple Figment Friend token into play.

Dream Patrol (Equestrian Odysseys-184 U)

Problem; 2 Yellow + 4 Wild, 6 Wild, 1

Troublemakers here have -2 power.

Dreamseized (Equestrian Odysseys-118 R)

Event; 1, 2 Orange, 3

Main Phase: Look at a player's hand and choose a card with 3 or more printed power. That player discards that card.

Dressed Up (Crystal Games-131 U)

Resource - Accessory; 1, 1 White, 3

Play on a Friend. <P> That Friend has +1 Power, is also White, and loses and can't gain abilities.

Drill Bit, Destruction Worker (Premiere-30 C)

Friend - Pegasus; 4, 2 Orange, 3 Orange

When you play this card, your opponent discards a random card.

Duck and Cover (Premiere-111 U)

Event; 1, 3 Orange, 5

Reaction: After you flip a card during a faceoff, ignore that card and flip a new card.

Dusty Pages, Life Outside the Library (Leaders and Legends-34 U)

Friend - Earth Pony; 4, 3 Purple, 4 Purple

Studious <P> When you win a Troublemaker faceoff here, you may move an opposing character.

Eagle, Soaring Raptor (Canterlot Nights-86 U)

Friend - Critter; 3, 1 Yellow, 3 Yellow

Pumped <P> Reaction: After the start of any phase, you may spend a card from beneath this card to move this card.

Earth Pony Royal Guard, Arresting Officer (Canterlot Nights-33 R)

Friend - Earth Pony; 3, 1 Orange, 2 Orange

When this card enters play at your home, an opponent reveals their hand. You may choose a Friend card from their hand and they discard that card.

Easy as Cake (Sequestria and Beyond-128 C)

Problem; 4 Purple + 4 Wild, 8 Wild, 0

Opposing characters here have -1 power during faceoffs.

Eclair Crème, Vicarious Listener (Canterlot Nights-13 F)

Friend - Earth Pony; 2, 3 Blue, 2 Blue

Score Phase: Exhaust another one of your Friends and pay [1] to give this card +2 power until the end of the phase.

Eep! (Canterlot Nights-103 R)

Event; 1, 2 Yellow, 6

Main Phase: Banish this card to beneath one of your Friends with Pumped.

Eeyup (Premiere-112 R)

Event; 2, 4 Orange, 4

Main Phase: Choose a character. That character gets +4 Orange until the end of the turn.

Eff Stop, Framing Shot (Fond Memories-65 R)

Friend - Pegasus; 4, 4 Orange + 4 White, 0 Orange + White

This card enters play with two +1 power counters on it. <P> At the start of your turn, you may put a +1 power counter on this card. <P> At the end of your turn, you may exhaust this card to put a card with power equal to the number of +1 power counters on this card from your discard pile into your hand.

Eff Stop, Muckraker (Premiere-69 R)

Friend - Pegasus; 2, 2 White, 1 White

Main Phase: Exhaust this card and pay [1] to search your discard pile for an Event and put it into your hand.

Eight Cart Pileup (Defenders of Equestria-123 C)

Problem; 7 Wild, 7 Wild, 2

Elbow Grease, Street Sweeper (Crystal Games-24 C)

Friend - Crystal; 3, 0, 2 Orange

While with another of your Crystal characters, this card has Stubborn.

Elizabeak, Spring Chicken (High Magic-57 C)

Friend - Critter; 1, 3 Yellow, 1 Yellow

Swift

Ember, Dragon Leader (New Dawn-15 C)

Friend - Dragon, Royalty, Chaotic; 1, 0, 1 Orange

Chaos: When this card is flipped, one of your characters gets +2 power and has Orange until the end of the turn. <P> Unity 7 Orange: This card has +2 power.

Ember, Dragon Lord (Friends Forever-15 SR)

Friend - Dragon, Royalty; 3, 2 Orange, 3 Orange

Diligent 2 <P> Your Friends with +1 power counters on them can't be frightened.

Ember, My Way or the Highway (Leaders and Legends-139 UR)

Friend - Dragon, Royalty, Unique; 5, 2 Blue + 2 Orange + 2 Purple, 5 Blue + Orange + Purple

Your Friends involved in faceoffs can't be dismissed or frightened. <P> At the end of a faceoff, if you didn't lose that faceoff, distribute two +1 power counters among up to two of your Friends.
<P> Immediate: Exhaust this card to end a faceoff. This card doesn't ready during its controller's next Ready Phase.

Ember, Up to the Challenge (Defenders of Equestria-134 UR)
Friend - Dragon; 3, 2 Blue, 3 Blue
At the start of a faceoff, this card becomes involved in the faceoff.

Emerald Green, Cider Aficionado (Premiere-12 C)
Friend - Earth Pony; 2, 0, 2 Blue

Emergency Dress Order (Premiere-170 U)
Problem; 1 White + 1 not-White, 4 Wild, 1
Starting Problem.

Enchanted Parasprites (Crystal Games-161 R)
Troublemaker; 1, 5
Your opponent's home limit is decreased by 1.

Enchanting Duet (Absolute Discord-96 C)
Event; 1, 0, 4
Main Phase: Choose a Pink or Yellow character. That character gets +1 Pink and +1 Yellow until the end of the phase.

Encourage the Crystal Ponies (Crystal Games-174 C)
Problem; 2 Orange + 2 not-Orange, 5 Wild, 1
When a player confronts this Problem with characters that have at least 3 different colors among them, that player may unfrighten a Friend.

Entertain the Crystal Ponies (Crystal Games-175 C)
Problem; 2 Blue + 2 not-Blue, 5 Wild, 1
When a player confronts this Problem with characters that have at least 3 different colors among them, that player may ready a card.

Entrance Exam (Marks In Time-123 U)
Problem; 2 Purple + 4 Wild, 7 Wild, 1
Main Phase: Exhaust your Mane Character to gain [1].

Epic Loot (Equestrian Odysseys-119 R)
Event; 1, 2 Blue, 4
Immediate: The next time you defeat a Troublemaker this turn, score an additional point.

Epic Win (Absolute Discord-97 R)
Event - Gotcha; 3, 4 Blue, 4
Reaction: After the start of your Troublemaker Phase, defeat an opponent's Troublemaker.

Equal, or Else (Marks In Time-124 U)

Problem; 2 Yellow + 2 Wild, 6 Wild, 1
Friends with 3 or more power can't be played here.

Equalist Propaganda (High Magic-123 C)
Problem; 4 Wild, 6 Wild, 1
Starting Problem <P> Players can't score more than 3 points per turn.

Equestrian Mailmare, Special Delivery (Crystal Games-80 C)
Friend - Pegasus; 3, 0, 2 Yellow
When you play your first card each turn, put a Postage counter on this card. <P> While this card has at least one Postage counter on it, it has +1 power.

Ever Vigilant (Marks In Time-80 C)
Event - Chaotic; 2, 3 Blue, 3
Chaos: When this card is flipped, move one of your characters to a Problem. <P> Immediate: Move one of your characters to each Problem.

Everfree Rescue Mission (Absolute Discord-174 C)
Problem; 2 Pink + 2 not-Pink, 5 Wild, 1
Starting Problem <P> When this Problem is solved, dismiss each Friend here.

Exact Duplicate, My Little Clony (High Magic-81 U)
Friend - Pegasus; 3, 4 Purple + 4 Yellow, 3 Purple + Yellow
When you play this card, put a token copy of each of your token Friends into play.

Extreme Obstacle Course (Fond Memories-113 R)
Resource - Location; 2, 2 Blue + 2 Orange, 5
Play to your home. <P> Your Friends have Diligent 1. <P> Immediate: Exhaust this card and remove two +1 power counters from one of your Friends at a Problem to frighten an opposing Friend at that Problem.

Extreme Sledding (Equestrian Odysseys-120 C)
Event; 2, 2 Blue, 4
Main Phase: Move up to two of your characters.

Eyebrow Raise (Fond Memories-86 C)
Event - Chaotic; 1, 3 Orange, 4
Chaos: When this card is flipped, you may pay [1] to put an opposing flipped card into its owner's discard pile. <P> Main Phase: Name a card. Your opponent reveals their hand and discards all cards with that name.

Faint of Heart (Absolute Discord-98 R)
Event; 1, 4 Blue, 5
Main Phase: Dismiss a frightened Friend.

Fake Crystal Heart (Crystal Games-132 U)
Resource - Asset; 2, 0, 4
Play to your home. <P> Main Phase: Pay [1] to gain control of an opponent's non-attachment Resource. That opponent gains control of this card.

Fake Star Swirl Beard (Equestrian Odysseys-152 R)

Resource - Accessory; 2, 2 Purple, 5

Play on a Friend. <P> When you play an Event, that Friend gets +2 power until the end of the turn.

Falcon, Fast & Furious (Premiere-82 R)

Friend - Critter; 1, 1 Yellow, 1 Yellow

When you move this card to a Problem, you may move one of your Critter Friends to that Problem.

Falling Rock Zone (Marks In Time-125 U)

Problem; 4 Orange + 4 Wild, 8 Wild, 1

Your Friends here have Persistent.

Family Feud (Marks In Time-126 U)

Problem; 3 Orange + 4 Wild, 9 Wild, 2

When this card enters play, name a card. An opponent reveals their hand and discards all cards with that name.

Fancy Pants, All Class (Crystal Games-63 C)

Friend - Unicorn; 4, 4 White, 4 White

Teamwork <P> Supportive 1

Fancy Pants, Race Fan (Equestrian Odysseys-11 C)

Friend - Unicorn; 3, 3 Blue, 3 Blue

When you move another one of your characters, this card gets +1 power until the end of the turn.

Fancy Pants, Respected Aristocrat (High Magic-47 C)

Friend - Unicorn; 3, 3 White, 2 White

Immediate: Banish this card from your hand to reduce the play requirements of your cards by 2 White until the end of the turn. <P> When you play this card, you may put a Friend with cost 2 or less from your discard pile into play.

Fancy Pants, Trendsetter (Canterlot Nights-198 UR)

Friend - Unicorn; 3, 2 White, 3 White

Pumped <P> When you win a faceoff involving this card, you may spend any number of cards from beneath this card to score a point for each card spent.

Fashion Blindness (Friends Forever-125 C)

Problem; 2 White + 2 Wild, 5 Wild, 2

Characters here with power less than or equal to their printed power can't contribute their power to faceoffs.

Fashion Disaster (Equestrian Odysseys-153 R)

Resource - Asset, Unique; 3, 3 Pink + 3 White, 3

Play to your home. <P> At the start of each player's turn, for each of that player's Friends, that player retires that Friend unless they pay [1].

Fashion Feast (Premiere-186 U)

Problem; 4 White + 3 not-White, 6 Wild, 2

If a card flipped for a Problem faceoff here would be put on the bottom of its owner's deck, it is put into its owner's discard pile instead.

Fashion Intervention (Fond Memories-135 U)

Problem; 4 White + 3 not-White, 8 Wild, 3

When you banish a card, your characters here have +1 power until the end of the turn.

Fashion Overload (New Dawn-86 C)

Event; 1, 3 White, 3

Immediate: As an additional cost to play this card, retire a Resource. <P> Dismiss an opposing Resource.

Fashion Show (Absolute Discord-131 U)

Resource - Asset; 2, 4 White, 4

Play to your home. <P> At the end of your turn, if a player has a Friend with more Accessories on it than any other Friend, that player gains [1].

Fashion Upgrade (Crystal Games-100 U)

Event - Gotcha; 0, 4 White, 3

Reaction: After an opponent moves a character, that opponent must pay [1] if able.

Fashion Week (Canterlot Nights-104 U)

Event - Showdown; 0, 3 White, 5

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. The winner of the faceoff scores a point.

Fast Clip, Drill Instructor (Canterlot Nights-34 R)

Friend - Pegasus; 2, 3 Orange, 2 Orange

Pumped <P> Main Phase: Spend a card from beneath this card to exhaust all characters at this card's Problem.

Fast Food (High Magic-108 C)

Resource - Asset; 2, 4 Yellow, 4

Play to your home. <P> Your Critters have +1 power.

Faster Flier (New Dawn-87 C)

Event; 1, 3 Blue, 3

Immediate: Until the end of the turn, when an opponent moves a character, you may move one of your characters.

Fear Itself (Absolute Discord-175 C)

Problem; 2 White + 1 not-White, 4 Wild, 1

Starting Problem <P> While there is a facedown Troublemaker here, players can't confront this Problem.

Fears Must be Faced (Premiere-115 U)

Event; 2, 3 Blue, 5

Troublemaker Phase: Choose up to 2 of your characters at home. Move each of them to a different Problem.

Feather Bangs, Looking Suave (Leaders and Legends-68 R)

Friend - Earth Pony; 3, 3 Orange + 3 Pink, 2 Orange + Pink

When you play this card, you may discard any number of cards, then draw a card for each card discarded this way. <P> When you discard a card, put a 1 Pink Earth Pony Friend token into play.

Feather Bangs, Mare Magnet (Fond Memories-21 C)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

When you confront this card's Problem, you may put a 1 Pink Earth Pony Friend token into play.

Featherweight, Editor-in-Chief (Premiere-67 R)

Friend - Pegasus, Foal; 3, 0, 2 White

During Problem faceoffs involving this card, your opponent flips an additional card. <P> During Problem faceoffs involving this card, your opponent ignores one of their flipped cards with the highest power.

Featherweight, Extra, Extra! (Fond Memories-48 C)

Friend - Pegasus, Foal; 2, 1 Yellow, 2 Yellow

Eager

Featherweight, Overeager Photog (Equestrian Odysseys-104 U)

Friend - Pegasus, Foal; 3, 2 Pink + 2 White, 3 Pink + White

Eccentric 1 <P> When an opponent moves a character, you may draw a card.

Feedbag (Crystal Games-133 U)

Resource - Accessory; 0, 4 Orange, 5

Play on an Orange Friend. <P> Main Phase: Discard a card to give that Friend +1 power until the end of the turn.

Feeding the Front Line (Marks In Time-127 R)

Problem; 3 Blue + 3 Orange, 8 Wild, 1

When you start a faceoff here, flip an additional card.

Fending Off Fiends (Crystal Games-176 U)

Problem; 2 Orange + 3 Pink, 7 Wild, 2

Players may look at face-down Troublemakers here.

Fern Flare, Singed Feelings (Leaders and Legends-52 U)

Friend - Ally, Kirin; 3, 3 Yellow, 3 Yellow

Immediate: During a Faceoff, pay [1] and discard a Yellow Friend to give one of your flipped cards +3 power until the end of the Faceoff.

Fernando (Marks In Time-99 R)

Resource - Asset, Chaotic; 1, 4 Pink, 4

Chaos: When this card is flipped, an opponent retires a Friend involved in the faceoff. <P> Play

to your home. <P> When this card enters play, draw a card. <P> At the start of a faceoff, you may put this card on top of its owner's deck.

Fiddly Fiddle, Country Twang (Premiere-68 R)

Friend - Earth Pony; 2, 2 White, 2 White

When you play this card, you may look at the top 2 cards of your opponent's deck and put them back in any order

Fighting for Friendship (Premiere-135 C)

Resource - Report; 2, 2 Purple, 3

Play on a Problem. <P> Your characters at this Problem each get +1 power during faceoffs.

Figuring Out Friendship (Equestrian Odysseys-185 U)

Problem; 3 Pink + 5 Wild, 10 Wild, 0

When this card enters play, you may draw a card.

Filly Guides, House to House (Defenders of Equestria-19 C)

Friend - Earth Pony, Pegasus, Unicorn, Foal; 5, 2 Orange, 4 Orange

Diligent 2

Filthy Rich, Cold Hard Cash (High Magic-5 U)

Friend - Earth Pony; 3, 3 Blue, 3 Blue

Hasty <P> Diligent 1

Final Question (New Dawn-132 U)

Problem; 4 Blue + 2 Wild, 6 Wild, 2

When you confront this Problem, if it is the first time this Problem has been confronted this game, score this Problem's bonus.

Find the Music in You (Equestrian Odysseys-121 R)

Event - Song; 1, 2 White + 2 Yellow, 4

Main Phase: Choose one: Each opponent loses [2], reduce the confront requirements of a Problem by 2 power until the end of the turn, or put a Friend with printed power of 1 or less into play from your discard pile.

Find the Purpose in Your Life (Defenders of Equestria-95 U)

Event - Song; 2, 3 Orange, 5

Main Phase: Choose one: Unfrighten up to two of your Friends, exhaust an opposing character and it does not ready during its controller's next ready step, or flip an additional card during faceoffs until the end of the turn.

Fine Line, Au Pair (Canterlot Nights-87 C)

Friend - Unicorn; 2, 2 Yellow, 2 Yellow

While an opponent's Mane Character is at home, each of your other characters at this card's Problem have +1 power.

Finger Snap (Crystal Games-101 U)

Event; 1, 0, 3

Main Phase: Choose a counter on one of your ready cards. Put another counter of the same

type on that card.

Finish Line, Jammer (Premiere-9 U)
Friend - Earth Pony, Foal; 3, 2 Blue, 2 Blue
Swift

Fire in the Sky (Crystal Games-102 U)
Event - Gotcha; 1, 2 Yellow, 6
Reaction: After the start of your Troublemaker Phase, uncover an opponent's face-down Troublemaker.

Fire When Ready (Absolute Discord-176 R)
Problem; 5 Blue + 5 Orange + 5 Pink + 5 Purple + 5 White + 5 Yellow, 5 Blue + 5 Orange + 5 Pink + 5 Purple + 5 White + 5 Yellow, 5
When a character enters play here or is moved here, replace each Problem.

Firelight, Bringing Up the Past (New Dawn-68 U)
Friend - Unicorn; 1, 2 Orange + 2 White, 1 Orange + White
When this card enters play, if you didn't play it from your hand, put two +1 power counters on this card. <P> You may play this card from your discard pile by banishing another card from your discard pile as an additional cost.

First Mate Mullet, Arrr You Ready? (Seaquestria and Beyond-67 U)
Friend - Pirate; 2, 2 Blue + 2 Orange, 2 Blue + Orange
Stubborn <P> Immediate: Pay [1] and exhaust this card to move one of your characters. <P>
When another one of your Pirate Friends enters play, you may ready this card.

Fit of Pique (Fond Memories-87 R)
Event; 0, 1 White, 5
Immediate: Banish a card from a discard pile. <P> When this card is put into your discard pile from anywhere, you may pay [1] to put this card into its owner's hand.

Flam (Premiere-154 U)
Troublemaker; 2, 4
At the start of your opponent's Troublemaker Phase, they exhaust one of their characters at this card's Problem.

Flamingo, Hot Pink (Crystal Games-81 C)
Friend - Critter; 2, 3 Yellow, 1 Yellow
Teamwork <P> Supportive 1

Flash Magnus' Shield (Friends Forever-104 R)
Resource - Artifact, Unique; 2, 2 Blue, 4
Play to your home. <P> You have +4 power during Troublemaker faceoffs.

Flash Magnus, Desperate Charge (New Dawn-4 U)
Friend - Pegasus; 3, 3 Blue, 3 Blue
Main Phase: Pay [1] to draw 2 cards, then discard 2 cards.

Flash Magnus, Pillar of Bravery (Friends Forever-132 UR)

Friend - Pegasus, Unique; 4, 4 Blue, 4 Blue

Swift <P> Agile <P> When you move this card, you may pay [1] to frighten a Friend.

Flash Magnus, Squad Leader (Leaders and Legends-7 C)

Friend - Pegasus; 4, 3 Blue, 4 Blue

Hasty <P> While an opponent controls a Friend they do not own, you may pay [2] less to play this card.

Flash Sentry, Announcing Her Majesty (Friends Forever-31 SR)

Friend - Pegasus; 3, 1 Purple, 3 Purple

Harmony Alicorn: You pay [2] less to play your first Alicorn Friend each turn.

Flashbee Swarm (Fond Memories-114 U)

Resource - Dilemma; 2, 3 Yellow, 3; 5 Wild, 5 Wild, 2

Your flipped cards have +2 power.

Fleetfoot, Draft Horse (Prize Wheel-2 U)

Friend - Pegasus; 1, 2 Blue, 1 Blue

Traveler <P> When you move a character with power greater than this card's power to a Problem, you may move this card to that Problem.

Fleetfoot, Natural Born Winner (High Magic-70 U)

Friend - Pegasus; 3, 3 Blue + 3 Yellow, 3 Blue + Yellow

When you win a Problem faceoff involving this card by at least 5 power, you may put an opposing Friend into its owner's hand.

Fleetfoot, Secret Sweetheart (Absolute Discord-69 C)

Friend - Pegasus; 3, 1 Yellow, 2 Yellow

Swift

Fleur Dis Lee, Canterlot Socialite (Equestrian Odysseys-67 C)

Friend - Unicorn; 2, 1 White, 2 White

Showy 1

Fleur Dis Lee, Enjoying the Show (Friends Forever-41 U)

Friend - Unicorn; 2, 2 White, 2 White

When you move a character, this card gets +1 power until the end of the turn.

Fleur Dis Lee, Trendy Follower (Canterlot Nights-70 C)

Friend - Unicorn; 3, 3 White, 2 White

Supportive 1 <P> While involved in a faceoff, this card also has Supportive 2.

Flim (Premiere-155 U)

Troublemaker; 1, 3

At the start of your opponent's Troublemaker Phase, they exhaust one of their Resources.

Flim & Flam, Fair Deal (Fond Memories-75 R)

Friend - Unicorn; 2, 0, 2 Colorless

All players must resolve maximum hand size and home limits during each player's Wrap-Up Step.

Flim & Flam, Shams (Defenders of Equestria-88 C)

Friend - Unicorn; 2, 0, 0 Colorless

As this card enters play, choose a color. This card is that color. <P> This card enters play with 3 +1 power counters on it. <P> At the start of your turn, remove a +1 power counter from this card.

Flim & Flam, Shrewd Schemers (Absolute Discord-77 R)

Friend - Unicorn, Unique; 2, 0, 2 Colorless

Players can't confront more than one Problem per turn.

Flitter & Cloudchaser, Prancing Pair (Marks In Time-25 U)

Friend - Pegasus, Foal; 2, 3 Pink, 2 Pink

When one of your Friends becomes Cutie Marked, you may draw a card. <P> Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, your maximum hand size is increased by 2.

Flitter, Flutterer (High Magic-25 C)

Friend - Pegasus; 3, 2 Pink, 2 Pink

Immediate: Banish this card from your hand to reduce the play requirements of your cards by 2 Pink until the end of the turn. <P> When this card enters play, dismiss each opposing Friend here with printed power 1 or less.

Flitter, Ribbon Wielder (Premiere-42 C)

Friend - Pegasus; 1, 0, 1 Pink

While involved in a Troublemaker faceoff, this card gets +1 power.

Flitter, Sitter (Absolute Discord-70 C)

Friend - Pegasus; 3, 1 Yellow, 2 Yellow

Caretaker <P> Main Phase: Pay [1] to move this card to a Problem where you have a Critter or Foal Friend.

Flooding at Sweet Apple Acres (Absolute Discord-177 C)

Problem; 2 Orange + 2 not-Orange, 5 Wild, 1

Players with 2 or more characters here can't move or play characters to this Problem.

Fluffy Clouds, Summit Delegate (High Magic-26 R)

Friend - Pegasus; 3, 2 Pink, 3 Pink

Vexing <P> When this card leaves play, draw a card.

Flutterbat (Canterlot Nights-0 UR)

Troublemaker; 2, 5

When this card is uncovered, move it to another Problem. <P> At the start of your opponent's Troublemaker Phase, move this card to a Problem with a number of characters equal to or less than the number of characters at this card's Problem.

Fluttershy & Bulk Biceps, Overexcited (New Dawn-63 R)

Friend - Pegasus; 3, 1 Blue + 1 Yellow, 3 Blue + Yellow

Hasty <P> When you win a faceoff involving this card, you may retire one of your Pegasus Friends here to score a point.

Fluttershy & Sea Poppy, Fish Friends (Seaquestria and Beyond-95 U)

Friend - Seapony, Foal; 3, 3 White + 3 Yellow, 3 White + Yellow

Calming 2 <P> When you confront this card's Problem, you may put a Critter Friend with cost 2 or less from your discard pile into play.

Fluttershy's Epiphany (Absolute Discord-99 R)

Event; 3, 2 Yellow, 3

Faceoff: Choose two: Friends you control have +1 power until the end of the faceoff, unfrighten a Friend, or an opponent loses [1] and you gain [1].

Fluttershy's Worst Nightmare (High Magic-124 U)

Problem; 2 Yellow + 4 Wild, 6 Wild, 1

At the start of a Problem faceoff here, put each opposing Friend here with 0 power into its owners' hand.

Fluttershy, Acceptable Business Attire (Friends Forever-50 C)

Friend - Pegasus; 2, 2 Yellow, 2 Yellow

Persistent <P> Harmony Pegasus: Your other Pegasus Friends have Persistent.

Fluttershy, All Creatures Great & Small (Leaders and Legends-138 UR)

Friend - Pegasus, Unique; 3, 4 Yellow, 3 Yellow

At the start of a faceoff involving this card, you may name a Friend. Until the end of the faceoff, when you flip a Friend with that name, put that Friend into play.

Fluttershy, Ambassador of Kindness (Equestrian Odysseys-8 U)

Mane Character - Pegasus; Home Limit 4/Home Limit 5, 1/3 Yellow

Front: When you confront this card's Problem, turn this card over. Back: Calming 2 <P> At the start of a Problem faceoff involving this card, each opponent loses [1].

Fluttershy, Animal Team (Premiere-84 U)

Friend - Pegasus; 3, 2 Yellow, 2 Yellow

Caretaker <P> When you play this card, you may pay [1] less for your next Yellow Friend this turn.

Fluttershy, Backup Vocals (Equestrian Odysseys-80 R)

Friend - Pegasus, Pony Tone; 4, 2 Yellow, 2 Yellow

When this card enters play, you may choose one: Put another Friend or Resource into its owner's hand, or turn a Mane Character over.

Fluttershy, Bad Hare Day (New Dawn-50 U)

Friend - Critter, Pegasus; 2, 2 Yellow, 2 Yellow

Swift <P> When an opponent confronts a Problem, you may put this card from your hand into play at that Problem.

Fluttershy, Beastmaster (Premiere-6 F)

Mane Character - Pegasus; Home Limit 3/Home Limit 5, 1/3 Yellow

Front: When you confront this card's Problem, if you have a Critter Friend at that Problem, turn this card over. Back: Caretaker <P> At the start of a faceoff involving this card, you may move a Critter Friend to this card's Problem.

Fluttershy, Birds of a Feather (Fond Memories-151 UR)

Friend - Pegasus, Critter, Unique; 4, 4 Yellow, 4 Yellow

Immediate: Exhaust this card to put a number of 1 Yellow Critter Friend tokens into play equal to the number of Critter Friends you control.

Fluttershy, Breeziefied (Crystal Games-82 U)

Friend - Breezie; 0, 2 Yellow, 0 Yellow

Main Phase: Retire this card to put one of your Critter Friends into its owner's hand.

Fluttershy, Brute (Absolute Discord-158 U)

Troublemaker; 1, 5

At the start of each player's Troublemaker Phase, that player retires a Resource.

Fluttershy, Conflict Resolver (High Magic-59 F)

Friend - Pegasus; 1, 3 Yellow, 2 Yellow

At the start of a faceoff involving this card, you may pay [1] to have players flip 1 fewer cards during that faceoff.

Fluttershy, Critter Caregiver (Canterlot Nights-88 U)

Friend - Pegasus; 2, 3 Yellow, 2 Yellow

Critter Friends don't count towards your home limit.

Fluttershy, Crystallized (Crystal Games-83 U)

Friend - Crystal; 3, 3 Yellow, 3 Yellow

Prismatic <P> Main Phase: Exhaust this card and pay [1] to reveal a number of cards from the top of your deck equal to the number of colors this card has. Put each Friend revealed this way into your hand and the rest of the cards on the bottom of your deck.

Fluttershy, Cutie Mark Consultant (Equestrian Odysseys-81 C)

Friend - Pegasus; 4, 0, 4 Yellow

Fluttershy, Discorded (Absolute Discord-78 U)

Friend - Pegasus; 3, 2 Pink, 3 Colorless

At the start of the Score Phase, you may exhaust this card to choose an opposing Friend here. That Friend has -2 power until the end of the turn.

Fluttershy, Element of Kindness (Canterlot Nights-89 R)

Friend - Pegasus, Unique; 6, 6 Yellow, 5 Yellow

When this card enters play you may search your deck for up to 2 Critter Friends and put them into your hand. <P> Faceoff: Discard a Critter Friend to give a Friend +2 power until the end of the faceoff.

Fluttershy, Flutterbat (Fond Memories-66 R)

Friend - Pegasus; 4, 2 Orange + 2 Yellow, 2 Orange + Yellow

Transform 2 <P> Hasty <P> At the start of a faceoff involving this card, put a -1 power counter on each of up to two opposing Friends or Troublemakers involved in the faceoff, then put that many +1 power counters on this card.

Fluttershy, Flutterguy (Absolute Discord-pf4 P)

Friend - Pegasus; 2, 2 Yellow, 2 Yellow

When you play this card, you may speak in a low voice. If you do, each of your other Friends here gets +1 power until the end of the turn.

Fluttershy, Flutterholly (Defenders of Equestria-49 C)

Friend - Pegasus; 3, 2 Yellow, 1 Yellow

This card has +1 power for each of your characters at home.

Fluttershy, Friend to Animals (Canterlot Nights-7 U)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: Main Phase: Pay [3] to turn this card over. <P> You pay 1 less action token to turn this card over for each Critter Friend you control. Back: Caretaker <P> Main Phase: Pay [1] to move this card to a Problem that has one of your Critter Friends there.

Fluttershy, Growing Confidence (Leaders and Legends-6 U)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: At the start of a Problem faceoff, turn this card over. Back: When one of your Problems enters play, gain [1] and draw a card.

Fluttershy, Growing Up (Marks In Time-51 C)

Friend - Pegasus, Foal; 1, 0, 1 Yellow

Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has +1 power and Calming 1.

Fluttershy, Guidance Counselor (Premiere-83 R)

Friend - Pegasus; 3, 3 Yellow, 3 Yellow

Reaction: When an opponent receives at least [1], you may exhaust this card. If you do, that opponent loses [1].

Fluttershy, Harboring a Fugitive (Fond Memories-49 C)

Friend - Pegasus; 1, 2 Yellow, 1 Yellow

Immediate: Discard two cards to put a 1 Yellow Critter Friend token into play.

Fluttershy, Hidden Strength (Leaders and Legends-149 U)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: At the start of a Problem faceoff, turn this card over. Back: When one of your Dilemmas enters play for the first time each turn, gain [1] and draw a card.

Fluttershy, Hide and Squeak (Absolute Discord-200 UR)

Friend - Pegasus; 2, 3 Yellow, 2 Yellow

At the start of the turn, you may retire this card to skip the next Troublemaker Phase.

Fluttershy, Kind As Can Be (New Dawn-51 R)

Friend - Pegasus; 3, 3 Yellow, 2 Yellow

When you play this card, you may put a Critter Friend with cost 3 or less from your discard pile into play here. <P> Unity 15 Yellow: When you confront a Problem, if you exceed that Problem's confront requirements by 5 or more power, score a point.

Fluttershy, Kind Pony (Sequestria and Beyond-59 C)

Friend - Pegasus; 2, 0, 2 Yellow

When this card enters play, if you have another Yellow character, you may put an opposing Friend with 2 or less power into its owner's hand.

Fluttershy, Kind Seapony (Sequestria and Beyond-60 U)

Friend - Seapony; 4, 2 Yellow, 4 Yellow

Transform 2 <P> Calming 2

Fluttershy, Leader of the Pack (Marks In Time-138 UR)

Friend - Pegasus; 4, 4 Yellow, 4 Yellow

Your Critters here have +1 power. <P> At the end of your turn, put a 1 Yellow Critter Friend token into play.

Fluttershy, Monster Tamer (Premiere-211 UR)

Friend - Pegasus; 4, 4 Yellow, 2 Yellow

When you play this card to a Problem, you may banish a Troublemaker there. When this card leaves that Problem, put that banished Troublemaker into play at a Problem and uncover it.

Fluttershy, Nurturing Nature (Defenders of Equestria-6 C)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: When you confront this card's Problem, turn this card over. Back: At the start of the Score Phase, you may exhaust this card and choose a Problem. Until the end of the turn, this card contributes its power towards confronting that Problem.

Fluttershy, Pony Pirate (Sequestria and Beyond-74 R)

Friend - Pegasus, Pirate; 2, 2 Blue + 2 Yellow, 2 Blue + Yellow

Swift <P> When this card enters play, Troublemakers don't prevent you from confronting Problems until the end of the turn.

Fluttershy, Professor of Kindness (Leaders and Legends-53 C)

Friend - Pegasus; 2, 0, 2 Yellow

While a player has 8 or more points, your Critter Friends have +1 power.

Fluttershy, Rainbow Chaser (Canterlot Nights-pf11 P)

Friend - Pegasus; 3, 1 Blue, 2 Blue

While at a Problem with a Yellow Friend, this card has +1 power. <P> While at a Problem with Pinkie Pie, this card has +1 power and is also Pink.

Fluttershy, Rainbow Powered (High Magic-58 C)

Friend - Pegasus; 1, 2 Yellow, 2 Yellow

Fluttershy, Reformer (Absolute Discord-5 F)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: When you confront this card's Problem, turn this card over. Back: Troublemakers here lose and can't have abilities.

Fluttershy, Reliable Racer (Crystal Games-200 UR)

Friend - Pegasus; 3, 3 Yellow, 3 Yellow

During faceoffs involving this card, players flip 1 fewer cards.

Fluttershy, Saddle Rager (High Magic-147 UR)

Friend - Pegasus, Power Pony; 3, 3 Yellow, 3 Yellow

Immediate: Banish a Troublemaker from your hand to dismiss a Troublemaker here.

Fluttershy, Safe Haven (Premiere-pf6 P)

Friend - Pegasus; 3, 1 Yellow, 2 Yellow

Caretaker <P> While this card is in your home, your home limit is increased by 2.

Fluttershy, Stare Master (Equestrian Odysseys-82 SR)

Friend - Pegasus; 2, 4 Yellow, 2 Yellow

Immediate: Exhaust this card to give each opposing character here -1 power until the end of the turn.

Fluttershy, Stunning Wonder (Leaders and Legends-147 U)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: At the start of a Problem faceoff, turn this card over. Back: When one of your Problems enters play for the first time each turn, gain [1] and draw a card.

Foal Free Press (Premiere-136 C)

Resource - Asset; 1, 2 Blue, 3

Play to your home. <P> When you uncover a Troublemaker, you may pay [1] less for the next card you play this turn.

Focused Attention (Fond Memories-88 SR)

Event; 2, 0, 4

Main Phase: Choose a Problem. Until the end of the turn, Troublemakers don't prevent you from confronting that Problem and while your Mane Character is at that Problem, you meet its confront requirements.

Focused Study (Premiere-137 U)

Resource - Report; 2, 3 Purple, 3

Play on a Problem. <P> Your opponent may not play Friends with 2 power or less to this Problem.

Foggy Fleece, Cloud Crafter (Canterlot Nights-71 C)

Friend - Pegasus, Elder; 2, 2 White, 2 White

You may play this card from your discard pile.

Follow My Lead (Sequestria and Beyond-102 C)

Event; 1, 2 White, 4

Main Phase: Give a character +2 power until the end of your turn. <P> When you move a char-

acter, you may put this card into your hand from your discard pile.

Foodfight! (Marks In Time-81 U)

Event; 2, 2 Pink, 5

Immediate: Dismiss a Friend with 3 or more power.

For Equestria! (Absolute Discord-100 R)

Event - Chaotic; 1, 3 Purple, 3

Chaos: When this card is flipped, it gets +1 power for each opposing character involved in the faceoff. <P> Faceoff: A Friend gets +1 power for each opposing character involved in the faceoff until the end of the faceoff.

Forced Gem Hunt (Crystal Games-177 U)

Problem; 4 White + 3 not-White, 8 Wild, 2

If the player with the most Unicorn characters here would draw a card during their Ready Phase, they may put a Resource into their hand from their discard pile instead.

Forest Owl, Novice Assistant (Premiere-85 C)

Friend - Critter; 1, 0, 0 Yellow

Each of your other characters at a Problem with this card gets +1 power.

Formation Flying (Leaders and Legends-92 C)

Event; 1, 3 Blue, 2

Main Phase: Move one of your characters. At the end of the turn, you may move one of your characters.

Four Step, Dance Teacher (Canterlot Nights-56 C)

Friend - Unicorn; 2, 0, 1 Purple

Reaction: After an opponent's Friend is moved to this card's Problem, you may exhaust this card to move a different character there home.

Freeing Discord (Absolute Discord-178 U)

Problem; 2 Orange + 3 Pink, 7 Wild, 2

When a player plays a Troublemaker here, that player may pay [2] to uncover it.

Frenulum, Have a Snack (Friends Forever-51 C)

Friend - Changeling; 3, 0, 3 Yellow

Calming 1

Fresh Pastries (Absolute Discord-132 U)

Resource - Asset; 1, 3 Pink, 5

Play to your home. <P> When an opponent pays their last action token, you may draw a card.

Friend or Foe? (Absolute Discord-179 U)

Problem; 4 Purple + 3 not-Purple, 8 Wild, 1

If a player would score points for defeating a Troublemaker here, they score one fewer points instead.

Friendly Disagreement (Crystal Games-103 U)

Event; 1, 2 Orange, 5

Main Phase: Exhaust an opponent's Friend. That Friend loses Teamwork until it is readied.

Friends Are Always There (Defenders of Equestria-96 U)

Event - Song; 2, 3 Yellow, 5

Main Phase: Choose one: Dismiss a Resource, gain control of an opposing Troublemaker until the end of the turn, or put three 1 Yellow Critter Friend tokens into play.

Friends Forever (Crystal Games-104 R)

Event; 1, 0, 5

Faceoff: If you have Twilight Sparkle or Spike involved in this faceoff, flip an additional card. If you have Twilight Sparkle and Spike involved in this faceoff, flip 2 additional cards instead.

Friendship Express (New Dawn-112 SR)

Resource - Asset; 1, 3 Pink, 3

Play to your home. <P> Friends in your hand have "You may play this card as though it has Hasty by paying [1] as an additional cost to play it."

Friendship Festival Setup (Seaquestria and Beyond-111 C)

Resource - Dilemma; 2, 2 Pink, 5; 5 Wild, 5 Wild, 1

When this Problem is replaced, put five 1 Pink Earth Pony Friend tokens into play.

Friendship Overboard (Defenders of Equestria-124 C)

Problem; 4 Orange + 4 Wild, 8 Wild, 2

When you confront this Problem, you may exhaust an opposing character here.

Friendship Summons (New Dawn-88 U)

Event; 2, 0, 6

Main Phase: Search your deck for a Friend with Applejack, Fluttershy, Pinkie Pie, Rainbow Dash, Rarity, or Twilight Sparkle in its name. Reveal that Friend and put it into your hand, then shuffle your deck.

Friendship Test (Absolute Discord-180 C)

Problem; 2 Blue + 1 not-Blue, 4 Wild, 1

When this Problem is solved, each player with a character here gains [1].

Friendship U (Friends Forever-88 SR)

Event - Song; 2, 2 Blue + 2 Pink + 2 White, 6

Main Phase: Choose one: Move up to three of your characters, an opponent retires a random Friend, or banish a Troublemaker.

Frown Town (Canterlot Nights-177 U)

Problem; 4 Pink + 3 not-Pink, 8 Wild, 2

When a player confronts this Problem, that player reveals the top card of their deck. If it's a Friend, they put it into their hand. Otherwise, they put it in the discard pile.

Frozen in Magicite (Marks In Time-82 C)

Event - Chaotic; 2, 2 Purple, 4

Chaos: When this card is flipped, move an opposing character. <P> Immediate: Move an oppos-

ing character.

Fruit Bat Roundup (Canterlot Nights-178 R)

Problem; 2 Orange + 1 not-Orange, 4 Wild, 1

When this Problem enters play, each player discards a card for each action token they have.

Full Steam, Smoke Stacked (Premiere-31 R)

Friend - Earth Pony; 4, 0, 4 Orange

Fume, Breathtaking (Friends Forever-16 R)

Friend - Dragon; 4, 3 Orange, 4 Orange

Opponents can't ready more than one character during their Ready Step. <P> Harmony Dragon: When this card enters play, exhaust an opposing character for each Dragon character you have.

Funny Business (Defenders of Equestria-97 C)

Event; 2, 3 Pink, 4

Main Phase: As an additional cost to play this card, discard 2 cards. <P> Dismiss an opposing Friend.

Funny Glasses (Canterlot Nights-138 U)

Resource - Accessory; 2, 0, 4

Play on one of your Friends. <P> Main Phase: Exhaust that Friend to give your Friends Pink until the end of the phase.

Furball, Pet Roundup (High Magic-60 U)

Friend - Critter; 2, 3 Yellow, 1 Yellow

Persistent <P> When this card enters play or becomes frightened, put a 1 Yellow Critter Friend token into play.

Furry Free-for-All (Canterlot Nights-105 R)

Event - Gotcha; 1, 3 Yellow, 4

Reaction: After the start of a faceoff, all players shuffle their decks.

Gabby, Express Delivery (Friends Forever-61 U)

Friend - Griffon; 3, 3 Blue + 3 Pink, 3 Blue + Pink

Agile <P> Harmony Griffon: When you move a Griffon character, you may draw a card.

Gabby, Hyped Up (New Dawn-23 C)

Friend - Griffon; 4, 0, 4 Pink

Hasty

Gabby, Lending a Claw (Defenders of Equestria-28 SR)

Friend - Griffon; 2, 2 Pink, 2 Pink

At the end of your turn, if you have fewer than 4 cards in your hand, you may draw cards until you have 4 or more cards in your hand.

Gabby, New Look on Life (Leaders and Legends-60 R)

Friend - Griffon; 3, 2 Blue + 2 Pink, 3 Blue + Pink

When you confront this card's Problem, you may discard all the cards in your hand to draw that many cards plus one.

Gaggle of Geese (New Dawn-133 C)

Problem; 3 Yellow + 2 Wild, 7 Wild, 1

Starting Problem <P> While none of your characters have a color other than Yellow, opponents can't play Troublemakers here.

Gala Appleby, Refined Farmer (Premiere-21 R)

Friend - Earth Pony; 1, 1 Orange, 1 Orange

When you move this card to a Problem, it gets +1 power until the end of the turn.

Gala Gown (Leaders and Legends-107 C)

Resource - Accessory; 2, 2 White, 3

Play on a Friend. <P> That Friend has +2 power. <P> If a player has 8 or more points, you may play this card from your discard pile.

Gallus & Silverstream, Artifact Seekers (Friends Forever-62 R)

Friend - Griffon, Ally, Hippogriff; 2, 3 Blue + 3 Pink, 2 Blue + Pink

Hasty <P> Competitive 2 <P> When you win a faceoff involving this card, you may look at the top card of a Problem deck and put it on the top or bottom of that deck.

Gallus & Silverstream, Seeing Things (Fond Memories-152 UR)

Friend - Griffon, Seapony; 3, 3 Blue + 3 Pink, 3 Blue + Pink

Hasty <P> Competitive 1 <P> Eccentric 1 <P> If an opposing Friend was frightened or dismissed this turn, you may pay [3] less to play this card.

Gallus & Smolder, Hot Headed (Friends Forever-59 R)

Friend - Griffon, Dragon; 2, 1 Blue + 1 Orange, 2 Blue + Orange

Agile <P> When you confront this card's Problem, you may exhaust an opposing character here.

Gallus, Captain of the Guard (New Dawn-60 U)

Friend - Griffon; 1, 3 Blue + 3 Pink, 2 Blue + Pink

When you discard a card for the first time each turn, you may move this card.

Gallus, Cheerleader (New Dawn-5 C)

Friend - Griffon, Cheerleader; 2, 1 Blue, 2 Blue

Competitive 1 <P> When this card enters play, if you have a Cheerleader Friend with a different name, you may ready a card.

Gallus, Cleaning Up (Fond Memories-5 U)

Friend - Griffon; 3, 3 Blue, 1 Blue

Training 2 <P> When you discard a card, put a +1 power counter on this card.

Gallus, Early For Class (Leaders and Legends-8 C)

Friend - Griffon; 3, 2 Blue, 3 Blue

Swift

Gallus, Full of Surprises (Friends Forever-1 U)

Mane Character - Griffon; Home Limit 3/Home Limit 4, 1/3 Blue

Front: When you confront this card's Problem, turn this card over. <P> Back: When you play a card during a faceoff, you may exhaust this card to score a point.

Gallus, Student of Friendship (Friends Forever-6 C)

Friend - Griffon; 3, 1 Blue, 3 Blue

Hasty

Garble, Beat Poet (Leaders and Legends-18 R)

Friend - Dragon; 3, 3 Orange, 3 Orange

This card can't be frightened. <P> Immediate: Pay [1] to unfrighten one of your Friends.

Garble, Claw it Over (Fond Memories-62 R)

Friend - Dragon, Unique; 2, 1 Orange + 1 Purple, 3 Orange + Purple

At the start of your Main Phase, start a faceoff involving this card and an opposing Friend. The winner of that faceoff gains action tokens equal to the difference in cost between this card and that Friend.

Garble, Kind of a Jerk (Defenders of Equestria-118 C)

Troublemaker; 0, 5

When this card is uncovered, you may pay [2] to put an opposing Friend into its owner's hand.

Garble, Let's Race (Friends Forever-17 U)

Friend - Dragon; 4, 2 Orange, 4 Orange

Competitive 4 <P> Immediate: Exhaust this card to give a Troublemaker here Competitive 4 until the end of the turn.

Garner, Record Keeper (Friends Forever-22 U)

Friend - Griffon; 2, 3 Pink, 3 Pink

Hasty <P> Harmony Griffon: When this card enters play, reveal a card from the top of your deck for each of your Griffon characters. Choose up to one of those cards and put it on top of your deck, then put the rest on the bottom of your deck

Gavin, Fledgling (Friends Forever-7 C)

Friend - Griffon; 2, 0, 2 Blue

Competitive 1

Gemstone Feast (Friends Forever-89 C)

Event; 1, 2 Purple, 5

Main Phase: Reveal a card from the top of your deck, then reveal an additional card for each of your Dragon characters. Choose one: put a revealed Troublemaker into play face-up, or put a revealed card into your hand. Then, put the remaining cards on the top or bottom of your deck in any order.

Gerard, Traffic Congestion (Friends Forever-8 C)

Friend - Griffon, Chaotic; 1, 2 Blue, 1 Blue

Chaos: While this card is flipped, it has +2 power. <P> Harmony Griffon: When this or another

one of your Griffon Friends enters play, that card gets Competitive 2 until the end of the turn.

Get Lost (Equestrian Odysseys-186 R)

Problem; 3 Pink + 3 White, 8 Wild, 1

When a Friend enters play here, you may pay [2] and exhaust one of your characters here to dismiss that Friend.

Getting Hooves Dirty (Premiere-96 F)

Event; 1, 0, 4

Main Phase: Choose a White or Pink character. That character gets +1 White and +1 Pink until the end of the phase.

Gigi, Roll The Dice (Fond Memories-6 SR)

Friend - Griffon, Chaotic; 2, 4 Blue, 3 Blue

Hasty <P> Chaos: When you flip this card, draw two cards, then discard two cards. <P> When you win a faceoff by 5 or more power, you may banish this card from your discard pile to score a point.

Gilda (Crystal Games-162 U)

Troublemaker; 2, 5

If a player loses a faceoff involving this card and would send a Friend home, they retire that Friend instead.

Gilda, Amended Friend (High Magic-66 U)

Friend - Griffon; 4, 2 Blue + 2 Pink, 2 Blue + Pink

Hasty <P> When this card enters play, you may put a 1 Blue Pegasus Friend token with Swift and a 1 Pink Earth Pony Friend token into play.

Gilda, Bridging With Baking (New Dawn-24 C)

Friend - Griffon; 3, 1 Pink, 3 Pink

Unity 5 Pink: Agile <P> Unity 10 Pink: Your characters here have Eccentric 1.

Gilda, Feather Ruffler (Equestrian Odysseys-12 R)

Friend - Griffon; 2, 2 Blue, 2 Blue

Competitive 1 <P> When this card enters play, start a faceoff involving this card and an opposing Friend. If you win the faceoff, frighten that opposing Friend.

Gilda, Ice Breaker (Friends Forever-23 C)

Friend - Griffon; 2, 2 Pink, 2 Pink

Harmony Griffon: You pay [1] less to play your first Griffon Friend each turn.

Gilda, Out of the Nest (Marks In Time-7 U)

Friend - Griffon; 3, 3 Blue, 3 Blue

When this or another Friend is frightened, you may put a 1 Blue Pegasus Friend token with Swift into play.

Gilda, Smell What She's Baking (Fond Memories-55 U)

Friend - Griffon; 2, 2 Blue + 2 Pink, 2 Blue + Pink

Harmony Griffon: When this card or another one of your Griffon Friends enters play at a Prob-

lem, if you have no other characters there, you may move one of your Griffon characters to that Problem.

Giorno, Golden Opportunity (Fond Memories-22 C)

Friend - Griffon; 3, 0, 3 Pink

If you control no Pink Friends, you may pay [1] less to play this card.

Giovanna, Present! (New Dawn-79 C)

Friend - Griffon; 2, 0, 2 Colorless

As this card enters play, choose a color. This card is that color. <P> Your Unity requirements are reduced by 1 of each of this card's colors.

Giselle, Thrillseeker (Crystal Games-36 C)

Friend - Griffon; 2, 0, 2 Pink

Pumped <P> Main Phase: Spend a card from beneath this card to uncover a Troublemaker.

Gladmane, Pro Con (Defenders of Equestria-43 U)

Friend - Earth Pony; 3, 2 White, 3 White

When you play a Troublemaker, you need -2 power to confront this card's Problem until the end of the turn.

Glamour Gleam, Deep Clean (Crystal Games-64 U)

Friend - Crystal; 3, 2 White, 2 White

When you play this card, reveal the top card of an opponent's deck. If the printed power of that card is 3 or less, you may banish it.

Glass of Water (High Magic-89 R)

Event - Song; 1, 2 Purple + 2 Yellow, 4

Main Phase: Choose one: Turn an opposing Troublemaker face-down, uncover one of your face-down Troublemakers, or an opponent loses [1] and you gain [1].

Globe Trotter, First in Line (Fond Memories-17 C)

Friend - Earth Pony; 3, 0, 3 Orange

If you control no Orange Friends, you may pay [1] less to play this card.

Globe Trotter, Sight Seer (Canterlot Nights-42 U)

Friend - Earth Pony; 3, 1 Pink, 3 Pink

Pumped <P> Main Phase: Spend a card from beneath this card to draw 2 cards.

Go, Feed! (Canterlot Nights-139 R)

Resource - Condition; 1, 1 Blue, 4

Play on a Troublemaker. <P> If a player loses a faceoff involving that Troublemaker and would send a Friend home, they dismiss that Friend instead.

Golden Gavel, Fast Talker (Canterlot Nights-72 F)

Friend - Unicorn; 3, 2 White, 3 White

Main Phase: Pay [1] to exhaust this card. <P> While this card is exhausted, your opponent must pay +[1] to play or move a character to this card's Problem.

Golden Harvest, Beyond Her Garden (Canterlot Nights-35 C)
Friend - Earth Pony; 2, 1 Orange, 2 Orange
Stubborn

Golden Harvest, Bountiful Crop (Equestrian Odysseys-98 U)
Friend - Earth Pony; 3, 2 Orange + 2 Yellow, 2 Orange + Yellow
When this card enters play, put a +1 power counter on each of your other Friends here.

Golden Harvest, Caroller (Defenders of Equestria-20 C)
Friend - Earth Pony; 2, 1 Orange, 2 Orange
When you confront this card's Problem, reveal the top card of your deck. If you reveal a Friend this way, you may exhaust an opposing character.

Golden Horseshoe (Fond Memories-115 U)
Resource - Accessory; 1, 3 Blue, 4
Play on one of your characters. <P> Main Phase: Exhaust this card to move one of your characters to this card's area. <P> When this card readies, you may reattach it to another character.

Golden Oak Library (Premiere-138 R)
Resource - Location; 2, 3 Purple, 3
Play to your home. <P> Main Phase: Exhaust this card and pay [1] to reveal the top 3 cards of your deck. You may put 1 revealed Event into your hand and all remaining cards on the top of your deck in any order.

Golden Parachute (Leaders and Legends-108 R)
Resource - Asset; 1, 3 Orange + 3 White, 3
Play to your home. <P> If one of your Friends would leave play, you may retire this card and discard 2 cards instead. <P> While this card is in your discard pile, if one of your Friends would leave play, you may banish this card and 2 other cards from your discard pile instead.

Golden Wheat, Happy to Help (Crystal Games-84 C)
Friend - Crystal; 3, 0, 2 Yellow
While with another of your Crystal characters, this card has Caretaker.

Goldengrape, Popular Punster (Premiere-43 R)
Friend - Earth Pony; 2, 0, 1 Pink
When you win a Problem faceoff involving this card, you may search your deck for a Friend, reveal it, put it into your hand, and shuffle your deck

Goldie Delicious, Cat Hoarder (Canterlot Nights-90 R)
Friend - Earth Pony, Elder; 3, 4 Yellow, 2 Yellow
Main Phase: Exhaust this card. <P> While this card is exhausted, your Critter Friends at its Problem each have +1 power.

Goldie Delicious, Creature Comforts (Equestrian Odysseys-83 C)
Friend - Earth Pony, Elder; 3, 3 Yellow, 2 Yellow
When this card enters play, choose one of your Critter Friends. You may search your deck for a card with the same name and put that card into play exhausted.

Goldie Delicious, Dinner Time (Crystal Games-85 R)

Friend - Earth Pony, Elder; 2, 1 Yellow, 1 Yellow

When this card enters play at a Problem, you may choose a Critter Friend from your discard pile with cost [1] or less and put it into play at that Problem.

Goldie Delicious, Herding Kittens (Leaders and Legends-78 U)

Friend - Earth Pony, Elder; 4, 2 Pink + 2 Yellow, 2 Pink + Yellow

Caretaker <P> When this card enters play, retire any number of Friends. If you do, put that many 1 Yellow Critter Friend tokens into play. If a player has 8 or more points, put twice that many 1 Yellow Critter Friend tokens into play instead.

Gone Batty (High Magic-109 R)

Resource - Condition, Unique; 1, 2 Purple + 2 Yellow, 4

Play on one of your characters. <P> When you win a faceoff involving that character, you may exhaust this card to gain [2].

Gone Fishin' (Absolute Discord-101 R)

Event; 1, 2 Purple, 5

Faceoff: Move an opponent's Friend to a Problem. That opponent may pay [1] to copy this effect.

Good Hustle (Premiere-101 R)

Event; 1, 0, 5

Faceoff: Choose a Pegasus character. That character gets +2 power until the end of the faceoff.

Goof Off (Canterlot Nights-176 C)

Problem; 2 Pink + 2 not-Pink, 5 Wild, 1

Starting Problem. <P> Main Phase: This card's owner may exhaust their Mane Character at a Problem to look at the top card of that Problem's deck and may put that card on the bottom of that deck.

Gotta Go Fast (Premiere-117 R)

Event; 1, 2 Blue, 4

Faceoff: Move one of your characters to a Problem.

Gourmand Ramsneigh, Tartarus' Kitchen (Fond Memories-7 C)

Friend - Unicorn; 4, 3 Blue, 1 Blue

When this card enters play, you may frighten a Friend here. If you do, put a number of +1 power counters on this Friend equal to the frightened Friend's printed power.

Grampa Gruff, Griffon Leader (New Dawn-6 C)

Friend - Griffon, Elder, Chaotic; 1, 0, 1 Blue

Chaos: When this card is flipped, one of your characters gets +2 power and has Blue until the end of the turn. <P> Unity 7 Blue: This card has +2 power.

Grampa Gruff, Griffonstone Historian (Equestrian Odysseys-53 C)

Friend - Griffon, Elder; 3, 0, 3 Purple

Grampa Gruff, Too Long; Didn't Read (Leaders and Legends-61 U)

Friend - Griffon, Elder; 2, 1 Blue + 1 Pink, 2 Blue + Pink

When this card enters play, this turn, Friends in your hand have Hasty until you play a Friend.

Grand Opening (Defenders of Equestria-125 C)

Problem; 4 White + 2 Wild, 8 Wild, 1

When you confront this Problem, you may put a Resource from your discard pile into your hand.

Grand Pear, Feud Forgotten (New Dawn-16 C)

Friend - Earth Pony, Elder; 3, 1 Orange, 3 Orange

Unity 5 Orange: Stubborn <P> Unity 10 Orange: Immediate: During a faceoff, exhaust this card to flip an additional card.

Grandmares, Gold Horseshoe Members (Friends Forever-24 C)

Friend - Earth Pony, Elder; 3, 2 Pink, 3 Pink

Eccentric 1 <P> Harmony Earth Pony: This card has Eccentric 1 for each of your other Earth Pony characters.

Granny Smith, Apple Elder (Premiere-28 C)

Friend - Earth Pony, Elder; 2, 1 Orange, 2 Orange

When you play this card, you may reattach a Resource from one Friend to another.

Granny Smith, Apple Matriarch (Equestrian Odysseys-28 C)

Friend - Earth Pony, Elder; 3, 1 Orange, 2 Orange

Diligent 1

Granny Smith, Family Founder (Marks In Time-17 C)

Friend - Earth Pony; 3, 3 Orange, 3 Orange

Diligent 3

Granny Smith, Fit as a Fiddle (High Magic-19 SR)

Friend - Earth Pony, Elder; 3, 2 Orange, 3 Orange

Persistent <P> If this card would be frightened, you may banish a card from your discard pile instead.

Granny Smith, Jar Judger (Canterlot Nights-193 UR)

Friend - Earth Pony, Elder; 2, 2 Orange, 2 Orange

When you confront this card's Problem you may pay [1] to choose an opponent. That opponent chooses and discards a card.

Granny Smith, Out of Bounds (Defenders of Equestria-68 U)

Friend - Earth Pony; 4, 2 Orange + 2 Pink, 4 Orange + Pink

Flip an additional card during faceoffs involving this card. <P> If you would put any number of flipped Friends on the bottom of your deck, you may put one of them into your hand and the rest on the bottom instead.

Granny Smith, Respect Your Elders (Absolute Discord-24 F)

Friend - Earth Pony, Elder; 3, 1 Orange, 2 Orange

While an opponent's Mane Character is boosted, this card has +2 power and Stubborn.

Granny Smith, Trivia Trot Host (New Dawn-62 R)

Friend - Earth Pony, Elder; 2, 2 Blue + 2 White, 2 Blue + White

When you play this card, choose one of your Friends, then an opponent chooses one of their Friends. Start a faceoff involving those Friends. If you win, you may put this card into your hand.

<P> Players can't play cards or activate abilities during faceoffs started by this card.

Gravy Boat, Hot Stuff (Absolute Discord-71 U)

Friend - Critter; 3, 2 Yellow, 2 Yellow

Main Phase: While this card has lower power than any other Friends here, you may exhaust it and pay [1] to put a Friend here into its owner's hand.

Great Seedling Tracks (Leaders and Legends-93 C)

Event; 1, 3 Orange, 5

Immediate: Add an opposing exhausted character's power to one of your characters until the end of the turn.

Green Dragon (Crystal Games-163 C)

Troublemaker; 2, 4

Faceoff: Pay [1] to give this card +2 power until the end of the faceoff.

Greeting Lots of Folks With Clout (Canterlot Nights-179 C)

Problem; 2 Purple + 1 not-Purple, 4 Wild, 1

Main Phase: Pay [1] to move your opponent's Mane Character here. Any player may activate this ability.

Greta, Cruising Along (Friends Forever-9 C)

Friend - Griffon; 3, 1 Blue, 3 Blue

When this card enters play, you may move one of your characters.

Gretchen, Low Flier (Friends Forever-25 C)

Friend - Griffon; 3, 0, 3 Pink

Agile

Griffon Shopkeeper, Tax Not Included (Friends Forever-75 U)

Friend - Griffon; 1, 1 Pink + 1 White, 1 Pink + White

Showy 1 <P> When an opposing character enters play here, you may draw a card.

Griffonstone (Equestrian Odysseys-154 U)

Resource - Location; 3, 4 Pink, 4

Play on a Problem. <P> Vexing <P> When this card is retired, you may pay [1] to dismiss a Friend here.

Griselda, Urgent Business (Friends Forever-26 R)

Friend - Griffon; 3, 2 Pink, 2 Pink

Hasty <P> Agile <P> Harmony Griffon: When this card enters play, you may dismiss an opposing Friend with cost less than or equal to the number of Griffon characters you have.

Grogar / Discord, Ruinous Ruse (New Dawn-141 UR)

Mane Character - Ally / Draconequus; Home Limit 4/Home Limit 4, 3/1 Orange

Front: Main Phase: Exhaust three of your Friends with different names to search your deck for a Resource, reveal it, put it into your hand, then turn this card over. Back: If you would flip the top card of your deck for a faceoff, you may flip the bottom card of your deck instead. If you do and that card would be put on the bottom of your deck, banish that card instead. <P> This card has +1 power for each card type among cards in your banished zone.

Grogar's Bell (New Dawn-150 UR)

Resource - Artifact, Unique; 1, 0, 6

Play to your home. <P> When you flip a card, you may banish that card to beneath this card.

<P> Immediate: Exhaust this card to choose a card banished this way. Until the end of the turn, you may spend a number of other cards from beneath this card equal to the chosen card's cost to play the chosen card for free.

Grogar's Lair (New Dawn-113 R)

Resource - Location; 2, 4 Blue, 4

Play to your home. <P> When an opposing Friend enters play, frighten it unless its controller pays [1].

Grogar, Father of Monsters (Leaders and Legends-146 UR)

Troublemaker - Epic; 2, 7

Villain <P> Main Phase: Banish this card to search your deck for a Troublemaker, then put it into play. <P> At the end of your turn, if this card is banished, you may pay [1] and banish one of your Troublemakers to put this card into play face-up.

Grogar, Helping Himself (New Dawn-126 C)

Troublemaker - Chaotic; 1, 3

Chaos: When this card is flipped, each opponent loses [1]. <P> Main Phase: Exhaust this card to gain [1].

Grogar, Legion of Doom (Leaders and Legends-145 UR)

Troublemaker - Epic; 2, 7

Villain <P> Immediate: Banish this card to search your deck for a Troublemaker, then put it into play. <P> At the end of your turn, if this card is banished, you may pay [1] and banish one of your Troublemakers to put this card into play face-up.

Grogar, Tactical Consideration (Leaders and Legends-62 R)

Friend - Ally; 2, 3 Blue + 3 Purple, 2 Blue + Purple

If one of your face-down Troublemakers would be turned face-up or uncovered, you may choose to not turn it face-up or uncover it instead.

Growing Pains (Absolute Discord-133 R)

Resource - Report; 1, 3 Purple, 5

Play on a Problem. <P> Troublemakers here have +2 power.

Grubber, Baked Bads (Sequestria and Beyond-22 R)

Friend - Storm; 3, 3 Orange, 4 Orange

When this card enters play, you may exhaust an opposing character. <P> At the start of your turn, you may exhaust an opposing character.

Grubber, Minion (Sequestria and Beyond-121 U)

Troublemaker; 0, 5

When this card enters play face-up or is uncovered, an opponent discards a card. If you have a Tempest Shadow card in play, that opponent instead reveals their hand and you choose a card. They discard that card.

Grubber, Royal Announcer (Sequestria and Beyond-2 C)

Mane Character - Storm; Home Limit 3/Home Limit 4, 1/3 Orange

Front: Main Phase: Pay [2] to exhaust each opposing character and turn this card over. Characters exhausted this way do not ready during their controller's next Ready Phase. Back: [no text]

Guard Geese, Sound the Alarm (Leaders and Legends-54 SR)

Friend - Critter; 1, 3 Yellow, 1 Yellow

Immediate: Retire this card to turn over a face-up or face-down Troublemaker. (This does not cover or uncover it.)

Guards, Guards! (Sequestria and Beyond-112 R)

Resource - Dilemma; 1, 3 Purple, 5; 8 Wild, 8 Wild, 0

When you move a character to this Problem, your Troublemakers get +2 power until the start of your next turn.

Guilty Until Proven Innocent (Marks In Time-128 U)

Problem; 2 Blue + 6 Wild, 8 Wild, 2

When this card enters play, you may move your Mane Character to this Problem.

Gummy, Best Baker (Equestrian Odysseys-41 C)

Friend - Critter; 2, 0, 2 Pink

Gummy, Best Gator (Marks In Time-26 C)

Friend - Critter; 3, 0, 3 Pink

While with another one of your Pink Friends, this card has Eccentric 2.

Gummy, Fun Pet (Crystal Games-37 C)

Friend - Critter; 2, 3 Pink, 2 Pink

While with your Pinkie Pie, this card has +1 power.

Gummy, Lap Gator (Sequestria and Beyond-61 C)

Friend - Critter; 1, 2 Yellow, 1 Yellow

When you move a character, you may put this card from your hand into play.

Gummy, Things Just Got Real (Absolute Discord--2 UR)

Friend - Critter; 2, 4 Yellow, 1 Yellow

At the start of a Problem faceoff involving this card, the opposing character with higher power than that of any other opposing character involved in the faceoff is no longer involved in the faceoff.

Gunked Up Gala (Equestrian Odysseys-187 U)

Problem; 4 White + 4 Wild, 8 Wild, 1
Opponents pay +[1] to play Friends here.

Gunter, It's Just Business (Fond Memories-23 SR)

Friend - Griffon; 2, 3 Pink, 2 Pink

Your Friends in all zones have "As an additional cost to play this card, you may retire another Friend. If you do, as you play this Friend, draw a card."

Gyro, Poindexter (Premiere-56 R)

Friend - Earth Pony; 1, 3 Purple, 1 Purple

When you play this card, you may search your deck for an Event, reveal it, put it into your hand, and shuffle your deck.

Hairpin Turn, Blocker (Canterlot Nights-14 C)

Friend - Earth Pony, Foal; 2, 2 Blue, 2 Blue

Pumped <P> While involved in a faceoff, this card has +2 power for each card beneath it.

Halfway Across Equestria (Equestrian Odysseys-188 U)

Problem; 6 Purple + 4 Wild, 10 Wild, 1

At the start of a faceoff here you may move an opposing character.

Halt Evil Doers! (High Magic-125 U)

Problem; 4 Blue + 2 Wild, 6 Wild, 1

When you move a character to this Problem for the first time each turn, you may pay [1] to move another character here.

Hard Hat (Premiere-139 U)

Resource - Accessory; 1, 2 Orange, 4

Play on a Friend. <P> This Friend has Stubborn.

Harry, Bear Hugs (Equestrian Odysseys-84 U)

Friend - Critter; 5, 2 Yellow, 5 Yellow

Calming 3

Harsh Accusations (New Dawn-158 C)

Problem; 3 Blue + 2 Wild, 7, 1

Starting Problem <P> At the start of your turn, if none of your characters have a color other than Blue, you may pay [1] to move one of your characters at home.

Harvest Schedule (Leaders and Legends-109 R)

Resource - Asset, Unique; 2, 3 Orange, 4

Play to your home. <P> When you exhaust one or more opposing characters, put a Fatigue counter on this card. <P> At the end of your opponent's turn, if this card has 3 or more Fatigue counters on it, your opponent retires an exhausted Friend.

Haunted Castle (Absolute Discord-134 U)

Resource - Location; 2, 3 Blue, 4

Play to your home. <P> When you flip a Chaotic card, you may exhaust this card to frighten a Friend.

Haven Bay, Dive Right In (Seaquestria and Beyond-77 U)

Friend - Seapony; 1, 1 Orange + 1 Pink, 1 Orange + Pink

Traveler <P> Stubborn <P> When you put a +1 power counter on this card, you may exhaust it to draw a card.

Hay Bale Monster Stack (Equestrian Odysseys-189 U)

Problem; 2 Orange + 4 Wild, 6 Wild, 1

When you confront this Problem, you may put a +1 power counter on one of your Friends.

Haymaker, Tough Trainer (Crystal Games-48 R)

Friend - Pegasus, Elder; 1, 3 Purple, 1 Purple

When you lose a Problem faceoff involving this card, gain [1].

Hayseed Turnip Truck, "A" For Effort (Canterlot Nights-36 U)

Friend - Earth Pony; 3, 3 Orange, 2 Orange

Pumped <P> During faceoffs involving this card, if this card has at least 1 card beneath it, flip an additional card.

Hazmat Suit (Absolute Discord-135 C)

Resource - Accessory; 2, 3 Orange, 5

Play on a Friend. <P> When that Friend's Problem is solved, if that Friend would be sent home, that Friend isn't sent home instead.

Heart of the Sea (Defenders of Equestria-112 C)

Resource - Accessory; 2, 3 White, 4

Play on a Friend or Troublemaker. <P> That card has +2 power. <P> If that card would be dismissed, you may put it into its owner's hand instead.

Heart's Desire (Premiere-209 UR)

Resource - Asset; 2, 0, 4

Play to your home. <P> Faceoff Reaction: When you win a faceoff, you may dismiss this card to gain [4].

Heartfelt Apology (New Dawn-89 U)

Event; 3, 3 Pink + 3 White, 4

Immediate: Choose a player. Until the end of the turn, when that player scores one or more points, you may put a Friend with cost 2 or less from your discard pile into play.

Hearth's Warming Traditions (Marks In Time-100 R)

Resource - Asset; 4, 3 Orange, 4

Play to your home. <P> At the end of your turn, put a 3 Orange Rock Friend token into play.

Hearts Strong as Horses (High Magic-90 R)

Event - Song; 1, 2 Orange + 2 White, 4

Main Phase: Choose one: Put a card with at least 3 power from your discard pile into your hand, an opponent discards 2 cards, or one of your characters gets +3 power until the end of the turn.

Heat Wave (New Dawn-90 C)

Event; 1, 2 Orange, 3

Immediate: Choose an opposing character. Exhaust that character. <P> Choose an opposing character. That character loses and can't have abilities until the end of the turn.

Heavy Lifting (Absolute Discord-181 U)

Problem; 2 White + 2 not-White, 5 Wild, 1

No more than 2 of each players' characters can contribute their power to confronting this Problem.

Helia, Marathon Mare (Crystal Games-65 U)

Friend - Pegasus; 4, 4 White, 2 White

Teamwork <P> When you win a Problem faceoff involving this card, you may exhaust this card and pay [2] to banish a Friend at that Problem.

Herd of Adoring Fans (Friends Forever-105 R)

Resource - Condition; 2, 3 White + 3 Yellow, 4

Play on a Friend with cost 2 or less. <P> When you play this card, put a token copy of that Friend into play. <P> When you move the attached Friend, you may move a token Friend with the same name.

Here's Your Invitation! (Premiere-113 U)

Event; 1, 3 Pink, 5

Main Phase: Dismiss an opponent's Friend with 1 power or less.

Heroic Leap (Equestrian Odysseys-122 R)

Event; 0, 3 Blue, 5

Immediate: A character involved in a faceoff gets +2 power until the end of the faceoff.

High Alert! (Leaders and Legends-94 R)

Event; 1, 3 White, 4

Immediate: Until the end of the turn, whenever an opponent plays a card, you may put a card from your discard pile into your hand. Banish this card.

High Rollers, Let's Go Bowling (Equestrian Odysseys-42 R)

Friend - Earth Pony, Chaotic; 3, 3 Pink, 3 Pink

Chaos: While this card is flipped, it has +1 power for each card in your hand. <P> At the start of a Problem faceoff involving this card, draw a card.

High Speed Chase (Absolute Discord-182 C)

Problem; 3 Blue + 3 not-Blue, 7 Wild, 2

When this card enters play, each player may move one of their characters to this Problem.

High Spirits, Life Enthusiast (Premiere-44 C)

Friend - Pegasus; 1, 0, 1 Pink

High Tea (Leaders and Legends-110 C)

Resource - Asset; 2, 3 Purple, 4

Play to your home. <P> Main Phase: Exhaust this card to have each player with an even num-

ber of action tokens gain [1].

Highly Contagious (Absolute Discord-183 U)

Problem; 3 Orange + 4 White, 9 Wild, 2

Each player's home limit is reduced by 1 for each character that player controls here.

Highly Motivated (Equestrian Odysseys-155 R)

Resource - Condition; 2, 3 Orange, 4

Play on a Friend. <P> When this card enters play, put two +1 power counters on that Friend.

<P> At the start of your turn, put a +1 power counter on that Friend.

Hoity Toity, Discerning Eye (High Magic-74 R)

Friend - Earth Pony; 3, 3 Orange + 3 White, 2 Orange + White

You may play Friends and Resources from your discard pile. <P> If a card would enter your discard pile from play, banish it instead.

Hoity Toity, Fashion Critic (Canterlot Nights-73 R)

Friend - Earth Pony; 3, 3 White, 3 White

Main Phase: Exhaust this card to put all cards from beneath a Friend with Pumped into the discard pile.

Hoity Toity, Vogue Authority (Premiere-71 C)

Friend - Earth Pony; 3, 2 White, 2 White

Inspired

Holder's Boulder, Key Stone (Marks In Time-18 R)

Friend - Ally, Rock; 3, 4 Orange, 3 Orange

Your token Friends can't be frightened.

Holly Dash, Flighty Filly (Premiere-13 F)

Friend - Unicorn; 4, 2 Blue, 4 Blue

When you move this card to a Problem, you may move another one of your characters to the same Problem.

Hondo Flanks, Big Daddy (Canterlot Nights-45 C)

Friend - Unicorn; 4, 2 Pink, 2 Pink

Supportive 4

Hoo'Far, Road Trip (Leaders and Legends-9 SR)

Friend - Unicorn; 2, 2 Blue, 2 Blue

Traveler <P> When this card enters play, your other Friends have Traveler until the end of the turn.

Hooffields & McColts, Uneasy Truce (Defenders of Equestria-74 U)

Friend - Earth Pony; 2, 2 Orange + 2 Yellow, 2 Orange + Yellow

Diligent 2 <P> Main Phase: Remove two +1 power counters from this card to put two 1 Yellow

Critter Friend tokens into play. <P> Main Phase: Retire two Critter Friends to put a 3 Orange

Rock Friend token into play.

Hoofwrasslin' (Canterlot Nights-106 U)

Event - Showdown; 0, 3 Orange, 3

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. The winner looks at their opponent's hand and chooses a card. That player puts that card on top of their deck.

Hoops, Peer Pressurer (Absolute Discord-32 R)

Friend - Pegasus, Chaotic; 2, 4 Pink, 2 Pink

Chaos: When this card is flipped, gain control of an opponent's Friend involved in the faceoff until the end of the faceoff. <P> When this card enters play at a Problem, gain control of an opposing Friend there until the end of the Score Phase.

House Mouse, Little Pipsqueak (Premiere-86 C)

Friend - Critter; 1, 0, 1 Yellow

Hughbert Jellius, Sticks Around (Absolute Discord-25 R)

Friend - Earth Pony; 2, 3 Orange, 2 Orange

When this card's Problem is solved, if this card would be sent home, it isn't sent home instead.

Hummingbird, Nimble Flier (Crystal Games-86 F)

Friend - Critter; 3, 2 Yellow, 3 Yellow

When an opponent flips a card while this card is involved in a faceoff, if that opponent has more flipped cards than you, flip a card.

Hummingway, Fine Feathered Friend (Premiere-87 F)

Friend - Critter; 1, 4 Yellow, 1 Yellow

During Troublemaker faceoffs involving this card and at least 2 of your other Critter Friends, flip an additional card.

Hungry Hungry Caterpillars (Premiere-173 C)

Problem; 2 Orange + 2 not-Orange, 5 Wild, 2

When this Problem is played, each player discards a card.

Hungry Hungry House Guest (Canterlot Nights-180 C)

Problem; 2 Yellow + 1 not-Yellow, 4 Wild, 1

Friends with Resources on them can't be moved here.

Hydra (Crystal Games-164 U)

Troublemaker; 2, 5

Pumped <P> This card has +2 power for each card beneath it.

Hyper Beam (Friends Forever-90 U)

Event; 2, 2 Purple, 5

Main Phase: Banish an opposing Resource. <P> Harmony Unicorn: If you have a Unicorn character, that Resource's controller reveals their hand and you banish each card in it with the same name as that Resource.

Hypnotized by Fear (Leaders and Legends-95 U)

Event; 3, 3 Purple + 3 White, 3

Main Phase: Gain control of an opposing Friend. At the end of your Score Phase, put that Friend on top of its owner's deck.

Hysterical Recreation (Marks In Time-129 U)

Problem; 4 Purple + 2 Wild, 8 Wild, 1

Your Troublemakers have +1 power for each of your characters here.

I Can Fix It! (Premiere-174 C)

Problem; 2 White + 1 not-White, 4 Wild, 1

Starting Problem. When a player wins a faceoff here by exactly 1 power, that player scores an additional point.

I Got a Golden Ticket! (Canterlot Nights-107 U)

Event; 2, 4 White, 3

Problem Faceoff: Choose a Friend in your discard pile. Put it into play at a Problem where a faceoff is being resolved. At the end of the faceoff, banish that Friend.

I Just Can't Decide! (Canterlot Nights-140 R)

Resource - Report; 1, 2 Purple, 5

Play on a Problem. <P> Main Phase: Exhaust this card and pay [1] to move an opponent's character away from that Problem.

I Know This One! (New Dawn-91 U)

Event; 1, 2 Pink, 3

Immediate: Draw 2 cards. Your opponent may pay [1] to copy this card's effects. <P> Unity 7

Pink: When this card is put into your discard pile from anywhere, draw a card.

I Need Answers (Premiere-175 U)

Problem; 3 Purple + 2 not-Purple, 6 Wild, 2

Main Phase: Dismiss one of your Friends here to gain [1]. Any player may activate this ability.

I'll Fly (Equestrian Odysseys-123 R)

Event - Song; 1, 2 Blue + 2 Purple, 4

Main Phase: Choose one: a character gets +2 power until the end of the turn, look at the top 5 cards of your deck and put them back in any order, or move a Friend.

I'm the Friend You Need (Sequestria and Beyond-103 SR)

Event - Song; 2, 2 Orange + 2 Purple + 2 White, 6

Main Phase: Choose one: Put the top 5 cards of a player's deck into that player's discard pile, banish an opposing Friend, or search your deck for a Troublemaker and put it into play face-up.

Ice Archery (Crystal Games-105 R)

Event; 1, 0, 3

Main Phase: Your opponent chooses a card in their hand and you choose a card type. Then that opponent reveals their chosen card. If that card has that type, look at that opponent's hand and banish a card from their hand.

Ice Cloud Calamity (Crystal Games-178 U)

Problem; 2 Blue + 1 not-Blue, 4 Wild, 1

Starting Problem <P> During faceoffs here, the player with the most Pegasus characters here gets +2 power.

Igneous Rock & Cloudy Quartz, Rock Ranchers (Marks In Time-19 R)

Friend - Earth Pony; 1, 4 Orange, 2 Orange

Stubborn <P> Immediate: Exhaust this card and banish a card from your discard pile to give one of your characters Stubborn until the start of your next turn.

Igneous Rock, Pebble Pusher (Premiere-29 C)

Friend - Earth Pony; 1, 2 Orange, 1 Orange

When you play this card, it gets +1 power until the end of the turn.

Impress the Inspector (Canterlot Nights-181 U)

Problem; 3 Blue + 4 Purple, 9 Wild, 2

The first time a player plays a Friend here each turn, that player may ready another Friend here.

In My Head Like A Catchy Song (Leaders and Legends-96 SR)

Event - Song; 2, 2 Pink + 2 White + 2 Yellow, 6

Main Phase: Choose one: Search your deck for a Friend, reveal it, and put it into your hand; put a Friend from your discard pile into play; or opponents flip 1 fewer cards for faceoffs until the start of your next turn.

In the Temple of Chicomoztoc (Defenders of Equestria-126 C)

Problem; 2 Blue + 5 Wild, 5 Wild, 1

When you confront this Problem, you may put a 1 Blue Pegasus Friend token with Swift into play.

In The Zone (New Dawn-114 C)

Resource - Condition; 1, 3 Purple, 5

Play on a character. <P> When you play an Event for the first time each turn, put a magic counter on this card. <P> Immediate: Exhaust this card to give that character +1 power for each magic counter on this card until the end of the turn.

In Your Dreams (Canterlot Nights-108 R)

Event; 1, 2 Purple, 4

Main Phase: Choose odd or even and then reveal the top card of your deck. If that card's printed power matches your choice, gain [1] and draw a card. Otherwise, draw a card. (0 counts as even.)

Incriminating Evidence (Friends Forever-106 R)

Resource - Asset; 2, 3 Purple + 3 Yellow, 4

Play to your home. <P> At the end of each opponent's turn, that player loses [1]. <P> When an opponent loses one or more action tokens, you may exhaust this card to gain [1].

Industrial Revolution (Marks In Time-101 C)

Resource - Dilemma; 1, 2 Yellow, 5; 5 Wild, 5 Wild, 1

When you confront this Problem, you may put a 1 Yellow Critter Friend token into play at each Problem.

Infiltrating the Hive (Defenders of Equestria-127 C)

Problem; 5 Wild, 6 Wild, 1

Starting Problem <P> Main Phase: Pay [2] and discard 2 cards to choose a color and put a 2 power colorless Changeling Friend token with that color into play.

Infiltrating the Party (New Dawn-92 U)

Event; 2, 2 White + 2 Yellow, 4

Main Phase: Choose a trait from among your characters. Put two 2 power colorless Changeling Friend tokens with that trait into play. At the end of the turn, banish those token Friends.

Infiltration Orders (Fond Memories-116 SR)

Resource - Asset; 2, 3 Yellow, 4

Play to your home. <P> As one or more of your token Friends enter play, you may exhaust this card and choose another of your token Friends. If you do, those token Friends enter play as copies of the chosen Friend.

Inside Information (Friends Forever-91 C)

Event - Chaotic; 2, 2 Pink, 3

Chaos: When you flip this card, draw a card. <P> Immediate: Draw 3 cards. <P> Harmony Griffon: Give one of your Griffon characters Eccentric 1 for each card in your hand until the end of the turn.

Inspiration Manifestation (Crystal Games-106 R)

Event - Gotcha; 1, 3 White, 5

Reaction: After an opponent's Friend is moved to a Problem, characters can't be moved to that Problem until the end of the turn.

Inspiring Magic (Crystal Games-179 U)

Problem; 2 White + 1 not-White, 4 Wild, 1

Starting Problem <P> The player with the most Unicorn characters here can draw from the bottom of their deck.

Interdimensional Portal (Equestrian Odysseys-124 R)

Event; 2, 3 Purple, 3

Immediate: Banish a Friend, then put that Friend into play.

Into the Stream of Silence (Leaders and Legends-97 C)

Event; 2, 4 White, 3

Immediate: Choose a Problem. Until the end of the turn, characters, Resources, and Troublemakers there lose and can't have abilities.

Invasion of the Changelings (Marks In Time-102 C)

Resource - Dilemma; 2, 2 White, 4; 8 Wild, 8 Wild, 1

When you confront this Problem, you may put a Friend from an opponent's discard pile into play under your control.

Iron Will, Attack the Day (Absolute Discord-196 UR)

Friend - Ally, Minotaur; 2, 4 Orange, 3 Orange

Stubborn <P> Opposing Friends here lose and can't have abilities.

Iron Will, Cash Grab (Fond Memories-129 R)

Troublemaker; 3, 7

Prepared <P> Immediate: Pay [2] to reduce this card's point value by 2 until the end of the turn.

It's a Secret to Everypony (Marks In Time-130 U)

Problem; 3 Pink + 3 Wild, 7 Wild, 1

You may pay [1] less to play the first Friend you play to this Problem each turn, to a minimum of [1].

It's a Trap! (Absolute Discord-136 R)

Resource - Condition; 3, 0, 5

Play on a Troublemaker. <P> Players can't challenge that Troublemaker unless they pay [2].

It's a Twister! (Premiere-176 U)

Problem; 2 Blue + 2 not-Blue, 5 Wild, 2

At the beginning of a player's Score Phase, if that player has at least 2 Blue characters, that player may ready a card at home.

It's Alive! (Premiere-177 U)

Problem; 1 Purple + 1 not-Purple, 4 Wild, 1

Starting Problem.

It's Elementary! (Rock and Rave-5 F)

Event; 1, 0, 4

Main Phase: Choose a Pink or Purple character. That character gets +1 Pink and +1 Purple until the end of the phase.

It's Gonna Work (Defenders of Equestria-98 U)

Event - Song; 2, 3 White, 5

Main Phase: Choose one: Banish a Friend with 3 or more power, you need -2 power to confront Problems until the end of the turn, or put a Troublemaker from your discard pile into play face-up.

It's Time to Be Awesome (Sequestria and Beyond-104 SR)

Event - Song; 2, 2 Blue + 2 Pink + 2 Yellow, 6

Main Phase: Choose one: Challenge an opposing Troublemaker with all of your characters in play, dismiss an opposing Friend, or your characters get +2 power until the end of the turn.

Jailbreak! (Equestrian Odysseys-190 U)

Problem; 4 Orange + 4 Wild, 8 Wild, 1

During the Ready Phase, players can't ready more than one character here.

Jamal, Seaweed Wrap (Sequestria and Beyond-81 R)

Friend - Ally; 4, 3 Orange + 3 White, 4 Orange + White

Showy 1 <P> When an opponent moves or plays a character to this card's Problem, you may exhaust that character.

Jest Clowning Around (Marks In Time-103 C)

Resource - Dilemma; 1, 2 Pink, 4; 7 Wild, 7 Wild, 1

When you confront this Problem, you may replace another Problem.

Jester Suit (Crystal Games-134 R)

Resource - Accessory; 2, 0, 3

Play on a Friend. <P> That Friend has Pink and +1 power for each of your other Pink Friends here.

Jet Set & Upper Crust (Canterlot Nights-159 C)

Troublemaker; 1, 0

Players can't challenge this Troublemaker unless they have at least 3 Friends at its Problem.

Jetstream, All Heart (Premiere-7 C)

Friend - Pegasus; 3, 1 Blue, 2 Blue

While involved in a faceoff, this card gets +2 power.

Jewel Joy, Fair Feaster (Crystal Games-38 C)

Friend - Crystal; 3, 0, 2 Pink

While with another of your Crystal characters, this card has Random.

Joe's Doughnut Shop (Canterlot Nights-141 U)

Resource - Location; 2, 2 Orange, 5

Play to your home. <P> Main Phase: Spend a card from beneath one of your Friends with Pumped to give that Friend +2 power until the end of the turn.

Joe, Con Mane (Equestrian Odysseys-68 C)

Friend - Unicorn; 2, 3 White, 2 White

Opponents can't move characters with power lower than or equal to this card's power to this card's Problem.

Joe, Doughnuteer (Canterlot Nights-37 R)

Friend - Unicorn; 2, 0, 1 Orange

Main Phase: Exhaust this card and pay [1] to reveal a card from your hand and banish it to beneath one of your Friends with Pumped.

Joe, Sticky Glaze (High Magic-75 U)

Friend - Unicorn; 1, 2 Orange + 2 White, 2 Orange + White

This card's Problem can't be replaced until it is solved. <P> When this card's Problem is solved, if this card would be sent home, it isn't sent home instead.

Join the Herd (Defenders of Equestria-99 C)

Event; 2, 0, 5

Immediate: Choose a color. One of your characters has +2 power and has that color until the end of the turn.

Jonagold, Delightful (Sequestria and Beyond-62 U)

Friend - Earth Pony; 3, 2 Yellow, 3 Yellow

When this card enters play, your characters get +1 power until the end of the turn.

Journal of Friendship (Leaders and Legends-111 R)

Resource - Asset; 1, 2 Blue, 4

Play to your home. <P> Immediate: Exhaust this card to gain control of a Friend you own.

Jousting Armor (Crystal Games-135 U)

Resource - Accessory, Armor; 2, 3 Blue, 5

Play on a Friend. <P> While involved in a faceoff, that Friend has +1 power. <P> Faceoff: Exhaust this card to move that Friend to a Problem. At the end of the faceoff, retire this card.

Juggling Routine (Crystal Games-107 U)

Event; 1, 2 Pink, 3

Main Phase: Each player shuffles their discard pile into their deck and draws a card.

Junebug, Gentle Soul (Equestrian Odysseys-85 C)

Friend - Earth Pony; 1, 3 Yellow, 2 Yellow

Calming 1

Kerfuffle, Feathered Fashionista (Leaders and Legends-45 C)

Friend - Pegasus, Chaotic; 4, 3 White, 4 White

Chaos: When this card is flipped, you may put an attachment Resource from your hand into play attached to a Friend. <P> You may pay [1] less to play Resources on Friends, to a minimum of [1].

Kettle Corn, Going in Circles (Friends Forever-27 C)

Friend - Earth Pony, Foal; 2, 0, 2 Pink

Eccentric 1

Kevin, Fitting In (High Magic-84 C)

Friend - Changeling; 2, 0, 2 Colorless

As this card enters play, name a color. This card is that color.

King Sombra (Crystal Games-205 UR)

Troublemaker - Epic; 2, 5

Villain <P> When this card is uncovered, you may pay [2]. If you do, dismiss each Friend here with cost 2 or less.

King Sombra, Hail to the King (Leaders and Legends-10 C)

Friend - Unicorn, Royalty, Chaotic; 2, 2 Blue, 2 Blue

Chaos: When this card is flipped, you may frighten an opposing Friend. <P> Opponents need +1 power to confront this card's Problem for each of their frightened Friends here.

King Sombra, Slave Driver (Absolute Discord-201 UR)

Friend - Unicorn, Royalty, Unique; 3, 0, 4 Colorless

At the end of your turn, retire another one of your Friends. If you do, put a +1 power counter on this card.

King Sombra, Supreme Leader (Marks In Time-112 C)

Troublemaker; 1, 4

At the start of your Troublemaker phase, exhaust one of your characters at random to gain [1].

Kitchen au Flambé (Premiere-163 C)

Problem; 2 White + 2 not-White, 5 Wild, 2

The first player to confront this Problem may put a Friend with 1 power from their discard pile into their hand.

Klugetown Citizen, Street Smart (Seaquestria and Beyond-96 C)

Friend - Ally; 3, 0, 4 Colorless

Main Phase: Discard a Friend to give this card the discarded card's colors until the end of the turn.

Klugetown Vendor, Deal With It (Seaquestria and Beyond-90 U)

Friend - Ally; 3, 3 Purple + 3 White, 3 Purple + White

Showy 1 <P> When an opponent challenges one of your Troublemakers, you may move an opposing character.

Lacking Lesson Plans (Friends Forever-126 C)

Problem; 4 Wild, 6 Wild, 1

Starting Problem <P> Opposing Troublemakers don't prevent you from confronting this Problem.

Lady Justice, Judge & Jury (Premiere-63 F)

Friend - Earth Pony; 4, 0, 3 Purple

Your opponent's characters at this card's Problem each get -1 power during faceoffs.

Last Minute Changes (New Dawn-93 R)

Event; 2, 3 Blue + 3 Purple, 3

Immediate: You may pay [2] less to play your next Friend this turn. <P> You may pay [2] less to play your next Event this turn.

Late Return Fee (Fond Memories-136 C)

Problem; 3 not-Purple + 3 Wild, 6 Wild, 1

At the start of a faceoff, each opponent banishes the top card of their deck.

Lead Pony Badge (Premiere-140 U)

Resource - Asset; 1, 2 Blue, 3

Play to your home. <P> Main Phase: Choose one of your ready cards. Exhaust this card and that card to ready an exhausted character.

Learned Lessons (Canterlot Nights-142 R)

Resource - Asset; 1, 1 Purple, 4

Play to your home. <P> When you score a Problem's bonus points, banish the top card of your deck to beneath this card. <P> Main Phase: Spend all the cards beneath this card and retire it to gain a number of action tokens equal to the number of cards spent.

Legacy Leech (New Dawn-94 C)

Event; 3, 2 Purple, 6

Main Phase: Banish any number of Events from discard piles. Gain [1] for each Event banished from your discard pile this way, then draw a card for each Event banished from an opponent's

discard pile this way.

Legion of Doom, Frightful Foes (New Dawn-146 UR)

Friend - Changeling, Ally, Alicorn, Pegasus, Royalty, Unique; 5, 2 Blue + 2 Purple + 2 White, 5 Blue + Purple + White

You may pay [1] less to play this card for each frightened opposing Friend. <P> Main Phase: Exhaust this card to dismiss a frightened Friend. <P> At the end of your turn, if an opponent has at least 3 frightened Friends, you may pay [1] to score a point.

Legion of Doom, Triad of Terror (New Dawn-151 UR)

Troublemaker - Epic, Unique; 3, 7

At the start of your turn, put a fear counter on an opponent's Mane Character, then frighten an opposing Friend here. <P> Opponents have -1 power during faceoffs for each fear counter on their Mane Character. <P> When this card leaves play or is turned face-down, remove 3 fear counters from each opposing Mane Character.

Legion of Doom, Your New Overlords (New Dawn-156 UR)

Troublemaker - Epic, Unique; 3, 7

At the start of each player's turn, that player puts a Courage counter on one of their characters. <P> Characters without Courage counters can't contribute their power to faceoffs involving this card. <P> When this card leaves play or is turned face-down, remove all Courage counters from all characters.

Lemon Hearts, Animancer (Absolute Discord-72 R)

Friend - Unicorn, Chaotic; 2, 3 Yellow, 2 Yellow

Chaos: When this card is flipped, it has +1 power until the end of the faceoff for each of your Friends involved in the faceoff. <P> Caretaker

Lemon Hearts, Banquet Planner (High Magic-79 U)

Friend - Unicorn; 3, 1 Pink + 1 Purple, 3 Pink + Purple

Immediate: Pay [1] to reveal a card from the top of your deck and draw it. If it's an Event, this card gets +2 power until the end of the turn.

Lemon Hearts, Contents Under Pressure (Marks In Time-52 U)

Friend - Unicorn, Foal; 2, 1 Yellow, 2 Yellow

Immediate: Retire this card to dismiss an opposing Resource.

Lemon Hearts, Sweetheart (Canterlot Nights-91 C)

Friend - Unicorn; 1, 1 Yellow, 1 Yellow

Caretaker

Lemony Gem, Sour Grapes (Premiere-57 R)

Friend - Unicorn; 2, 1 Purple, 1 Purple

When you move this card to a Problem, you may move an opponent's character at that Problem to another Problem.

Less Isn't More (Crystal Games-108 R)

Event; 2, 3 Orange, 5

Main Phase: Exhaust one of your Friends to exhaust a number of opposing Friends up to the

number of colors that Friend has.

Let Down Hard (Fond Memories-89 R)

Event; 0, 2 Orange, 6

Immediate: Search your deck for a Friend, reveal it, put that Friend into your discard pile, then shuffle your deck.

Let The Rainbow Remind You (Fond Memories-137 C)

Problem; 8 Wild, 8 Wild, 2

Starting Problem <P> You need -1 power to confront this Problem for each color among your characters here.

Let's Get This Party Started (Premiere-114 U)

Event; 1, 2 Pink, 3

Main Phase: Draw 3 cards.

Letrotski, Taking it Easy (Absolute Discord-73 R)

Friend - Earth Pony; 3, 3 Yellow, 1 Yellow

This card has +1 power for each of your action tokens.

Levitation Meditation (New Dawn-95 C)

Event; 2, 3 Purple, 4

Immediate: Move an opposing character. If you play this card during your Main Phase, you may move two opposing characters instead.

Library Card (Fond Memories-117 U)

Resource - Asset; 2, 4 Purple, 3

Play to your home. <P> Immediate: Exhaust this card to choose an Event in your discard pile. If that Event entered your discard pile this turn, shuffle it into your deck.

Lie Low (Equestrian Odysseys-125 U)

Event; 2, 3 Yellow, 3

Main Phase: Put an opposing Friend into its owner's hand.

Light Of Your Cutie Mark (Fond Memories-90 R)

Event - Song; 3, 3 Blue, 6

Main Phase: Move one of your characters. It has Swift and Agile until the end of the turn, then choose one: frighten an opposing Friend with 2 or less printed power, or pay [2] less to play your next card this turn.

Lightning Dust (Canterlot Nights-160 C)

Troublemaker; 1, 4

When this card is uncovered, you may move it to another Problem.

Lightning Dust, Extreme Stuntpony (Friends Forever-10 R)

Friend - Pegasus; 2, 4 Blue, 2 Blue

Swift <P> Agile

Lightning Dust, Last Resort (Absolute Discord-10 U)

Friend - Pegasus; 4, 2 Blue, 4 Blue

When you play the last card in your hand, you may frighten a Friend here.

Lightning Dust, Ruthless Racer (Equestrian Odysseys-13 C)

Friend - Pegasus; 2, 1 Blue, 2 Blue

Main Phase: Retire another Friend to move this card.

Lilac Links, Superstitious (Premiere-88 R)

Friend - Earth Pony; 2, 1 Yellow, 1 Yellow

Problem Faceoff: Exhaust this card and choose a Friend involved in the faceoff with a Resource attached to it to give that Friend -5 power until the end of the faceoff.

Lilac Luster, Beautiful Beautician (Crystal Games-66 C)

Friend - Crystal; 3, 0, 2 White

While with another of your Crystal characters, this card has Inspired.

Lily, Panicked Pony (Canterlot Nights-43 U)

Friend - Earth Pony; 2, 0, 2 Pink

When this card enters play, you may retire one of your Friends to add that Friend's power to this card's power until the end of the turn.

Lily, Persistent (Absolute Discord-33 C)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

Stubborn

Limestone Pie, All Work and No Play (Defenders of Equestria-21 R)

Friend - Earth Pony; 4, 2 Orange, 4 Orange

Stubborn <P> Immediate: Exhaust this card to choose an opposing Friend or boosted Mane Character. That character loses and can't have abilities until the end of the turn.

Limestone Pie, Captain Grumpy (Marks In Time-67 U)

Friend - Earth Pony; 3, 3 Orange + 3 Purple, 3 Orange + Purple

Meticulous 2 <P> When an opponent starts a faceoff here, you may put a +1 power counter on each of up to 2 of your characters here.

Limestone Pie, Inner Beauty (Leaders and Legends-19 R)

Friend - Earth Pony; 3, 4 Orange, 5 Orange

Persistent <P> You may pay [1] less to play your first Friend with printed power 4 or more each turn.

Limestone Pie, Stone Soup (Fond Memories-18 C)

Friend - Earth Pony; 5, 4 Orange, 5 Orange

Stubborn <P> Immediate: Exhaust this card to choose a player with 4 or more cards in their hand. That player discards a random card.

Listen Up! (Friends Forever-92 R)

Event; 3, 3 Orange + 3 Yellow, 5

Immediate: Until the end of the turn, your characters get +3 power and opponents can't play cards during faceoffs.

Little Strongheart, Herd Tactics (High Magic-71 U)

Friend - Buffalo; 2, 2 Blue + 2 Yellow, 2 Blue + Yellow

Swift <P> During faceoffs, this card has +1 power for each of your other characters here.

Little Strongheart, Quick on Her Hooves (Absolute Discord-11 C)

Friend - Buffalo; 3, 1 Blue, 3 Blue

While an opponent's Mane Character is boosted, this card has Swift.

Lix Spittle, Recipe for Disaster (Sequestria and Beyond-79 R)

Friend - Storm; 4, 2 Orange + 2 Purple, 2 Orange + Purple

Prepared <P> Your Troublemakers have +1 power for each Event in your discard pile.

Lix Spittle, Wayfaring Chef (Sequestria and Beyond-23 C)

Friend - Pirate; 3, 1 Orange, 3 Orange

Traveler

Liza Doolots, Boundless Energy (Canterlot Nights-92 C)

Friend - Unicorn, Foal; 2, 0, 1 Yellow

When this card enters play at a Problem, you may dismiss a Resource on a Friend at that Problem.

Local Fashion (Equestrian Odysseys-156 U)

Resource - Accessory; 2, 4 White, 4

Play on a Friend. <P> Vexing <P> You need -2 power to confront that Friend's Problem.

Locked Out (Equestrian Odysseys-191 C)

Problem; 4 Wild, 5 Wild, 0

Starting Problem.

Looking for Trouble (Premiere-178 C)

Problem; 2 Blue + 2 not-Blue, 4 Wild, 1

Starting Problem. When a player defeats a Troublemaker at this Problem, that player scores an additional point.

Lord Tirek (Absolute Discord-159 R)

Troublemaker - Epic; 2, 5

Villain <P> At the start of a faceoff involving this card, dismiss a Friend with the least power among Friends involved in the faceoff. If you do, put a +1 power counter on this card.

Lord Tirek, Destroyer of Worlds (Marks In Time-113 SR)

Troublemaker; 1, 4

At the start of your Troublemaker phase, put a +1 power counter on this card. <P> When you put a +1 power counter on this card, if it has exactly 3 +1 power counters on it, frighten all Friends here. <P> While this card has at least 3 +1 power counters on it, it is Epic.

Lord Tirek, Gaining Strength (High Magic-118 U)

Troublemaker; 1, 3

When this card is uncovered, put a +1 power counter on this card for each character here.

Lord Tirek, Meddler (New Dawn-127 SR)

Troublemaker; 2, 5

At the start of a faceoff involving this card, you may put a card from your discard pile on top of your deck. <P> Opponents must challenge this Troublemaker during their Troublemaker Phase if they have at least one character here.

Lord Tirek, Power Grab (New Dawn-1 U)

Mane Character - Ally; Home Limit 4/Home Limit 4, 1/3 Blue

Front: Main Phase: Pay [3] to turn this card over. Back: Once per turn, at the start of a faceoff, you may pay [1] to frighten a Friend. If you do, at the end of the faceoff, if you lost the faceoff, turn this card over.

Lord Tirek, Power Pursuit (New Dawn-7 C)

Friend - Ally; 1, 3 Blue, 2 Blue

When an opposing Friend is frightened, double this card's power until the end of the turn.

Lord Tirek, Pumping Iron (Leaders and Legends-11 R)

Friend - Ally; 3, 4 Blue, 4 Blue

Talented: When you play an Event whose play requirement includes at least one of this card's colors, put a Muscle counter on this card. <P> Your flipped cards have +1 power for each Muscle counter on this card.

Lost and Not Found (Crystal Games-180 U)

Problem; 4 Yellow + 3 not-Yellow, 8 Wild, 2

When this card enters play, each player retires a Resource.

Lost in the Crystal Caves (Canterlot Nights-182 U)

Problem; 4 Purple + 3 not-Purple, 8 Wild, 2

When a player confronts this Problem, that player moves a character here home.

Lotus Blossom, Full-Coat Scrub (Fond Memories-76 C)

Friend - Earth Pony; 2, 0, 2 Colorless

When this card enters play, choose one of your characters and a color. That character has that color until the end of the turn.

Lotus Blossom, Masseur (Absolute Discord-58 U)

Friend - Earth Pony, Chaotic; 2, 4 White, 2 White

Chaos: When this card is flipped, banish this card, put a card from your discard pile on top of your deck, then flip that card. <P> Faceoff: Banish this card to put a Friend from your discard pile into play here. At the end of the faceoff, banish that card.

Lotus Blossom, Sauna Expert (Premiere-74 R)

Friend - Earth Pony; 4, 3 White, 2 White

When you confront this card's Problem, you may search your discard pile for a card and put it on the top of your deck.

Lucky Star, Charming Cheerleader (Canterlot Nights-44 C)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

While an opponent's Mane Character is at home, this card has +1 power.

Lucky Streak, One in a Million (Premiere-41 R)

Friend - Earth Pony; 1, 1 Pink, 1 Pink

When you play this card, you may uncover a face-down Troublemaker. <P> Main Phase: Exhaust this card to look at a face-down Troublemaker.

Luna's Future (Defenders of Equestria-100 U)

Event - Song; 2, 3 Purple, 5

Main Phase: Choose one: Banish a Friend until the end of the turn, banish a Resource, or put three +1 power counters on a Troublemaker.

Luster Dawn, Faithful Student (New Dawn-144 UR)

Friend - Unicorn; 2, 0, 2 Purple

When you confront this card's Problem for the first time this turn, you may exhaust your Mane Character here. If you do, after this Confront Step, there is an additional Confront Step at this Problem. <P> When you confront this card's Problem, this card gets +2 power until the end of the turn.

Lyra & Bon Bon, Better Halves (High Magic-67 R)

Friend - Earth Pony, Unicorn; 2, 2 Blue + 2 Pink, 3 Blue + Pink

Eccentric 1 <P> This card is both a Lyra and a Bon Bon in all zones. <P> When this card enters play, you may put a Friendship counter on another one of your Friends. <P> When you move this card to a Problem, you may move one of your Friends with a Friendship counter to the same Problem.

Lyra & Bon Bon, There for the Other (New Dawn-72 U)

Friend - Unicorn, Earth Pony; 1, 1 Pink + 1 Yellow, 1 Pink + Yellow

When you play this card, you may put a Resource or Troublemaker into its owner's hand. <P> When you put a card into a player's hand, you may look at that player's hand.

Lyra Heartstrings, Bonafide (Premiere-201 UR)

Friend - Unicorn; 5, 3 Pink, 4 Pink

Reaction: After your opponent draws a card, exhaust this card to draw 2 cards.

Lyra, Candy Fiend (Marks In Time-27 R)

Friend - Unicorn, Foal; 3, 2 Pink, 3 Pink

Main Phase: Exhaust this card to search your deck for a Bon Bon card and put it into your hand.

Lyra, Caroller (Defenders of Equestria-7 C)

Friend - Unicorn; 2, 1 Blue, 2 Blue

When this card enters play, reveal the top card of your deck. If you reveal a Friend this way, you may move one of your characters.

Lyra, Good Posture (Absolute Discord-26 C)

Friend - Unicorn; 2, 0, 2 Orange

Lyra, Handy (Equestrian Odysseys-0 UR)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 Pink

Front: Main Phase: Pay [2] and discard your hand to turn this card over. Back: When this side of the card is turned face up, if you have fewer cards in your hand than your maximum hand size, draw cards until you reach your maximum hand size.

Lyra, On a Whim (Seaquestria and Beyond-30 C)

Friend - Unicorn; 2, 3 Pink, 2 Pink

Eccentric 3

Lyra, Ponyville's Got Talent (Equestrian Odysseys-43 R)

Friend - Unicorn; 2, 2 Pink, 2 Pink

When an opposing Friend enters play here, you may reveal the top card of your deck. If you do, and that card's power is higher than that of the opposing Friend, you may exhaust this card to dismiss that Friend.

Lyra, Totally Wired (Fond Memories-24 C)

Friend - Unicorn; 3, 2 Pink, 2 Pink

Eager <P> When you draw a card, if you have drawn 3 or more cards this turn, you may pay [1] to put this card from your hand into play.

Lyra, Very Excitable (Crystal Games-39 R)

Friend - Unicorn; 3, 3 Pink, 1 Pink

When you play an Earth Pony Friend here, you may exhaust this card and pay [1] to dismiss an opponent's Friend here.

Lyra, Winter Writer (Leaders and Legends-29 R)

Friend - Unicorn; 3, 3 Pink, 3 Pink

While you have at least 3 cards in your hand, this card has Agile. <P> While you have at least 6 cards in your hand, this card has Eccentric 3. <P> While you have at least 9 cards in your hand, this card has +2 power.

Maar, Hold My Molten Dew (Fond Memories-63 U)

Friend - Dragon; 3, 2 Orange + 2 Purple, 3 Orange + Purple

Harmony Dragon: During a faceoff involving at least one of your Dragon characters, if you have more power in the faceoff than an opponent, that opponent flips 1 fewer cards for the faceoff.

Maar, Minding Her Manners (Friends Forever-18 C)

Friend - Dragon; 3, 2 Orange, 3 Orange

Harmony Dragon: While you have another Dragon character, this card gets +2 power.

Madame le Flour (Absolute Discord-137 C)

Resource - Asset; 1, 0, 2

Play to your home. <P> Main Phase: While you have no White Friends, you may exhaust this card. If you do, this card is also a White Friend until the end of the phase.

Mage Meadowbrook, Field Healer (New Dawn-52 C)

Friend - Earth Pony; 2, 2 Yellow, 2 Yellow

This card does not count against your home limit. <P> Your home limit is increased by 1.

Mage Meadowbrook, Pillar of Healing (Friends Forever-137 UR)

Friend - Earth Pony, Unique; 3, 3 Yellow, 3 Yellow

When this card enters play, dismiss each opposing Resource and Troublemaker.

Magic Arena (Marks In Time-104 SR)

Resource - Location, Unique; 2, 3 Purple, 3

Play to your home. <P> Main Phase: Pay [1] and exhaust this card to look at the top card of your deck and choose a number. An opponent guesses whether that card's power matches the chosen number and you reveal that card. If that opponent guesses correctly, banish that card. Otherwise, gain [3].

Magic Duel (Canterlot Nights-109 U)

Event - Showdown; 0, 3 Purple, 5

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. The winner of the faceoff gains [1].

Magic Overload (Fond Memories-118 R)

Resource - Condition, Unique; 2, 3 Purple + 3 Yellow, 6

Play on your Mane Character. <P> At the start of your turn, gain [2]. <P> At the end of your turn, lose all your action tokens.

Magic Wings (High Magic-110 C)

Resource - Accessory; 4, 3 White, 4

Play on a Friend <P> That Friend has +7 power.

Magical Mailbox (Crystal Games-136 R)

Resource - Mailbox; 1, 3 Yellow, 5

Play to your home. <P> Main Phase: Remove a counter from one of your ready characters to draw a card. If you remove the counter from a Dragon or Pegasus, draw 2 cards instead.

Magical Misfire (Marks In Time-83 R)

Event; 1, 2 Purple, 6

Immediate: Banish all cards in a discard pile, then draw a card.

Magical Tantrum (Crystal Games-181 U)

Problem; 2 Pink + 3 Yellow, 7 Wild, 2

Resources can't be played on this Problem or on Friends here.

Make This Castle a Home (Equestrian Odysseys-126 R)

Event - Song; 1, 2 Pink + 2 White, 4

Main Phase: Choose one: Draw 2 cards, banish a Friend with printed power of 2, or put a Resource from your discard pile on top of your deck.

Make Way for Breezies (Absolute Discord-138 R)

Resource - Condition; 1, 4 Yellow, 4

Play on a Problem. <P> Your opponent can't play Friends with 3 or more power to that Problem.

Make Yourself at Home (High Magic-126 U)

Problem; 3 Yellow + 3 Wild, 6 Wild, 1

When an opposing Troublemaker is uncovered here, draw 3 cards.

Makeover! (Equestrian Odysseys-127 C)

Event; 1, 0, 6

Main Phase: Choose a character and a color. That character is also that color until the end of the turn.

Making a Difference (Absolute Discord-102 F)

Event; 1, 0, 4

Main Phase: Choose a Blue or Yellow character. That character gets +1 Blue and +1 Yellow until the end of phase.

Mane Cureall, Veteran Vet (Premiere-89 R)

Friend - Earth Pony; 2, 3 Yellow, 1 Yellow

Caretaker <P> When you play this card to a Problem, you may move one of your Critter Friends to the same Problem.

Mane-Raising Experience (Canterlot Nights-110 R)

Event; 3, 0, 3

Troublemaker Faceoff: Frighten a Friend involved in the faceoff.

Manny Roar, Mild Manticore (Canterlot Nights-93 C)

Friend - Critter; 4, 2 Yellow, 3 Yellow

When this card enters play, dismiss a Resource.

Marble Pie, Quiet as a Stone (Marks In Time-53 U)

Friend - Earth Pony; 1, 2 Yellow, 3 Yellow

This card can't contribute its power to faceoffs.

Marey Poppins, Bird Feeder (Fond Memories-50 C)

Friend - Earth Pony, Critter; 3, 3 Yellow, 3 Yellow

Your other Critter Friends here have +1 power.

Marvelous Chapeau (Premiere-141 U)

Resource - Accessory; 1, 2 White, 4

Play on a Friend. <P> While this Friend is at an opponent's Problem, if you have at least 3 White in play, you need -1 power to confront that Problem.

Matilda, Backup Plan (Fond Memories-40 U)

Friend - Donkey; 2, 3 White, 2 White

Inspired <P> This card's Problem's confront requirements are reduced by 2 power.

Matilda, Full of Hope (Crystal Games-67 U)

Friend - Donkey; 2, 2 White, 2 White

When this card enters play, the player with the fewest points scores a point.

Maud Pie & Mudbriar, Sticks and Stones (New Dawn-64 R)

Friend - Earth Pony; 2, 3 Orange + 3 Pink, 2 Orange + Pink

When you draw a card, if it is the third card you have drawn this turn, put a 3 Orange Rock

Friend token into play. <P> Your token Friends can't be frightened.

Maud Pie, Counteroffer (Defenders of Equestria-22 SR)

Friend - Earth Pony; 5, 3 Orange, 5 Orange

When this card enters play, start a faceoff involving this card and an opposing character. If you win, exhaust that opposing character. <P> When you flip a card, you may put a +1 power counter on one of your Friends.

Maud Pie, Having a Blast (Absolute Discord-34 C)

Friend - Earth Pony; 2, 0, 2 Pink

Maud Pie, Just a Pebble (Marks In Time-20 U)

Friend - Earth Pony, Foal; 2, 1 Orange, 2 Orange

When this card enters play, you may put the top two cards of your deck into your discard pile.

<P> Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has +1 power for each card type among cards in your discard pile.

Maud Pie, Let's Play "Camouflage" (Crystal Games-pf14 P)

Friend - Earth Pony; 2, 2 Orange, 2 Orange

If this card would ready, you may pay [1]. If you do, this card remains exhausted instead. <P>

Main Phase: Exhaust this card to choose an opponent's Friend. While this card remains exhausted, that Friend loses and can't have abilities.

Maud Pie, Like a Rock (Crystal Games-25 R)

Friend - Earth Pony; 4, 4 Orange, 4 Orange

This card can't be dismissed, moved, or put into its owner's hand from play by opponents.

Maud Pie, Not Amused (Equestrian Odysseys-29 R)

Friend - Earth Pony; 2, 2 Orange, 2 Orange

This card can't be frightened. <P> While this card has at least 4 power, your Friends can't be frightened.

Maud Pie, Pet Rocks (High Magic-20 SR)

Friend - Earth Pony; 3, 4 Orange, 2 Orange

Diligent 2 <P> Main Phase: Remove two +1 power counters from this card to put a 3 Orange Rock Friend token into play.

Maud Pie, Rock Collector (New Dawn-17 C)

Friend - Earth Pony; 2, 2 Orange, 2 Orange

This card has +1 power for each Resource at any player's home.

Maud Pie, Rockin' (Rock and Rave-f1 F)

Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 Orange

Front: At the end of your Main Phase, if you have a Friend and a Resource, turn this card over.

Back: This card has +1 power for each card type in your discard pile.

Maulwurf, Extra Large (Friends Forever-119 C)

Troublemaker; 0, 5

This card can't be challenged except by two or more characters.

May the Best Pet Win (Premiere-179 U)

Problem; 4 Yellow + 3 not-Yellow, 8 Wild, 3

When this Problem is played, its owner may search their deck for a Critter Friend, reveal it, put it into their hand, and shuffle their deck.

Maybes are for Babies (Premiere-185 U)

Problem; 4 Pink + 3 White, 9 Wild, 3

When a player confronts this Problem, that player may draw a card.

Mayor Mare, Elected Official (Premiere-58 C)

Friend - Earth Pony; 2, 2 Purple, 1 Purple

Main Phase: Pay [3] to move an opponent's character.

Mayor Mare, Emergency Session (Defenders of Equestria-83 U)

Friend - Earth Pony; 2, 3 Purple + 3 Yellow, 2 Purple + Yellow

This card does not count against your home limit. <P> Immediate: Exhaust this card and discard 2 cards to give an opposing character involved in a faceoff -1 power for each of your characters at home until the end of the faceoff.

Mayor Mare, Lawmaker (High Magic-82 U)

Friend - Earth Pony; 2, 1 Purple + 1 Yellow, 2 Purple + Yellow

Opposing Friends here have -1 power while involved in a faceoff. <P> Immediate: Exhaust this card to put an opposing Friend with 0 power into its owner's hand.

Mayor Mare, Town Leadership (Crystal Games-49 C)

Friend - Earth Pony; 2, 2 Purple, 2 Purple

When you play an Event, you may exhaust this card to banish a Resource.

Mayor Mare, Vote of Confidence (Equestrian Odysseys-54 C)

Friend - Earth Pony; 1, 1 Purple, 1 Purple

When you put a card on top of your deck, this card gets +1 power until the end of the turn.

Meadow Flower, Dizzy Spell (Fond Memories-8 C)

Friend - Pegasus; 2, 3 Blue, 2 Blue

Main Phase: Banish two cards from your discard pile to move this card.

Meadowbrook's Mask (Friends Forever-107 R)

Resource - Artifact, Unique; 1, 2 Yellow, 4

Play to your home. <P> Mane Characters can't be involved in faceoffs.

Mean Meanie Pants (Premiere-172 C)

Problem; 2 Pink + 2 not-Pink, 5 Wild, 2

When this Problem is played, each player draws a card.

Mega Mare, Watch Your Step (High Magic-27 U)

Friend - Pegasus; 5, 4 Pink, 5 Pink

Eccentric 3 <P> When this card enters play, you may dismiss a Friend here.

Megaphone (Absolute Discord-139 U)

Resource - Asset; 1, 3 Orange, 5

Play to your home. <P> When you flip a Chaotic card, unfrighten all your Friends.

Melted Expectations (New Dawn-154 C)

Event; 2, 2 Orange, 3

Immediate: Choose an opposing character. Exhaust that character. <P> Choose an opposing character. That character loses and can't have abilities until the end of the turn.

Mercury, Crystal Messenger (Crystal Games-40 U)

Friend - Crystal; 3, 1 Pink, 1 Pink

During a faceoff involving this card, if you would put any number of flipped cards on the bottom of your deck, you may banish them to beneath this card instead. <P> Main Phase: Pay [1] to put a card from beneath this card to beneath a Friend with Pumped.

Merry Mare, Tis Better to Give (Defenders of Equestria-29 C)

Friend - Pegasus, Chaotic; 3, 3 Pink, 3 Pink

Chaos: When this card is flipped, draw a card. <P> Immediate: Exhaust this card to draw a card.

Method Mares, Convincing Act (Marks In Time-43 R)

Friend - Earth Pony; 2, 4 White, 2 White

Main Phase: Pay [2] and retire this card to gain control of an opposing Friend.

Method Overacting (Fond Memories-138 C)

Problem; 3 not-Yellow + 2 Wild, 5 Wild, 1

Opponents can't exhaust Resources.

Mind Palace (New Dawn-149 UR)

Resource - Location, Unique; 2, 4 Orange, 3

Play to your home. <P> As an opponent plays a card, you may pay [1] and banish this card. If you do, search that opponent's hand, deck, and discard pile for any number of cards with the same name as that card and banish them.

Mint Jewelup & Lemony Gem, Backhooved Compliment (Fond Memories-51 U)

Friend - Unicorn; 5, 3 Yellow, 2 Yellow

This card enters play with three +1 power counters on it. <P> Main Phase: Remove a +1 power counter from this card to put a -1 power counter on an opposing Friend here. Activate this ability no more than once per turn.

Mint Jewelup, A Cut Above (Premiere-55 C)

Friend - Unicorn; 2, 2 Purple, 1 Purple

Studios

Minuette, Clocked Up (Canterlot Nights-57 R)

Friend - Unicorn; 2, 3 Purple, 2 Purple

Reaction: At the end of a Troublemaker Phase, you may retire this card to start a new Troublemaker Phase.

Minuette, Day Outing Organizer (Fond Memories-149 UR)

Friend - Unicorn; 3, 3 Pink, 3 Pink

When this card enters play, choose one: gain control of an opposing Friend until the end of the Score Phase, put up to two Friends with cost 1 or less from your discard pile into play, or discard up to three Friends, then draw twice that many cards.

Minuette, Fast Forward (Absolute Discord-45 R)

Friend - Unicorn; 2, 3 Purple, 2 Purple

Main Phase: Pay [2] and exhaust this card to banish a Friend. At the start of the next turn, put that Friend into play.

Minuette, Making Friends (High Magic-28 SR)

Friend - Unicorn; 2, 2 Pink, 2 Pink

When one of your non-token Friends enters play here, you may exhaust any number of your Friends here and pay [1] for each Friend you exhaust this way to put that many 1 Pink Earth Pony Friend tokens into play.

Minuette, Schadenfreude (Marks In Time-28 SR)

Friend - Unicorn, Foal; 3, 1 Pink, 2 Pink

This card has Eccentric X, where X is this card's power. <P> Main Phase: Retire a Friend to put a +1 power counter on this card.

Minuette, Time Will Tell (Equestrian Odysseys-55 R)

Friend - Unicorn; 2, 1 Purple, 2 Purple

Main Phase: Exhaust this card and pay [1] to draw 2 cards, then put a card from your hand on top of your deck.

Mirror Pool (Fond Memories-119 R)

Resource - Location, Unique; 2, 3 Orange + 3 Pink, 4

Play to your home. <P> As one of your Friends' triggered abilities triggers, you may pay [1] and exhaust this card. If you do, that ability triggers an additional time. (Triggered abilities start with the words "when" or "at". You must still pay their costs, if any.)

Mirror Pool Miscount (Leaders and Legends-130 C)

Problem; 2 Pink + 4 Wild, 6 Wild, 1

When this Problem becomes solved, your maximum hand size increases to 10 for the rest of the game.

Missed Teleport (Absolute Discord-103 C)

Event - Gotcha; 1, 4 Purple, 5

Reaction: After an opposing Friend enters play, move it.

Mistmane's Flower (Friends Forever-108 R)

Resource - Artifact, Unique; 1, 2 White, 4

Play to your home. <P> Main Phase: Exhaust this card and pay [2] to exchange control of this card and an opposing Resource. If you do, this card does not ready during its controller's next Ready Phase

Mistmane, Inner Peace (New Dawn-40 C)

Friend - Unicorn; 2, 3 White, 2 White

When you play a Troublemaker to a Problem, you may move an opposing Troublemaker at that Problem.

Mistmane, Pillar of Beauty (Friends Forever-136 UR)

Friend - Unicorn, Unique; 3, 2 White, 2 White

When you play this card, each player may put a card from their discard pile into their hand. For each card put into a player's hand this way, score a point. <P> Main Phase: While this card is in your discard pile, you may pay [2] and put it into your hand to put the top three cards of each player's deck into that player's discard pile.

Mob Mentality (Equestrian Odysseys-192 U)

Problem; 4 Yellow + 2 Wild, 6 Wild, 2

While you have more characters here than any opponent, opponents flip 1 fewer cards during faceoffs here.

Monitor EVERYTHING! (Premiere-182 C)

Problem; 4 Purple + 3 not-Purple, 8 Wild, 3

Starting Problem. Players may pay [1] less to play Report Resources on this Problem.

Monster of a Minotaur (Premiere-183 C)

Problem; 4 Yellow + 3 not-Yellow, 4 Wild, 1

When this Problem is played, each player frightens an opponent's Friend.

Monstrous Cave (Canterlot Nights-143 U)

Resource - Location; 1, 3 Blue, 5

Play to your home. <P> Main Phase: Exhaust this card and pay [1] to search your deck for a Troublemaker, reveal it, put it into your hand, and shuffle your deck.

Monstrous Manual (Canterlot Nights-144 C)

Resource - Asset; 2, 1 Purple, 5

Play to your home. <P> Reaction: After the start of your Troublemaker Phase, you may exhaust this card and pay [2] to turn a Troublemaker face-down.

Monumental Evil (New Dawn-115 U)

Resource - Asset, Unique; 1, 2 Orange, 5

Play to your home. <P> When an opposing Dilemma enters play, you may exhaust this card to replace that Problem. <P> Unity 7 Orange: When an opposing Problem leaves play, you may exhaust an opposing Friend. That Friend doesn't ready during its controller's next Ready Phase.

Moody Root, Get Off My Lawn! (Leaders and Legends-20 C)

Friend - Earth Pony, Elder; 3, 4 Orange, 3 Orange

Stubborn <P> Main Phase: Exhaust this card to exhaust an opposing character here.

Moondancer, Academic Professional (Leaders and Legends-35 R)

Friend - Unicorn, Chaotic; 3, 3 Purple, 0 Purple

Chaos: While this card is flipped, it has power equal to the highest power among opposing cards involved in the faceoff. <P> This card has +1 power for each opposing character at other locations.

Moondancer, Detail-Oriented (Marks In Time-143 UR)

Friend - Unicorn, Foal; 4, 4 Purple + 4 White, 4 Purple + White

Prepared <P> Immediate: Exhaust this card to choose an Event in your discard pile. Until the end of the turn, you may play that Event. If you do and it would enter your discard pile, banish it instead.

Moondancer, Page Turner (High Magic-36 SR)

Friend - Unicorn, Chaotic; 3, 2 Purple, 3 Purple

Chaos: When this card is flipped, you may put a card from your hand on top of your deck, then flip an additional card. <P> When you put a card on top of your deck, this card gets +2 power until the end of the turn.

Motivational Speech (Seaquestria and Beyond-113 C)

Resource - Asset; 1, 0, 4

Play to your home. <P> When this card enters play, choose a color. <P> Your Mane Character has that color.

Moving Mare, Crash on Delivery (Equestrian Odysseys-44 SR)

Friend - Pegasus; 1, 4 Pink, 2 Pink

Main Phase: Pay [1] to put a +1 power counter on an opposing Friend here. <P> Main Phase: Pay [1] and exhaust this card to dismiss a Friend here with at least 4 power.

Moving Out (Leaders and Legends-131 C)

Problem; 3 Blue + 3 Wild, 8 Wild, 2

When you frighten a Friend for the first time each turn, you may move one of your characters.

Mr. & Mrs. Cake, Busy Parents (Equestrian Odysseys-86 C)

Friend - Earth Pony; 3, 1 Yellow, 3 Yellow

Calming 1

Mr. & Mrs. Hoofington, Posh Pastries (Leaders and Legends-46 C)

Friend - Unicorn, Elder; 2, 2 White, 1 White

Vexing <P> Inspired

Mr. and Mrs. Shy, Permissive Parents (Defenders of Equestria-51 R)

Friend - Pegasus; 3, 3 Yellow, 3 Yellow

Your Friends at home have Swift.

Mr. Beaverton Beaverteeth, Dam Builder (Premiere-90 R)

Friend - Critter; 3, 3 Yellow, 3 Yellow

Main Phase: Exhaust this card to dismiss a Resource in your opponent's home.

Mr. Breezy, Fan Fan (Premiere-91 R)

Friend - Earth Pony; 3, 3 Yellow, 3 Yellow

When you play this card, an opponent loses [1].

Mr. Cake, Loving Father (Crystal Games-41 C)

Friend - Earth Pony; 2, 3 Pink, 1 Pink

Teamwork <P> Supportive 1

Mr. Stripes, Pushy Pony (Defenders of Equestria-70 U)

Friend - Earth Pony, Chaotic; 4, 3 Orange + 3 Purple, 5 Orange + Purple

Chaos: When this card is flipped, put a +1 power counter on a Friend or Troublemaker involved in the faceoff. <P> Prepared <P> Immediate: Exhaust this card to exhaust an opposing character involved in a faceoff.

Mr. Turnip (Absolute Discord-140 C)

Resource - Asset; 1, 0, 2

Play to your home. <P> Main Phase: While you have no Pink Friends, you may exhaust this card. If you do, this card is also a Pink Friend until the end of the phase.

Mr. Waddle, Frequent Napper (Absolute Discord-46 R)

Friend - Earth Pony, Elder; 3, 1 Purple, 3 Purple

During your opponent's Score Phase, this card has -3 power.

Mrs. Cake, Dessertier (Canterlot Nights-94 C)

Friend - Earth Pony; 3, 3 Yellow, 3 Yellow

Supportive 1 <P> Your Mane Character has +1 power while at a Problem with this card.

Mrs. Cake, Pastry Panic (New Dawn-25 R)

Friend - Earth Pony; 2, 4 Pink, 2 Pink

Main Phase: Pay [2] and exhaust this card to retire a Friend. If you do, search your deck for a Pink Friend with cost less than or equal to the retired Friend's cost and put it into play, then shuffle your deck.

Ms. Harshwhinny, Games Administrator (Equestrian Odysseys-56 U)

Friend - Earth Pony; 4, 2 Purple, 4 Purple

Meticulous 1

Ms. Harshwhinny, Officious Official (Crystal Games-50 R)

Friend - Earth Pony; 4, 4 Purple, 2 Purple

Teamwork <P> When you confront this card's Problem, you may exhaust this card and pay [1] to move an opposing character at this card's Problem home.

Mudbriar, Stick in the Mud (Friends Forever-71 R)

Friend - Earth Pony; 2, 4 Orange + 4 White, 1 Orange + White

This card has +1 power for each card type among cards in your discard pile. <P> Opposing characters here can't contribute their power to confronting this card's Problem unless their power is greater than or equal to this card's power.

Muffin Mare, Sharing is Caring (Equestrian Odysseys-3 F)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Orange

Front: While there is another character with at least 3 power here, you may turn this card over.

Back: Main Phase: Pay [1] and exhaust one of your characters to add its power to another character until the end of the turn.

Multi-Goof Off! (Crystal Games-109 R)

Event - Showdown; 3, 4 Pink, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters at that Problem. The winner of that faceoff draws a card for each of their characters involved in the faceoff.

Music in the Treetops (Marks In Time-84 R)

Event - Song; 1, 2 Pink + 2 Yellow, 4

Main Phase: Choose one: Look at the top 2 cards of a Problem deck and put them on the top or bottom of that deck in any order, put 2 1 Yellow Critter Friend tokens into play, or each player retires a Friend.

Musical Number (High Magic-127 U)

Problem; 4 Pink + 4 Wild, 8 Wild, 1

When you confront this Problem, you may put a Chorus counter on this card. <P> Opponents need +1 power to confront this Problem for each Chorus counter on this card.

My Pinkie Sense is Tingling (Premiere-184 U)

Problem; 4 Pink + 3 not-Pink, 6 Wild, 2

When a player wins a Problem faceoff here, they may look at the top 3 cards of this Problem's deck and put them back in any order.

Mysterious Disappearance (Defenders of Equestria-101 C)

Event - Chaotic; 0, 3 Purple, 3

Chaos: When this card is flipped, banish a Resource. <P> Immediate: As an additional cost to play this card, discard 2 cards. <P> Banish a Resource.

Mystery at Hope Hollow (Leaders and Legends-132 C)

Problem; 5 Wild, 7 Wild, 1

Starting Problem. When this Problem becomes solved, you may search your deck for a card with no play requirement, reveal it, and put it into your hand.

Mystery Mare, In Costume (Marks In Time-60 U)

Friend - Pegasus; 1, 3 Blue + 3 Orange, 2 Blue + Orange

When this card enters play, you may frighten or unfrighten a Friend.

Napcakes (Equestrian Odysseys-128 R)

Event; 1, 3 Purple, 3

Immediate: Put a Friend with 2 or less power on top of its owner's deck.

Natural 20 (Defenders of Equestria-102 C)

Event; 2, 4 Purple, 4

Immediate: Turn a Troublemaker face-down.

New Antique Store (Friends Forever-127 C)

Problem; 2 Purple + 2 Wild, 5 Wild, 1

When this card enters play, you may look at the top 3 cards of your deck and put them back on the top or bottom of your deck in any order.

Nice Moves, Kid (Canterlot Nights-111 R)

Event; 1, 1 Blue, 5

Main Phase: Draw a card for each action token your opponent has, then discard the same number of cards.

Night Glider, Ambitious Aerobat (Marks In Time-8 SR)

Friend - Pegasus; 2, 4 Blue, 2 Blue

Swift <P> This card has Competitive 1 for each of your characters here.

Night Glider, Overpowering (Equestrian Odysseys-204 UR)

Friend - Pegasus; 2, 3 Blue, 2 Blue

Competitive 2 <P> When you win a Problem faceoff involving this card by at least 5 power, score 2 points.

Night Glider, She's On It! (High Magic-6 C)

Friend - Pegasus; 2, 1 Blue, 2 Blue

Hasty

Night Glider, Swooper Duper (Defenders of Equestria-8 C)

Friend - Pegasus; 2, 2 Blue, 2 Blue

Competitive 2

Night Light, Devoted Dad (Crystal Games-51 C)

Friend - Unicorn; 3, 4 Purple, 3 Purple

Teamwork <P> Supportive 1

Night Watch, Vigilant Patrol (Premiere-35 R)

Friend - Earth Pony; 2, 2 Orange, 1 Orange

During faceoffs involving this card, flip an additional card.

Nightmare Moon (Premiere-210 UR)

Troublemaker - Epic; 3, 7

Villain <P> When this card is uncovered, all players discard all the cards in their hand then draw 3 cards. <P> At the start of each player's Troublemaker Phase, that player discards a random card.

Nightmare Moon, Blackest Night (Equestrian Odysseys-174 SR)

Troublemaker; 2, 5

Main Phase: Pay [3] to start a faceoff involving this card and an opposing Friend here. If you win the faceoff, dismiss that opposing Friend. If you lose, that Friend's controller defeats this card.

Nightmare Moon, Deep Darkness (Absolute Discord-79 R)

Friend - Alicorn, Royalty, Unique; 2, 0, 2 Colorless

Players can't draw more than 2 cards per turn.

Nightmare Moon, Mistress of the Dark (Marks In Time-114 R)

Troublemaker; 0, 4

When this card is uncovered, dismiss a frightened Friend.

Nightmare Moon, Mistress of the Night (Absolute Discord-2 F)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Blue
Front: When you confront this card's Problem, turn this card over. Back: When you confront this card's Problem, you may pay [2] to frighten an opponent's Friend there.

Nightmare Moon, New Moon (Celestial Solstice-8 F)

Troublemaker; 1, 4

When this card is defeated, you may search your deck for an Alicorn Friend, reveal it, put it into play, and shuffle your deck.

Nightmare Moon, Night Vision (Fond Memories-159 UR)

Troublemaker - Epic, Unique; 2, 6

Your opponent's maximum hand size is reduced by half, rounded down. <P> Your maximum hand size is doubled.

Nightmare Night, What a Fright! (Marks In Time-131 U)

Problem; 4 Blue, 6 Wild, 1

When this Problem becomes solved, frighten a Friend.

Nightmare Scenario (Marks In Time-105 C)

Resource - Dilemma; 1, 2 Purple, 4; 6 Wild, 10 Wild, 1

When this card enters play, you may put a Troublemaker from your hand into play face-up.

Nightmare Star, Solar Flare (Absolute Discord--1 UR)

Troublemaker - Epic; 2, 6

Players can't exhaust their Friends.

Nope (Absolute Discord-104 R)

Event - Gotcha; 2, 4 Orange, 4

Reaction: After the start of any phase, choose a character. That character gets -4 power until the end of the turn.

Not Enough Pinkie Pies (Premiere-181 C)

Problem; 3 Blue + 2 Pink, 7 Wild, 3

When a player moves a Pink character to this Problem, if they have a Pink character here already, they may draw a card.

Not On the List (Canterlot Nights-112 U)

Event; 2, 2 White, 2

Main Phase: Banish a Friend with 2 or less power.

Noteworthy, Humdinger (Premiere-76 C)

Friend - Earth Pony; 1, 0, 1 White

Nothing to Be Afraid Of (Canterlot Nights-113 U)

Event; 0, 3 Orange, 5

Main Phase: Unfrighten a Friend.

Nurse Redheart, Cantankerous Caretaker (Canterlot Nights-95 R)

Friend - Earth Pony; 3, 4 Yellow, 3 Yellow

Pumped <P> Reaction: After the start of a Score Phase, you may spend a card from beneath this card to put an opponent's Friend into its owner's hand.

Nurse Redheart, Nurse's Orders (Equestrian Odysseys-87 R)

Friend - Earth Pony; 1, 1 Yellow, 1 Yellow

Immediate: Exhaust this card to put an opposing Friend with 0 power into its owner's hand.

Nurse Redheart, Peace and Quiet (High Magic-61 C)

Friend - Earth Pony; 3, 1 Yellow, 2 Yellow

Immediate: Banish this card from your hand to reduce the play requirements of your cards by 2 Yellow until the end of the turn. <P> When this card enters play during your turn, each opponent loses [1].

Nurture With Knowledge (Premiere-116 U)

Event; 1, 2 Yellow, 5

Main Phase: Choose a character. That character gets +2 Yellow until the end of the turn.

Ocean Flow, Submarine Settlement (Friends Forever-80 U)

Friend - Seapony; 2, 3 Purple + 3 Yellow, 2 Purple + Yellow

Agile <P> When you move this card, you may pay [1] to move an opposing character.

Ocellus, Cheerleader (New Dawn-32 C)

Friend - Changeling, Cheerleader; 2, 1 Purple, 2 Purple

Competitive 1 <P> When this card enters play, if you have a Cheerleader Friend with a different name, you may turn a face-up or face-down Troublemaker over. (This does not cover or uncover it.)

Ocellus, Gift Exchange (Fond Memories-33 C)

Friend - Changeling; 2, 2 Purple, 2 Purple

Training 1 <P> When you discard a non-Friend card, double this card's power until the end of the turn.

Ocellus, Hit the Books (Friends Forever-33 R)

Friend - Changeling; 3, 4 Purple, 3 Purple

When this card enters play, you may put an opposing Friend on top of its owner's deck

Ocellus, Knowledge is Power (Friends Forever-3 U)

Mane Character - Changeling; Home Limit 3/Home Limit 4, 1/3 White

Front: When you confront this card's Problem, turn this card over. <P> Back: While you have a Friend with higher power than its cost, this card has +2 power. <P> Immediate: Pay [3] to double this card's power until the end of the turn.

Ocellus, Master of Disguise (Friends Forever-82 SR)

Friend - Changeling; 5, 0, 5 Colorless

Transform 2 <P> This card has Swift while you have a Blue character, Diligent 2 while you have an Orange character, Eccentric 2 while you have a Pink character, Meticulous 2 while you have a Purple character, Showy 2 while you have a White character, and Agile while you have a Yellow character.

Ocellus, Ready to Dance (Leaders and Legends-36 C)
Friend - Changeling, Earth Pony; 3, 2 Purple, 3 Purple
Prepared <P> Studious

Ocellus, Student of Friendship (Friends Forever-32 C)
Friend - Changeling; 3, 1 Purple, 3 Purple
Meticulous 1

Octavia, Caroller (Defenders of Equestria-44 C)
Friend - Earth Pony; 2, 1 White, 2 White
When this card enters play, reveal the top card of your deck. If you reveal a Resource this way, you may put it into play.

Octavia, Harmony and Dissonance (Seaquestria and Beyond-91 R)
Friend - Earth Pony; 3, 3 Purple + 3 White, 3 Purple + White
Meticulous 1 <P> As an opponent plays an Event, you may pay [2] and exhaust this card to cancel that card.

Octavia, Harsh Judge (Equestrian Odysseys-69 R)
Friend - Earth Pony; 2, 2 White, 2 White
As this card enters play, name a card. <P> Cards with that name can't be played.

Octavia, Mixed Media (Fond Memories-41 C)
Friend - Earth Pony; 3, 2 White, 2 White
Showy 1 <P> When an opponent spends their last action token, you may pay [1] to put this card from your hand into play.

Octavia, Serious Musician (Crystal Games-pf6 P)
Friend - Earth Pony; 3, 2 White, 2 White
While at a Problem with an opponent's DJ Pon-3, this card has +2 power. <P> Reaction: After an opponent moves a character, put this card into its owner's hand to send that character to its previous area. That character can't be moved again this turn.

Octavia, Standing Ovation (Equestrian Odysseys-6 F)
Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 White
Front: When you confront this card's Problem, turn this card over. Back: When a Friend enters play at a Problem, you may have another character there get +2 power until the end of the turn.

Octavia, Star Cellist (Canterlot Nights-74 U)
Friend - Earth Pony; 2, 0, 1 White
Main Phase: Exhaust one of your Resources at home to give this card +2 power until the end of the phase.

Octavia, Sweet Symphony (Rock and Rave-4 F)
Friend - Earth Pony; 3, 3 White, 2 White
When you confront this card's Problem, if your opponent controls more characters here than you, you may exhaust this card to score a point.

Octavia, Vice-Headmare Applicant (New Dawn-74 U)

Friend - Earth Pony; 2, 3 Purple + 3 White, 2 Purple + White

When you play a Song card, put a Music counter on this card. <P> Main Phase: Remove two Music counters from this card to play a Song card from your discard pile for free. If you do and that card would be put into your discard pile, banish it instead.

Octavia, Virtuoso (Premiere-205 UR)

Friend - Earth Pony; 5, 2 White, 4 White

Your opponent must pay +[2] to move a character to or from this card's Problem.

Oh YEAH! (Equestrian Odysseys-129 U)

Event; 0, 3 Blue, 4

Immediate: If you won a Problem faceoff by at least 5 power this turn, frighten an opposing Friend.

Ol' Salt, Salt Blocked (Premiere-48 U)

Friend - Earth Pony, Elder; 2, 0, 1 Pink

Your opponent needs +1 power to confront this card's Problem.

Old Money, Particular Socialite (Friends Forever-78 R)

Friend - Unicorn; 4, 2 Purple + 2 White, 2 Purple + White

Meticulous 2 <P> When this card enters play, you may banish a Friend, Resource, or Troublemaker.

Olden Pony, Shoe Seeker (Fond Memories-130 C)

Troublemaker; 0, 4

While your Mane Character is on its Start side, this card has +3 power.

On a Deadline (Equestrian Odysseys-157 C)

Resource - Condition; 1, 3 White, 5

Play on a Problem. <P> While there are no opposing characters here, your characters here each get +1 power.

On the Case (Marks In Time-132 R)

Problem; 4 Purple + 4 White, 10 Wild, 1

When an opponent starts a faceoff here, gain [2].

One Pony Band (High Magic-111 R)

Resource - Asset, Unique; 2, 2 Pink + 2 Purple, 4

Play to your home. <P> When you put a card on top of your deck, you may exhaust this card. If you do, draw a card.

Oozeccessorized (Equestrian Odysseys-158 R)

Resource - Accessory; 1, 4 White, 5

Play on an opposing Friend. <P> At the start of each of that Friend's controller's turns, that player must pay [1] or banish that Friend.

Opalescence, Best Cat (Marks In Time-44 C)

Friend - Critter; 3, 0, 3 White

While with another one of your White Friends, this card has Prepared.

Opalescence, Curtain Shredder (Premiere-92 C)

Friend - Critter; 2, 0, 1 Yellow

When you move this card to a Problem, you may dismiss a Resource on an opponent's character at that Problem.

Opalescence, Ferocious Feline (Equestrian Odysseys-108 U)

Friend - Critter; 2, 1 White + 1 Yellow, 2 White + Yellow

Opponents pay +[1] to play cards during faceoffs.

Opalescence, Royal Edict (High Magic-48 R)

Friend - Critter, Chaotic; 2, 2 White, 2 White

Chaos: When this card is flipped, banish a Friend with 2 or less power. <P> When this card enters play, banish an opposing Friend with 2 or less power until this card leaves play.

Opalescence, Stylish Pet (Crystal Games-68 C)

Friend - Critter; 3, 1 White, 2 White

While with your Rarity, this card has +1 power.

Open Skies & Clear Skies, Cloud Movers (Equestrian Odysseys-30 R)

Friend - Pegasus, Chaotic; 3, 3 Orange, 3 Orange

Chaos: When this card is flipped, an opponent discards a card. <P> When an opponent discards a card, if it's the first card that player has discarded this turn, put a +1 power counter on this card.

Operation Mare Do Well (High Magic-112 U)

Resource - Asset; 1, 2 Orange, 4

Play to your home. <P> Main Phase: Exhaust this card to redistribute any number of +1 power counters on your characters onto one of your Friends.

Ophiotaurus, Mountain Monster (Leaders and Legends-123 U)

Troublemaker; 0, 6

When this card is dismissed, you may put two +1 power counters on another Troublemaker here.

Orange Swirl, Dizzy Daredevil (Canterlot Nights-15 C)

Friend - Pegasus; 1, 2 Blue, 2 Blue

Orange, You Glad (High Magic--1 U)

Friend - Critter; 2, 2 Purple + 2 Yellow, 2 Purple + Yellow

When this card enters play during your turn, an opponent loses [1] and you gain [1].

Orchard Blossom, A Whole New You (Defenders of Equestria-71 R)

Friend - Earth Pony; 4, 2 Orange + 2 White, 2 Orange + White

When you play this card, put the top 3 cards of your deck into your discard pile. Then, you may put a Friend from your discard pile into play.

Orchard Blossom, Delicate Flower (Marks In Time-61 U)

Friend - Earth Pony; 3, 1 Blue + 1 Orange, 4 Blue + Orange

Swift <P> When you win a Problem faceoff involving this card by at least 5 power, an opponent discards a random card.

Orthros, Go Fetch (Crystal Games-87 R)

Friend - Critter; 4, 4 Yellow, 3 Yellow

Pumped <P> If you would flip a card during a faceoff involving this card, you may spend a card from beneath this card instead. If you do, add that card's printed power to your power total for that faceoff.

Out of Action (Crystal Games-137 R)

Resource - Condition; 1, 2 Orange, 3

Play on a Friend. <P> Exhaust that Friend. That Friend does not ready during the Ready Phase.

Out of Control (Canterlot Nights-183 C)

Problem; 2 Orange + 1 not-Orange, 4 Wild, 1

When this Problem is solved, dismiss a random Friend here.

Outrageous Outfit (Prize Wheel-11 R)

Resource - Accessory; 2, 3 White, 5

Play on one of your Friends. <P> When you confront that Friend's Problem, you may move that Friend home to score a point.

Outshine Them All (Premiere-142 U)

Resource - Report; 1, 2 Purple, 3

Play on a Problem. <P> When you win a faceoff at this Problem, gain [1].

Overdue Library Book (Leaders and Legends-112 R)

Resource - Dilemma; 1, 2 Purple, 5; 7 Wild, 7 Wild, 1

Meticulous 1 <P> Players can't confront this Problem.

Overgrown Everfree (Crystal Games-182 U)

Problem; 3 Purple + 2 White, 7 Wild, 2

While a Troublemaker is at this Problem, Friends can't be played here.

Overwhelming Aroma (Prize Wheel-12 U)

Resource - Condition; 1, 3 White, 4

Hasty <P> Play on a character. <P> That character has power equal to their printed power and can't lose or gain power. <P> Players can't play cards during the Score Phase.

Owlowiscious, Astute Avian (Equestrian Odysseys-57 C)

Friend - Critter; 1, 3 Purple, 1 Purple

Meticulous 1

Owlowiscious, Best Owl (Marks In Time-34 C)

Friend - Critter; 3, 0, 3 Purple

While with another one of your Purple Friends, this card has Meticulous 1.

Owlowiscious, Reshelver (High Magic-37 C)

Friend - Critter; 2, 0, 2 Purple

While your Mane Character is Purple, this card has Meticulous 1.

Owlowiscious, Tome Retriever (Absolute Discord-47 U)

Friend - Critter, Chaotic; 3, 2 Purple, 3 Purple

Chaos: When this card is flipped, gain [1], banish this card, and flip another. <P> When this card enters the discard pile from play, gain [1].

Owlowiscious, Wise Pet (Crystal Games-52 C)

Friend - Critter; 2, 1 Purple, 1 Purple

While with your Twilight Sparkle, this card has +1 power.

Parasprite Pandemic (Premiere-187 C)

Problem; 2 Purple + 2 Yellow, 6 Wild, 2

When this Problem is played, each player may search their deck for a Troublemaker, reveal it, put it into their hand, and shuffle their deck.

Parasprite Swarm (Premiere-156 R)

Troublemaker; 1, 4

At the start of your opponent's Troublemaker Phase, this card permanently gets +1 power.

When this card has 8 power, frighten all your opponent's Friends at its Problem and dismiss this card.

Parasprite, Calm Before the Swarm (Marks In Time-54 C)

Friend - Critter; 1, 1 Yellow, 1 Yellow

Calming 1

Parasprite, Hungry For More (Leaders and Legends-66 U)

Friend - Critter; 2, 2 Blue + 2 Yellow, 1 Blue + Yellow

This card has +1 power for each action token an opponent has. <P> While an opponent has at least [2], this card has Persistent.

Parcel Post, Pushing the Envelope (Crystal Games-88 C)

Friend - Earth Pony; 2, 3 Yellow, 2 Yellow

While you have at least one Mailbox Resource in play, this card has +2 power.

Parish Nandermane, Trumpeter (Sequestria and Beyond-72 U)

Friend - Earth Pony; 2, 2 Blue + 2 White, 2 Blue + White

Swift <P> Opponents pay +[1] to play cards during faceoffs involving this card.

Party Bomb (Crystal Games-138 R)

Resource - Asset; 0, 1 Pink, 3

Play to your home. <P> At the start of your turn, you may put a Party counter on this card. <P> Main Phase: Pay a number of action tokens equal to the number of Party counters on this card and retire it to dismiss all Friends with printed power equal to the number of Party counters on this card.

Party Favor, A Bridge to Somewhere (Equestrian Odysseys-206 UR)

Friend - Unicorn; 2, 4 Pink, 2 Pink

When this card enters play at a Problem, you may look at the top two cards of that Problem deck. If you do, put those cards on the top or bottom of that Problem deck in any order. <P>

Main Phase: Exhaust three of your Friends here to replace this card's Problem.

Party Favor, Balloon Master (High Magic-29 U)

Friend - Unicorn; 2, 3 Pink, 2 Pink

When this card leaves play, you may put into play a number of 1 Pink Earth Pony Friend tokens equal to this card's power.

Party Favor, Sunset Festival Director (Defenders of Equestria-30 U)

Friend - Unicorn; 2, 2 Pink, 2 Pink

Experienced <P> At the start of your turn, you may retire this card to put a number of 1 Pink Earth Pony Friend tokens into play equal to its power.

Party Filly, Bubble Burster (Marks In Time-29 U)

Friend - Pegasus, Foal; 2, 2 Pink, 2 Pink

Main Phase: Pay [2] to Cutie Mark this card. <P> When this card becomes Cutie Marked, dismiss an opposing Friend.

Party Hard (Equestrian Odysseys-130 R)

Event; 1, 2 Orange + 2 Pink, 4

Main Phase: As an additional cost to play this card, retire any number of Friends. Draw cards equal to the number of Friends retired this way, and an opponent discards that many cards.

Party Hat (High Magic-113 U)

Resource - Accessory; 1, 4 Pink, 5

Play on a Friend. <P> When an opponent's Friend is dismissed, dismiss the attached Friend.

Party Mare, Living it Up (Sequestria and Beyond-31 C)

Friend - Pegasus; 1, 2 Pink, 1 Pink

Traveler <P> At the start of your turn, move this card to a random Problem.

Party of One (Equestrian Odysseys-131 R)

Event; 4, 3 Pink + 3 White, 5

Main Phase: Choose a Friend. Banish each other Friend.

Party Science (New Dawn-134 C)

Problem; 3 Pink + 2 Wild, 7 Wild, 1

Starting Problem <P> While none of your characters have a color other than Pink, you may pay [1] less to play your first Pink Friend each turn, to a minimum of [1].

Patagium, Identity Crisis (Leaders and Legends-83 C)

Friend - Changeling; 2, 0, 4 Colorless

As this card enters play, choose a color. This card is that color. <P> This card has -1 power for each color among characters you control.

Peachy Pitt, Suave Salesmare (Crystal Games-89 C)

Friend - Unicorn; 2, 1 Yellow, 2 Yellow

When you win a faceoff involving this card, if you have a Pegasus character here, you may exhaust this card to dismiss an opponent's Resource.

Peachy Sweet, Enduring Friendship (Sequestria and Beyond-63 C)
Friend - Earth Pony; 4, 2 Yellow, 4 Yellow
Persistent

Pearl Heist (Sequestria and Beyond-129 C)
Problem; 6 Wild, 6 Wild, 2
Starting Problem

Pearly Stitch, Crotchety Crocheter (Premiere-73 C)
Friend - Earth Pony, Elder; 1, 1 White, 1 White
Your opponents can't move this card.

Peewee, Firestarter (Equestrian Odysseys-88 C)
Friend - Critter; 1, 1 Yellow, 1 Yellow
When this card enters play, an opponent loses [1].

Pegasus Chariot (Friends Forever-109 R)
Resource - Asset; 3, 3 Blue + 3 Purple, 5
Play to your home. <P> Main Phase: Pay [1] to move a character.

Pegasus Royal Guard, Call to Arms (Leaders and Legends-81 R)
Friend - Pegasus; 2, 2 Purple + 2 Yellow, 2 Purple + Yellow
When one of your Friends enters play, if it was the third Friend that entered play this turn, you may put a token copy of this card into play.

Pegasus Royal Guard, Elite Sentry (Premiere-14 C)
Friend - Pegasus; 1, 1 Blue, 1 Blue
While involved in a faceoff, this card gets +1 power.

Pep Talk (Crystal Games-110 U)
Event - Gotcha; 3, 2 Blue, 4
Reaction: After the start of a Score Phase, choose a Problem and ready any number of characters there.

Perfect Pace, Time Master (Canterlot Nights-58 C)
Friend - Earth Pony; 3, 2 Purple, 3 Purple
Pumped <P> Faceoff: Spend a card from beneath this card to give this card +4 power until the end of the faceoff.

Perfect Teleport (Absolute Discord-105 U)
Event - Gotcha; 2, 3 Purple, 5
Reaction: After the start of any phase, banish one of your Friends. At the start of the next turn, put that Friend into play.

Periwinkle Pace, Agile Athlete (Crystal Games-11 C)
Friend - Crystal; 3, 0, 2 Blue

While with another of your Crystal characters, this card has Swift.

Pet Priming (Equestrian Odysseys-193 R)

Problem; 3 White + 3 Yellow, 8 Wild, 1

At the start of your turn, you may put a Critter from your discard pile into your hand.

Petiole, Mistaken Identity (Fond Memories-42 R)

Friend - Changeling; 2, 2 White, 2 White

Harmony Changeling: As this card enters play, choose another one of your Changeling Friends.

This card enters play as a copy of that Friend.

Petrified (Sequestria and Beyond-114 U)

Resource - Condition; 2, 3 White, 5

Play on a Friend. <P> That Friend loses and can't have abilities, can't move, can't be frightened, and can't contribute its power to confronting Problems or to faceoffs.

Petstrosity, Nightmare Fuel (Absolute Discord-74 U)

Friend - Critter, Chaotic; 2, 2 Yellow, 2 Yellow

Chaos: When this card is flipped, choose one of each player's flipped cards. Those players ignore those cards. <P> Faceoff: Pay [1] to choose one of each player's flipped cards. Those players ignore those cards.

Petunia Paleo, Excavator (Defenders of Equestria-80 R)

Friend - Earth Pony; 1, 1 Pink + 1 Yellow, 1 Pink + Yellow

Calming 1 <P> Main Phase: Exhaust this card and retire a Friend to look at the top card of a Problem deck and put it on the top or bottom of that deck.

Petunia Petals, Mare of Many Talents (Leaders and Legends-30 C)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may exhaust this card to draw a card.

Phantasmal Tale (High Magic-91 R)

Event; 3, 3 Purple, 4

Main Phase: Put an opposing Friend on top of its owner's deck, then put a 2 Purple Figment Friend token into play.

Pharynx, Changed at Last (Friends Forever-42 C)

Friend - Changeling; 2, 2 White, 2 White

Harmony Changeling: When this or another one of your Changeling Friends enters play, double this card's power until the end of the turn.

Pharynx, Changed Changeling (New Dawn-41 C)

Friend - Changeling; 3, 1 White, 3 White

Unity 5 White: Showy 1 <P> Unity 10 White: As an opponent plays an Event, you may exhaust this card and pay [2] to cancel that Event.

Pharynx, Hive Patrol (Friends Forever-43 R)

Friend - Changeling; 3, 3 White, 3 White

Eccentric 2 <P> Harmony Changeling: When you play this card, gain control of an opposing Friend with cost less than or equal to the number of Changeling characters you have.

Pharynx, Intruder Alert (Fond Memories-73 R)

Friend - Changeling, Unique, Chaotic; 3, 4 White + 4 Yellow, 3 White + Yellow

Chaos: When this card is flipped, dismiss an opposing face-up or face-down Troublemaker. <P> At the end of your Main Phase, you may challenge an opposing or Epic Troublemaker here with all your characters here.

Philomena, Bird of a Feather (Premiere-207 UR)

Friend - Critter; 2, 2 Yellow, 1 Yellow

While this card is at a Problem, your other Friends at that Problem get the Critter trait during any Score Phase.

Philomena, Up in Smoke (Equestrian Odysseys-209 UR)

Friend - Critter; 1, 3 Yellow, 2 Yellow

At the end of each opponent's turn, that opponent loses action tokens until they have no more than [2].

Photo Finish, Fashion Forward (Equestrian Odysseys-70 F)

Friend - Earth Pony; 4, 1 White, 4 White

When this card enters play, you may pay [2] less for the next Accessory you play this turn.

Photo Finish, Picture Perfect Pony (Canterlot Nights-75 U)

Friend - Earth Pony; 3, 2 White, 3 White

Pumped <P> When you win a faceoff involving this card, you may spend a card from beneath it to banish an opponent's Friend.

Photo Finish, Say "Käse!" (High Magic-144 UR)

Friend - Earth Pony; 3, 3 White, 3 White

At the end of each opponent's turn, if no Problems were confronted this turn, you may score a point.

Photo Finish, Snapshot (Sequestria and Beyond-51 C)

Friend - Earth Pony; 2, 3 White, 1 White

At the end of each opponent's turn, if that opponent did not move any characters this turn, you may retire this card to banish an opposing Friend.

Photo Op (Absolute Discord-106 U)

Event - Chaotic, Gotcha; 1, 3 White, 3

Chaos: When this card is flipped, choose a Problem. That Problem's bonus is 0 until the end of the turn. <P> Reaction: After the start of the Main Phase, characters can't be moved this turn.

Phyllis (New Dawn-116 R)

Resource - Asset; 1, 3 Yellow, 4

Play to your home. <P> During your opponent's turn, you have two fewer points, to a minimum of zero.

Picnic Lunch (Premiere-146 R)

Resource - Asset; 2, 2 Yellow, 3

Play to your home. <P> While at least 3 of your Yellow Friends are at one Problem, flip an additional card during faceoffs at that Problem.

Pie Family Rock Farm (Canterlot Nights-145 R)

Resource - Location; 2, 3 Pink, 5

Play to your home. <P> When this card enters play, draw a card. <P> At the start of each player's turn, that player draws an additional card.

Pie Family Rock Quarry (Fond Memories-120 U)

Resource - Location; 2, 1 Orange, 5

Play to your home. <P> Main Phase: Pay [1] to exhaust this card. <P> When this card readies, put a 3 Orange Rock Friend token into play.

Pie From the Sky (Friends Forever-93 C)

Event; 1, 2 Orange, 5

Main Phase: One of your characters gets +2 power until the end of the turn. <P> Harmony Earth Pony: If that character is an Earth Pony, it gets +4 power until the end of the turn instead.

Pie Sisters, Two of a Kind (Promotional-7 F)

Friend - Earth Pony; 4, 1 Orange, 3 Orange

Stubborn <P> Random <P> Main Phase: Exhaust this card to give it Pink until the end of the turn. <P> This card is both a Maud Pie and a Pinkie Pie in all zones.

Pile of Presents (Crystal Games-139 U)

Resource - Asset, Unique; 0, 0, 3

Play to your home. <P> When an opponent draws a card during their Main Phase, if that opponent has drawn at least 4 cards this turn, score a point. <P> When an opponent draws a card during their Main Phase, you may exhaust this card and one of your Friends to draw a card.

Pink Parasprite, Pest (Equestrian Odysseys-175 R)

Troublemaker; 2, 4

At the start of your opponent's Troublemaker Phase, move one of their characters here home.

Pinkie Apple Pie (Absolute Discord-107 F)

Event; 1, 0, 4

Main Phase: Choose a Pink or Orange character. That character gets +1 Pink and +1 Orange until the end of phase.

Pinkie Pie & Princess Skystar, Surprise Guest (Seaquestria and Beyond-88 U)

Friend - Seapony, Royalty; 3, 3 Pink + 3 Yellow, 3 Pink + Yellow

Hasty <P> When this card enters play, you may put an opposing Friend into its owner's hand.

Pinkie Pie & Rarity, Deep Currents (Seaquestria and Beyond-87 U)

Friend - Seapony; 2, 2 Pink + 2 White, 2 Pink + White

Eccentric 2 <P> When an opposing character is moved, you may pay [1] and exhaust this card to send that character to its previous area.

Pinkie Pie & Twilight Sparkle, All Under Control (Defenders of Equestria-75 R)

Friend - Earth Pony, Alicorn, Royalty; 4, 2 Pink + 2 Purple, 2 Pink + Purple
Eccentric 2 <P> When you draw a card, you may put a +1 power counter on one of your Troublemakers here. <P> At the end of your turn, you may draw a card.

Pinkie Pie & Twilight Sparkle, Bait and Switch (Sequestria and Beyond-34 SR)

Friend - Seapony, Royalty; 3, 4 Pink, 3 Pink

Eccentric 2 <P> When this card enters play, you may replace a Problem.

Pinkie Pie, Ambassador of Laughter (Equestrian Odysseys-4 U)

Mane Character - Earth Pony; Home Limit 4/Home Limit 5, 1/3 Pink

Front: At the start of your turn, if you have more Friends than an opponent, turn this card over.

Back: Eccentric 2 <P> You may pay [1] less, to a minimum of [1], to play your first Friend to this card's Problem each turn.

Pinkie Pie, Apple Family Member (Canterlot Nights-pf7 P)

Friend - Earth Pony; 3, 1 Orange, 2 Orange

While at a Problem with a Pink Friend, this card has +1 power. <P> While at a Problem with Fluttershy, this card has +1 power and is also Yellow

Pinkie Pie, Breeziefied (Crystal Games-42 U)

Friend - Breezie; 0, 2 Pink, 0 Pink

Reaction: After the start of the Score Phase, you may retire this card. If you do, your opponent needs +2 power to confront this card's Problem this turn.

Pinkie Pie, Clonie Pie (Canterlot Nights-195 UR)

Friend - Earth Pony; 3, 3 Pink, 2 Pink

Supportive 2 <P> Faceoff Reaction: After you flip a card, you may pay [1] to ignore that card's power and flip a new card.

Pinkie Pie, Cruise Director (Defenders of Equestria-3 C)

Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 Pink

Front: When you confront this card's Problem, turn this card over. Back: Immediate: During a faceoff, exhaust this card to put a 1 Pink Earth Pony Friend token into play.

Pinkie Pie, Crystallized (Crystal Games-43 U)

Friend - Crystal; 3, 3 Pink, 3 Pink

Prismatic <P> During faceoffs involving this card, you may flip a number of additional cards equal to the number of colors this card has, then choose one of the cards flipped this way and ignore the rest.

Pinkie Pie, Cutie Mark Consultant (Equestrian Odysseys-45 C)

Friend - Earth Pony; 4, 0, 4 Pink

Pinkie Pie, Discorded (Absolute Discord-80 U)

Friend - Earth Pony; 2, 2 Yellow, 2 Colorless

When an opposing Friend enters play here, it has -1 power until the end of the turn.

Pinkie Pie, Distracting Cheerleader (Crystal Games-196 UR)

Friend - Earth Pony; 3, 3 Pink, 3 Pink

During the Score Phase, if this card is exhausted, opposing Friends here have -2 power.

Pinkie Pie, Ear to Ear (Premiere-pf3 P)

Friend - Earth Pony; 3, 2 Pink, 2 Pink

Random <P> Main Phase: Exhaust this card to draw a card.

Pinkie Pie, Element of Laughter (Canterlot Nights-46 R)

Friend - Earth Pony, Unique; 6, 6 Pink, 5 Pink

When this card enters play, you may reveal the top card of your deck. If you do, reveal cards from the top of your deck until you reveal a number of Friends equal to that card's printed power. Put any number of revealed Pink Friends into your hand and shuffle all other revealed cards into your deck. All opponents draw 1 card for each Friend you put into your hand.

Pinkie Pie, Everypony's PFF (Equestrian Odysseys-46 SR)

Friend - Earth Pony; 2, 4 Pink, 2 Pink

When this card enters play, search your deck for a Friend, reveal it, put it into your hand, and shuffle your deck.

Pinkie Pie, Everything is Icing (New Dawn-147 UR)

Friend - Earth Pony, Unique, Icing; 5, 2 Orange + 2 Pink + 2 Yellow, 5 Orange + Pink + Yellow

Hasty <P> At the start of your turn, choose an opposing Friend, Resource, and Troublemaker. Then for each card chosen this way, choose one of the following at random: do nothing, that card loses and can't gain abilities until the end of the turn, dismiss that card, or put that card into its owner's hand.

Pinkie Pie, Fili-Second (High Magic-142 UR)

Friend - Earth Pony, Power Pony, Chaotic; 3, 3 Pink, 3 Pink

Chaos: While this card is flipped, Friends in your hand have Hasty. <P> Hasty <P> When you play this card, Friends in your hand have Hasty until the end of the turn.

Pinkie Pie, Growing Up (Marks In Time-30 C)

Friend - Earth Pony, Foal; 1, 0, 1 Pink

Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has +1 power and Eccentric 2.

Pinkie Pie, Grump (Absolute Discord-160 U)

Troublemaker; 2, 3

When a player draws a card, put a +1 power counter on this card.

Pinkie Pie, Having A Blast (Leaders and Legends-148 U)

Mane Character - Earth Pony; Home Limit 3/Home Limit 5, 1/3 Pink

Front: Main Phase: Pay [X] to turn this card over, where X is the number of cards in your hand minus 1. Back: At the start of your Score Phase, you may exhaust this card and discard any number of random cards to dismiss an opposing non-token Friend with cost equal to the number of cards discarded this way.

Pinkie Pie, Holiday Spirit (Defenders of Equestria-31 C)

Friend - Earth Pony; 2, 0, 2 Pink

While you have more Friends than an opponent, this card has +2 power.

Pinkie Pie, Honorary Yak (Leaders and Legends-32 R)

Friend - Earth Pony, Yak; 2, 4 Pink, 2 Pink

Hasty <P> When this card enters play, if an opponent has more cards in their hand than you, draw cards until you have the same number of cards in your hand as your opponent.

Pinkie Pie, Ice Cutter (Premiere-46 C)

Friend - Earth Pony; 4, 1 Pink, 3 Pink

Random <P> When your opponent confronts this card's Problem, draw a card.

Pinkie Pie, Joyous Pony (Sequestria and Beyond-32 C)

Friend - Earth Pony; 2, 0, 2 Pink

When this card enters play, if you have another Pink character, you may draw a card.

Pinkie Pie, Joyous Seapony (Sequestria and Beyond-33 U)

Friend - Seapony; 4, 2 Pink, 4 Pink

Transform 2 <P> Hasty

Pinkie Pie, Life of the Party (Absolute Discord-35 U)

Friend - Earth Pony; 2, 2 Pink, 2 Pink

When this card enters play at a Problem, it gets +1 power until the end of the turn for each other Friend you have at that Problem.

Pinkie Pie, Living to Laugh (New Dawn-26 R)

Friend - Earth Pony; 3, 3 Pink, 0 Pink

When you draw your first card each turn, draw an additional card. <P> Unity 15 Pink: When you draw a card, if there are no cards remaining in your deck, you win the game.

Pinkie Pie, One Filly Party (Marks In Time-142 UR)

Friend - Earth Pony, Foal; 3, 3 Pink + 3 Yellow, 4 Pink + Yellow

If one of your Friends here with 1 printed power would be sent home, send it to another Problem instead.

Pinkie Pie, Party Animal (Premiere-3 F)

Mane Character - Earth Pony; Home Limit 3/Home Limit 5, 1/3 Pink

Front: When you confront this card's Problem, if none of your opponent's Friends are at that Problem, turn this card over. Back: Random <P> Your opponent needs +1 power to confront this card's Problem.

Pinkie Pie, Party Cannoneer (Leaders and Legends-3 U)

Mane Character - Earth Pony; Home Limit 3/Home Limit 5, 1/3 Pink

Front: Main Phase: Pay [X] to turn this card over, where X is the number of cards in your hand minus 1. Back: At the start of the Score Phase, you may exhaust this card and discard any number of random cards to dismiss an opposing non-token Friend with cost equal to the number of cards discarded this way.

Pinkie Pie, Pinkie "Responsibility" Pie (Premiere-45 R)

Friend - Earth Pony; 4, 2 Pink, 2 Pink

When you play this card to a Problem, dismiss an opponent's Friend at that Problem.

Pinkie Pie, Pokey Pony (Canterlot Nights-3 U)

Mane Character - Earth Pony; Home Limit 3/Home Limit 4, 1/3 Pink

Front: When you end your turn, if this card is at home or a Problem with at least 3 of your Friends, turn this card over. Back: Random <P> When you confront this card's Problem, you may retire one of your Friends there to dismiss an opponent's Friend there.

Pinkie Pie, Pony Pirate (Sequestria and Beyond-68 R)

Friend - Earth Pony, Pirate; 3, 3 Blue + 3 Pink, 3 Blue + Pink

Competitive 3 <P> When this card enters play, you may draw a card. <P> When you win a faceoff involving this card, you may draw a card and discard a card.

Pinkie Pie, Professor of Laughter (Leaders and Legends-31 C)

Friend - Earth Pony; 2, 0, 2 Pink

When this card enters play, if a player has 8 or more points, you may dismiss a Friend with 2 or less power.

Pinkie Pie, Rainbow Powered (High Magic-30 C)

Friend - Earth Pony; 1, 2 Pink, 2 Pink

Pinkie Pie, Reckless Endangerment (Fond Memories-25 U)

Friend - Earth Pony; 3, 2 Pink, 3 Pink

Hasty <P> Players can't confront this card's Problem unless they have at least 3 characters at that Problem.

Pinkie Pie, Remix Master (Equestrian Odysseys-208 UR)

Friend - Earth Pony; 4, 3 White, 4 White

If this card's Problem would be replaced, you may exhaust this card instead.

Pinkie Pie, Spittie Pie (Absolute Discord-pf8 P)

Friend - Earth Pony; 2, 2 Pink, 2 Pink

When you play this card, you may stick out your tongue. If you do, each player draws a card.

Pinkie Pie, Still Partying (New Dawn-153 R)

Friend - Earth Pony; 3, 3 Pink, 0 Pink

When you draw your first card each turn, draw an additional card. <P> Unity 15 Pink: When you draw a card, if there are no cards remaining in your deck, you may banish this card to score 5 points.

Pinkie Pie, Whole Hog (High Magic-31 F)

Friend - Earth Pony; 2, 1 Pink, 2 Pink

When you confront this card's Problem, you may retire this card to give a character here +6 power until the end of the turn.

Pinkie Sense (Leaders and Legends-144 UR)

Resource - Condition; 0, 1 Pink, 4

Play to your home <P> If you would discard a card, you may put that card on top of your deck

instead. <P> Immediate: Exhaust this card to discard a card.

Pinkie Squeeze (Prize Wheel-8 U)

Event; 2, 2 Blue + 2 Pink, 4

Immediate: Choose an opposing character at a Problem. Move one of your characters to that Problem. Those characters can't contribute power to faceoffs or confronting Problems this turn.

Pinkie the Party Planner (High Magic-92 R)

Event - Song; 1, 2 Pink + 2 Purple, 4

Main Phase: Choose one: Dismiss a Friend with 3 or more power, give a Troublemaker +3 power until the start of your next turn, or draw 2 cards and put a card from your hand on top of your deck.

Pinkie's Epiphany (Absolute Discord-108 R)

Event; 3, 4 Pink, 3

Main Phase: Choose two: Dismiss a Friend with 2 or less power, put a Friend from your discard pile into your hand, or pay 2 less for the next card you play this turn.

Pinkie's Present (Defenders of Equestria-103 U)

Event - Song; 2, 3 Pink, 5

Main Phase: Choose one: Draw 4 cards, opponents need +2 power to confront Problems until the start of your next turn, or gain control of an opposing Friend until the end of the Score Phase.

Pinkie's Worst Nightmare (High Magic-128 U)

Problem; 3 Pink + 3 Wild, 6 Wild, 1

When you draw a card, you may give a character here +1 power until the end of the turn.

Pinny Lane, Bowl'em Over (Canterlot Nights-47 R)

Friend - Unicorn; 3, 1 Pink, 2 Pink

When this card enters play, you may retire one of your Friends to gain a number of action tokens equal to that Friend's cost.

Pinprick, Pop Star (Premiere-47 R)

Friend - Unicorn; 2, 4 Pink, 1 Pink

Random <P> When you win a Problem faceoff involving this card, dismiss an opponent's Friend involved in that faceoff.

Pipsqueak, Class President (Marks In Time-9 U)

Friend - Earth Pony, Foal; 3, 1 Blue, 3 Blue

Competitive 2 <P> Main Phase: Pay [2] to Cutie Mark this card. <P> When this card becomes Cutie Marked, you may challenge a Troublemaker here with your characters here.

Pipsqueak, Old College Try (Fond Memories-26 C)

Friend - Earth Pony, Foal; 1, 1 Pink, 1 Pink

Eager

Pipsqueak, Scrappy Squirt (Canterlot Nights-16 R)

Friend - Earth Pony, Foal; 1, 2 Blue, 1 Blue

Reaction: After an opponent's Troublemaker is uncovered at this card's Problem, you may challenge that Troublemaker with all your characters there.

Pipsqueak, Trottinghamian (Equestrian Odysseys-47 C)
Friend - Earth Pony, Foal; 1, 1 Pink, 1 Pink
Eccentric 1

Pirate Couture (Sequestria and Beyond-115 C)
Resource - Accessory; 1, 2 White, 3
Play on a Friend. <P> That Friend has Showy 2.

Pirate Crew, Air Privateers (Sequestria and Beyond-10 SR)
Friend - Pirate; 5, 3 Blue, 5 Blue
Swift <P> Your other characters have Swift.

Pirate Ship (Sequestria and Beyond-116 U)
Resource - Asset; 1, 0, 5
Play to your home. <P> Main Phase: Pay [1] and exhaust this card to move one of your characters.

Pistachio, Farm Fashion (Leaders and Legends-47 C)
Friend - Earth Pony; 3, 1 White, 3 White
When an opponent plays a card, if it is the second card they have played this turn, you may put a 1 White Unicorn Friend token with Prepared into play.

Plaid Stripes, Spoony (Defenders of Equestria-45 R)
Friend - Earth Pony, Unique; 3, 3 White, 3 White
Opponents pay +[1] to play cards with cost 2 or less.

Playtime's Over (Fond Memories-139 C)
Problem; 5 Wild, 6 Wild, 1
Starting Problem <P> When you challenge a Troublemaker here with your Mane Character, if your Mane Character is on its Start side, you may pay [2] to turn your Mane Character over.

Pleurite, Bad Impressions (Fond Memories-68 U)
Friend - Changeling; 2, 3 Pink + 3 White, 2 Pink + White
When this card enters play, you may exchange control of this card and an opposing Friend until this card leaves play or is frightened.

Plowing the Field (Crystal Games-111 U)
Event; 1, 3 Orange, 4
Main Phase: Draw 2 cards from the bottom of your deck.

Plum Tuckered Out (Canterlot Nights-114 R)
Event; 1, 3 Orange, 4
Reaction: After an opponent plays or moves a character, exhaust that character.

Plume, Bump, Set (Leaders and Legends-69 R)
Friend - Dragon; 4, 3 Orange + 3 Purple, 4 Orange + Purple

Stubborn <P> This card can't be frightened. <P> Immediate: Exhaust this card to put a Troublemaker from your hand into play. (Troublemakers enter play face-down unless otherwise stated.)

Plunderseed Vines (Absolute Discord-161 U)

Troublemaker; 1, 4

When this Troublemaker is defeated, you may pay [1] to put another Troublemaker from your hand into play here face-up.

Plunderseeds in Ponyville (Absolute Discord-184 C)

Problem; 2 Pink + 1 not-Pink, 4 Wild, 1

When this card enters play, dismiss all Friends with 2 or less power.

Plus One (Fond Memories-121 SR)

Resource - Asset; 3, 3 White, 3

Play on one of your Friends. <P> When you play this card, you may put a Friend from your discard pile into play. If you do, attach this card to it. <P> When this card leaves play, retire the Friend it was attached to.

Poetry Slam (Crystal Games-112 R)

Event - Showdown; 3, 4 White, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters there. The winner of that faceoff may banish a Friend that was involved.

Ponies Without Parachutes (Crystal Games-183 U)

Problem; 2 Yellow + 1 not-Yellow, 4 Wild, 1

Starting Problem <P> Main Phase: Exhaust two of your Pegasus characters here to move another one of your characters. Only the player with the most Pegasus characters here may activate this ability.

Ponka Po, Undercover Mastermind (Absolute Discord-36 C)

Friend - Earth Pony; 1, 1 Pink, 1 Pink

When an opposing Friend is dismissed, this card gets +2 power until the end of the turn.

Pony Charm (Crystal Games-140 R)

Resource - Condition; 3, 5 White, 4

Play on a Friend. <P> You control that Friend.

Pony of Shadows (Canterlot Nights-161 U)

Troublemaker; 3, 5

When this card is uncovered, you may frighten a Friend at its Problem.

Pony of Shadows, Pure Darkness (Friends Forever-141 UR)

Troublemaker - Epic; 1, 7

When this card is defeated, you may reveal cards from the top of your deck until you reveal a Friend. If you do, put that Friend into play, then shuffle your deck.

Pony Pet Playdate (Fond Memories-91 U)

Event; 2, 2 Pink + 2 Yellow, 4

Main Phase: Put two 1 Pink Earth Pony Friend tokens into play at a Problem, then put two 1

Yellow Critter Friend tokens into play at another Problem. At the end of the turn, banish those Friends.

Pony Power (Seaquestria and Beyond-105 U)

Event - Chaotic; 2, 3 Blue, 5

Chaos: While this card is flipped, your characters involved in the faceoff have +1 power until the end of the faceoff. <P> Main Phase: Challenge an opposing Troublemaker with all your characters at its Problem. Your characters involved in the faceoff have +1 power until the end of the faceoff.

Ponynapped! (Premiere-193 U)

Problem; 4 White + 3 not-White, 8 Wild, 3

When a player confronts this Problem, they frighten one of their Friends at this Problem.

Ponyville (Equestrian Odysseys-159 U)

Resource - Location; 2, 1 Yellow, 5

Play on a Problem. <P> Opposing Friends moved or played here get -1 power until the end of the turn.

Ponyville Banner (Crystal Games-141 R)

Resource - Asset; 1, 0, 4

Play to your home. <P> Score Phase: Retire this card to choose a Problem. This turn, you meet the confront requirements of that Problem if you have at least one ready Unicorn, Earth Pony, and Pegasus character there.

Ponyville Emergency (Equestrian Odysseys-132 C)

Event; 2, 2 Purple, 4

Main Phase: Move up to two opposing characters.

Ponyville in a Bottle (Premiere-188 C)

Problem; 2 Purple + 2 not-Purple, 5 Wild, 2

Friends with less than 2 power can't be played to this Problem.

Ponyville Mailbox (Crystal Games-142 C)

Resource - Mailbox; 2, 2 Yellow, 5

Play to your home. <P> Main Phase: Remove a counter from one of your ready characters to give a Friend +1 Power until the end of the turn. If the counter is a Postage counter, give that Friend +2 Power instead.

Popping Corn (Absolute Discord-109 R)

Event - Gotcha; 1, 2 Orange, 3

Reaction: After the start of the Score Phase, choose a Problem. Exhaust each character there with 2 or less power. If an opponent's Mane Character is Boosted, exhaust each character there with 3 or less power instead.

Portal to Tartarus (Absolute Discord-141 U)

Resource - Asset; 0, 1 Purple, 5

Play to your home. <P> When a card enters a discard pile, you may exhaust this card to banish that card.

Postal Mare, Bulk Delivery (New Dawn-27 U)

Friend - Pegasus; 5, 3 Pink, 4 Pink

When this card enters play, dismiss any number of opposing Friends here with combined cost 4 or less.

Pound Cake & Pumpkin Cake, Favorite Foalsitters (New Dawn-73 R)

Friend - Pegasus, Unicorn; 2, 2 Pink + 2 Yellow, 0 Pink + Yellow

When this card's Problem is confronted, you may exchange control of this card and an opposing Friend here until the end of the Score Phase. <P> If this card would be sent home, it isn't sent home instead.

Pound Cake & Pumpkin Cake, Foalin' Around (Equestrian Odysseys-48 U)

Friend - Pegasus, Unicorn, Foal; 3, 2 Pink, 3 Pink

Eccentric 2

Pow, Loyal Henchpony (Defenders of Equestria-23 R)

Friend - Earth Pony; 3, 3 Orange, 3 Orange

When one of your Troublemakers would be dismissed, you may exhaust this card to turn it face-down instead. <P> This card can't be frightened.

Power Bracelets (High Magic-114 C)

Resource - Accessory; 1, 2 White, 5

Play on a Friend. <P> When an opponent starts a faceoff here, you may put a 1 White Unicorn Friend token with Prepared into play.

Power Play (Friends Forever-94 C)

Event - Chaotic; 2, 3 Orange, 4

Chaos: When this card is flipped, flip an additional card. <P> Immediate: During a faceoff, flip an additional card. <P> Harmony Dragon: Flip another additional card if you have a Dragon character

Power Pony Up! (High Magic-93 C)

Event; 1, 3 Orange, 3

Immediate: Unfrighten up to two Friends.

Power Shift (Leaders and Legends-98 C)

Event; 2, 3 Purple, 3

Immediate: Reveal the top card of your deck, then move an opposing character with power less than the revealed card's power. If a player has 8 or more points, move up to two opposing characters with power less than the revealed card's power instead.

Pranking Opportunity (Fond Memories-140 U)

Problem; 3 Blue + 4 not-Blue, 9 Wild, 1

When you frighten a Friend for the first time each turn, you may draw a card, then discard a card.

Preemptive Flick (Equestrian Odysseys-160 R)

Resource - Asset; 1, 3 White, 4

Play to your home. <P> If an opponent would move a character, you may retire this card instead. If you do, that character is not moved.

Press Pass, On the Scene (Crystal Games-44 U)

Friend - Unicorn; 3, 4 Pink, 0 Pink

Teamwork <P> While this card is ready, your opponent needs +1 power to confront this card's Problem.

Prim Hemline, Precise Pony (Crystal Games-69 C)

Friend - Earth Pony; 2, 2 White, 2 White

While an opponent's Mane Character is at home, that opponent can't move Friends to this card's Problem.

Prim Hemline, Runway Judge (High Magic-49 C)

Friend - Earth Pony; 2, 0, 4 White

This card can't contribute its power to confronting Problems.

Prim Posy, Fond of Fronds (Canterlot Nights-76 C)

Friend - Pegasus; 1, 2 White, 2 White

Prince Blueblood (Canterlot Nights-162 U)

Troublemaker; 2, 4

When a player challenges this card, that player moves one of their characters at this card's Problem home.

Prince Blueblood, Loudmouth (Absolute Discord-59 R)

Friend - Unicorn, Royalty; 2, 1 White, 2 White

Main Phase: Exhaust this card and pay [1] to move a Troublemaker to this card's Problem.

Prince Blueblood, Skin Deep (Equestrian Odysseys-71 U)

Friend - Unicorn; 3, 2 White, 3 White

Showy 1

Prince Rutherford, Best At Friendship (New Dawn-8 C)

Friend - Ally, Yak, Royalty; 3, 1 Blue, 3 Blue

Unity 5 Blue: Swift <P> Unity 10 Blue: When you move this card to a Problem, you may move another one of your characters to the same Problem.

Prince Rutherford, Quick to Judge (High Magic-7 R)

Friend - Ally, Yak, Royalty; 2, 4 Blue, 2 Blue

Hasty <P> When this card enters play, you may frighten a Friend.

Prince Rutherford, Yak Smash (Fond Memories-147 UR)

Friend - Ally, Yak; 4, 3 Blue, 4 Blue

Hasty <P> Swift <P> When you win a Troublemaker faceoff involving this card, you may reveal the top 5 cards of your deck. Put any number of Troublemakers revealed this way into your hand, then shuffle your deck.

Princess Cadance, Best Foalsitter Ever (Marks In Time-31 C)
Friend - Alicorn, Royalty; 2, 2 Pink, 2 Pink
Hasty

Princess Cadance, Crystal Princess (Crystal Games-198 UR)
Friend - Alicorn, Crystal, Royalty; 4, 4 White, 4 White
Troublemakers can't be uncovered here.

Princess Cadance, Everlasting Love (Equestrian Odysseys-105 R)
Friend - Alicorn, Royalty; 2, 1 Pink + 1 White, 2 Pink + White
When another one of your Friends enters your discard pile, you may exhaust this card to search your deck for a Friend with the same name and put that card into your hand.

Princess Cadance, Family Matters (Friends Forever-138 UR)
Friend - Alicorn, Royalty, Unique; 5, 2 Blue + 2 Pink + 2 White, 5 Blue + Pink + White
You may pay [1] less to play Friends, to a minimum of [1]. <P> Opponents pay +[2] to play Events. <P> When an opponent plays a card, you may draw a card.

Princess Cadance, Friends of the Family (Fond Memories-1 U)
Mane Character - Alicorn, Royalty; Home Limit 2/Home Limit 4, 1/3 Pink
Front: At the end of your turn, if you have Friends at home in excess of your home limit, put any number of your Friends into their owners' hands and turn this card over. Back: When you play a Friend, if it is the second Friend you have played this turn, choose one: put a +1 power counter on that Friend and up to one of your other Friends, or draw a card.

Princess Cadance, Lost Parent (Leaders and Legends-77 U)
Friend - Alicorn, Royalty; 2, 2 Pink + 2 White, 2 Pink + White
If an opposing Friend or Troublemaker would be dismissed, you may exhaust this card to banish that Friend or Troublemaker instead.

Princess Cadance, Loving Ruler (Crystal Games-3 F)
Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 White
Front: When an opponent's Friend enters play here, put a Shield counter on this card. Then, if there are at least 5 Shield counters on this card, remove them and turn it over. Back: Opponents pay +[2] to play Friends here.

Princess Cadance, On Vacation (Absolute Discord-37 C)
Friend - Alicorn, Royalty; 4, 2 Pink, 4 Pink
When this card enters play, draw 2 cards.

Princess Cadance, Royal Envoy (Sequestria and Beyond-52 C)
Friend - Alicorn, Royalty; 2, 2 White, 2 White
Traveler <P> Main Phase: Exhaust this card and remove two +1 power counters from it to put a card from your discard pile into your hand.

Princess Cadance, Spa Day (High Magic-50 SR)
Friend - Alicorn, Royalty; 1, 3 White, 2 White
While there are no opposing characters here, this card has Showy 2.

Princess Celestia, Bane of Evil (Crystal Games-90 R)

Friend - Alicorn, Royalty; 3, 3 Yellow, 3 Yellow

When this card enters play, put an opponent's Troublemaker here into its owner's hand.

Princess Celestia, Bringer of Light (Canterlot Nights-96 U)

Friend - Alicorn, Royalty; 4, 2 Yellow, 3 Yellow

When this card enters play at a Problem, you may unfrighten or ready a Friend.

Princess Celestia, Day Shift (Sequestria and Beyond-64 R)

Friend - Alicorn, Royalty; 2, 2 Yellow, 2 Yellow

When a Problem enters play, you may move one of your characters at home to that Problem.

Princess Celestia, Equestrian General (Marks In Time-55 SR)

Friend - Alicorn, Royalty; 2, 1 Yellow, 2 Yellow

Opposing Friends with 3 or more printed power have -1 power during your turn.

Princess Celestia, Equestrian Leader (Canterlot Nights-190 UR)

Mane Character - Alicorn, Royalty; Home Limit 4/Home Limit 4, 1/3 Yellow

Front: Main Phase: Pay [3] to turn this card over. Back: When this side of the card is turned face up, you may ready a Resource. <P> Main Phase: Retire one of your Resources to add its power to one of your Yellow Friends until the end of this turn and turn this card over.

Princess Celestia, Fair but Firm (Absolute Discord-12 U)

Friend - Alicorn, Royalty, Chaotic; 4, 2 Blue, 3 Blue

Chaos: When this card is flipped, frighten a Friend involved in the faceoff. <P> When this card enters play, you may frighten a Friend.

Princess Celestia, Gambit Planner (Crystal Games-pf11 P)

Friend - Alicorn, Royalty; 2, 2 Purple, 2 Purple

Reaction: After an opponent dismisses another one of your Friends, retire this card to gain [4].

Princess Celestia, High Noon (Sequestria and Beyond-138 UR)

Friend - Alicorn, Royalty, Unique; 5, 2 Blue + 2 Pink + 2 Yellow, 5 Blue + Pink + Yellow

Swift <P> While you have more Friends than an opponent, you may pay [2] less to play this card. <P> If one of your Friends here would be frightened or dismissed by an opponent, you may put it into its owner's hand instead.

Princess Celestia, Hoof Shaker (Canterlot Nights-f4 F)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: Main Phase: Exhaust 3 of your Friends to turn this card over. Back: At the end of your turn, if you have Friends at home in excess of your home limit, you may exhaust this card to put a Friend there into its owner's hand.

Princess Celestia, Protector of Equestria (Canterlot Nights-200 UR)

Friend - Alicorn, Royalty; 3, 2 Yellow, 3 Yellow

When this card enters play at a Problem with an opponent's Troublemaker, this card gets +2 power until the end of the turn. Challenge that Troublemaker with this card.

Princess Celestia, Raptor Raiser (Defenders of Equestria-52 SR)

Friend - Alicorn, Royalty; 3, 2 Yellow, 2 Yellow

When this card enters play, choose a Troublemaker. You may put a number of 1 Yellow Critter Friend tokens into play equal to that Troublemaker's power.

Princess Celestia, Ray of Sunshine (Premiere-208 UR)

Friend - Alicorn, Royalty; 5, 3 Yellow, 3 Yellow

Studious <P> Swift <P> While this card is at a Problem, each of your other Yellow characters at that Problem gets +1 power.

Princess Celestia, Restricted Section (Leaders and Legends-37 C)

Friend - Alicorn, Royalty; 2, 4 Purple, 2 Purple

Immediate: Exhaust this card to banish an Event from a discard pile. <P> This card has +1 power for each Event in each Banished Zone.

Princess Celestia, Royal Decree (Equestrian Odysseys-89 SR)

Friend - Alicorn, Royalty; 2, 4 Yellow, 2 Yellow

Opponents can't play Friends with 3 or more power here.

Princess Celestia, Royal Tutor (Fond Memories-2 U)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 5, 1/3 Purple

Front: Immediate: If you have three or more Events in your discard pile, turn this card over.

Back: When you play an Event, you may exhaust this card to search your deck for a Unicorn or Alicorn Friend with power less than that Event's power, reveal it and put it into your hand, then shuffle your deck.

Princess Celestia, Smite Makes Right (Equestrian Odysseys-90 R)

Friend - Alicorn, Royalty, Chaotic; 3, 3 Yellow, 3 Yellow

Chaos: When this card is flipped during a Troublemaker faceoff, turn a Troublemaker involved in the faceoff facedown. <P> Troublemakers can't be uncovered here.

Princess Celestia, Solar Guardian (New Dawn-53 SR)

Friend - Alicorn, Royalty; 4, 2 Yellow, 4 Yellow

Persistent <P> At the start of a faceoff, you may choose one of your characters involved in the faceoff. If you do, that character is no longer involved in the faceoff, and this card becomes involved in the faceoff.

Princess Celestia, Solar Serenity (High Magic-62 SR)

Friend - Alicorn, Royalty; 3, 2 Yellow, 3 Yellow

Calming 2 <P> Immediate: Pay [1] to put an opposing Friend here with 1 power or less into its owner's hand.

Princess Celestia, Solar Sister (Celestial Solstice-f2 F)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: When one of your Alicorn Friends enters play, if you have at least 1 other Alicorn Friend, turn this card over. Back: While you have Princess Luna, Princess Twilight Sparkle, or Princess Cadance, each of your Alicorn Friends has +1 power.

Princess Celestia, The Rising Sun (Celestial Solstice-4 F)

Friend - Alicorn, Royalty; 4, 3 Yellow, 2 Yellow

When you play a Friend, you may draw a card.

Princess Combo Meal (Fond Memories-92 C)

Event; 1, 4 Orange, 3

Immediate: Exhaust an opposing character or Resource.

Princess Luna, A Nightmare Come True (Marks In Time-35 R)

Friend - Alicorn, Royalty; 2, 1 Purple, 2 Purple

Main Phase: Pay [2] and exhaust this card to put a 2 Purple Figment Friend token into play.

Princess Luna, Double Your Fun (Fond Memories-3 U)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: During faceoffs involving this card, flip an additional card, then ignore one of your flipped cards. <P> When you flip a card with 3 or less printed power for a faceoff, you may turn this card over. Back: Your flipped cards with 3 or less printed power have their power doubled as long as they remain flipped.

Princess Luna, Dream Catcher (Canterlot Nights-189 UR)

Mane Character - Alicorn, Royalty; Home Limit 4/Home Limit 4, 1/2 Purple

Front: Main Phase: Pay [3] to turn this card over. Back: When this side of the card is turned face up, you may search your deck for an Event, reveal it, put it into your hand, and shuffle your deck. <P> At the start of your Main Phase, you may reveal the top card of your deck. If you do, reveal a card from your hand. If the printed power of the card from your hand is greater, put the card revealed from your deck into your hand and turn this card over.

Princess Luna, Dream Guide (Absolute Discord-3 F)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Orange

Front: When you discard a card, you may pay [1] and turn this card to its Boosted side. If you do, choose an opponent. That opponent reveals their hand and separates it into two piles.

Choose and banish one pile Back: [no text]

Princess Luna, Dream Warrior (High Magic-139 UR)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Blue

Front: When you play a Friend to this card's Problem, you may turn this card over. Back: When you play a Friend to a Problem, you may move this card to that Problem.

Princess Luna, Dream Weaver (Crystal Games-pf8 P)

Friend - Alicorn, Royalty; 4, 4 Yellow, 2 Yellow

When this card enters play, put a Friend at its Problem into its owner's hand.

Princess Luna, Dusk to Dawn (Sequestria and Beyond-40 C)

Friend - Alicorn, Royalty; 3, 3 Purple, 3 Purple

Meticulous 2

Princess Luna, Fowl Play (Leaders and Legends-55 C)

Friend - Alicorn, Critter, Royalty; 3, 3 Yellow, 3 Yellow

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may put a 1 Yellow Critter Friend token into play.

Princess Luna, Good Night's Sleep (Crystal Games-53 R)

Friend - Alicorn, Royalty; 3, 3 Purple, 3 Purple

When this card enters play, banish one of your Friends. At the end of the turn, put that Friend into play.

Princess Luna, Holiday Spirit (Defenders of Equestria-35 SR)

Friend - Alicorn, Royalty; 4, 4 Purple, 3 Purple

Prepared <P> When you win a Troublemaker faceoff, score a point.

Princess Luna, Lunar Warden (New Dawn-33 R)

Friend - Alicorn, Royalty; 3, 3 Purple, 3 Purple

When a player plays an Event, you may put a +1 power counter on one of your Troublemakers.

<P> Immediate: Remove two +1 power counters from one of your Troublemakers to put a 2

Purple Figment Friend token into play.

Princess Luna, Mare in the Moon (Canterlot Nights-196 UR)

Friend - Alicorn, Royalty; 3, 3 Purple, 2 Purple

Reaction: After the start of any phase, you may banish this card and put it into play at the start of your next turn.

Princess Luna, Midnight (Sequestria and Beyond-139 UR)

Friend - Alicorn, Royalty, Unique; 5, 2 Orange + 2 Purple + 2 White, 5 Orange + Purple + White

Stubborn <P> Main Phase: Exhaust this card to frighten a Friend. <P> Opponents can't move characters unless they pay [1].

Princess Luna, Night Mare (Canterlot Nights-59 U)

Friend - Alicorn, Royalty; 4, 4 Purple, 3 Purple

When this card enters play at a Problem, frighten a Friend there.

Princess Luna, Night's Steward (Equestrian Odysseys-99 R)

Friend - Alicorn, Royalty; 4, 3 Orange + 3 Yellow, 5 Orange + Yellow

Your other Friends here have Diligent 1.

Princess Luna, Princess of the Night (Canterlot Nights-f2 F)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When you confront this card's Problem, you may pay [2] to turn this card over. Back: Stu-

dious <P> Faceoff: Discard an Event to give this card +3 power until the end of the faceoff.

Princess Luna, The Party's Over (Canterlot Nights-4 U)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When you win a faceoff involving this card, turn this card over. Back: Opposing characters here have -1 power during Problem faceoffs.

Princess Luna, The Sandmare (Absolute Discord-27 U)

Friend - Alicorn, Royalty, Chaotic; 3, 3 Orange, 4 Orange

Chaos: When this card is flipped, exhaust a character with 2 or less power involved in the fa-

ceoff. <P> When this card enters play, you may exhaust a character.

Princess Luna, The Setting Moon (Celestial Solstice-2 F)

Friend - Alicorn, Royalty; 4, 5 Purple, 2 Purple

If you would draw a card during a Main Phase, you may exhaust one of your Friends to gain [1] instead.

Princess Luna, Wax and Wane (Equestrian Odysseys-58 R)

Friend - Alicorn, Royalty; 3, 2 Purple, 3 Purple

When this card enters play, gain [1]. <P> When an opposing Friend enters play here, you may banish this card, then put this card into play at the start of the next turn.

Princess Luna, Web of Dreams (High Magic-38 SR)

Friend - Alicorn, Royalty; 2, 2 Purple, 2 Purple

Meticulous 1 <P> When you play an Event, you may pay [1] to put a 2 Purple Figment Friend token into play.

Princess Mask (Friends Forever-110 C)

Resource - Accessory; 1, 3 White, 3

Play on a Friend <P> That Friend has +2 power. <P> Harmony Changeling: If that Friend is a Changeling, it has +4 power instead.

Princess Platinum, Equestrian Founder (Marks In Time-45 C)

Friend - Unicorn, Royalty; 5, 1 White, 5 White

Showy 2

Princess Skystar, Air and Sea (Seaquestria and Beyond-35 SR)

Friend - Ally, Royalty; 4, 2 Pink, 2 Pink

Transform 2 <P> Hasty <P> Eccentric 4

Princess Skystar, Friend to the End (Seaquestria and Beyond-36 C)

Friend - Seapony, Royalty; 4, 2 Pink, 2 Pink

When this card enters play, you may dismiss an opposing Friend.

Princess Skystar, Making a Splash (Seaquestria and Beyond-37 U)

Friend - Seapony, Royalty; 3, 3 Pink, 3 Pink

Transform 2 <P> When this card enters play, you may put a 2 Pink Seashell Friend token into play.

Princess Skystar, Out of Her Shell (Seaquestria and Beyond-3 C)

Mane Character - Seapony, Royalty; Home Limit 3/Home Limit 4, 1/3 Pink

Front: Main Phase: Pay [2] to put two 2 Pink Seashell Friend tokens into play and turn this card over. Back: [no text]

Princess Twilight Sparkle, A Born Leader (Equestrian Odysseys-59 SR)

Friend - Alicorn, Royalty; 4, 4 Purple, 4 Purple

When you move a character to a Problem, you may pay [1] to move an opposing character there home.

Princess Twilight Sparkle, Ambassador of Friendship (Equestrian Odysseys-5 U)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 5, 1/3 Purple

Front: When you put a card on top of your deck, you may turn this card over. Back: Meticulous

1 <P> When you put a card on top of your deck, if you have a Friend at home, you may exhaust this card to gain [1].

Princess Twilight Sparkle, Conspiracy (Fond Memories-34 U)

Friend - Alicorn, Royalty; 4, 1 Purple, 3 Purple

Training 2 <P> While you have two or more Events in your discard pile, you may pay [2] less to play this card.

Princess Twilight Sparkle, Cover to Cover (High Magic-40 F)

Friend - Alicorn, Royalty; 2, 3 Purple, 0 Purple

Meticulous 1 <P> Prepared <P> Main Phase: Exhaust this card to gain [1].

Princess Twilight Sparkle, Cutie Mark Researcher (Defenders of Equestria-36 C)

Friend - Alicorn, Royalty; 3, 0, 3 Purple

Eccentric 1

Princess Twilight Sparkle, Endless Friendship (Friends Forever-139 UR)

Friend - Alicorn, Royalty, Unique; 5, 2 Orange + 2 Purple + 2 Yellow, 5 Orange + Purple + Yellow

Your other characters have +2 power. <P> Your Friends can't be frightened. <P> If one of your Friends would leave play, you may pay [2] and exhaust this card to banish that Friend until the end of the turn instead.

Princess Twilight Sparkle, Headmare (Leaders and Legends-38 C)

Friend - Alicorn, Royalty; 2, 0, 2 Purple

When you play an Event with cost 2 or less, if a player has 8 or more points, you may banish this card to copy that Event's effects.

Princess Twilight Sparkle, Magical Pony (Sequestria and Beyond-41 C)

Friend - Alicorn, Royalty; 2, 0, 2 Purple

When this card enters play, if you have another Purple character, you may move an opposing character.

Princess Twilight Sparkle, Magical Seapony (Sequestria and Beyond-42 U)

Friend - Seapony, Royalty; 4, 2 Purple, 4 Purple

Transform 2 <P> Meticulous 2

Princess Twilight Sparkle, Masked Matter-Horn (High Magic-143 UR)

Friend - Alicorn, Royalty, Power Pony; 4, 2 Purple, 4 Purple

Meticulous 1 <P> When a Friend enters play here, you may reveal the top card of your deck. If that card is an Event, you may draw it.

Princess Twilight Sparkle, Pony Pirate (Sequestria and Beyond-70 R)

Friend - Alicorn, Royalty, Pirate; 4, 2 Blue + 2 Purple, 2 Blue + Purple

When you play this card, you may frighten each other Friend here.

Princess Twilight Sparkle, Powerful Magic (New Dawn-34 R)

Friend - Alicorn, Royalty; 4, 3 Purple, 4 Purple

At the start of your turn, gain [1]. <P> Unity 15 Purple: Opponents must pay +[1] to take an action to draw a card, move one of their characters, rally one of their Friends, or play a Trouble-

maker.

Princess Twilight Sparkle, Princess of Friendship (Crystal Games-00 UR)

Friend - Alicorn, Royalty; 5, 3 Purple, 3 Purple

Studios <P> Swift <P> When you play this card, gain [1] for each opposing character at this card's Problem.

Princess Twilight Sparkle, Professor Sparkle (Defenders of Equestria-4 C)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When you confront this card's Problem, turn this card over. Back: Immediate: Pay [1] to give a Troublemaker +2 or -2 power until the end of the turn.

Princess Twilight Sparkle, Rainbow Powered (High Magic-39 C)

Friend - Alicorn, Royalty; 1, 2 Purple, 2 Purple

Princess Twilight Sparkle, Star Swirl Enthusiast (Absolute Discord-48 U)

Friend - Alicorn, Royalty, Chaotic; 4, 3 Purple, 4 Purple

Chaos: When this card is flipped, you may pay [3] less for your next Event until the end of the faceoff. <P> When this card enters play, pay [1] less for your next Event this turn.

Princess Twilight Sparkle, There's A Spell For That! (Leaders and Legends-4 U)

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Purple

Front: Main Phase: Reveal your hand. If no two cards in your hand have the same name, turn this card over. Back: At the start of your turn, you may reveal the top card of your deck. If you do, you may pay [1] less to play the first card with that card's name this turn.

Princess Twilight Sparkle, Time Patrol (Marks In Time-141 UR)

Friend - Alicorn, Royalty; 2, 2 Orange + 2 Purple, 2 Orange + Purple

Prepared <P> Your Troublemakers have Diligent 2.

Princess Twilight Sparkle, Twirling Tunes (Fond Memories-77 SR)

Friend - Alicorn, Royalty; 3, 0, 3 Colorless

If you would choose one effect while playing a Song card, you may choose two effects instead.

Private Journal (Absolute Discord-110 U)

Event; 2, 2 Purple, 4

Faceoff: Look at an opponent's hand. You may choose a card from it and put that card on top of that opponent's deck.

Private Pansy, Equestrian Founder (Marks In Time-56 C)

Friend - Pegasus; 2, 1 Yellow, 2 Yellow

When this card enters play, you may move one of your Critters to this card's Problem.

Private Party (Canterlot Nights-146 U)

Resource - Location; 1, 3 White, 4

Play to your home. <P> Reaction: After an opponent plays a Troublemaker, you may exhaust this card and pay [1] to move that face-down Troublemaker to another Problem.

Professor Flintheart, Potions Master (Defenders of Equestria-61 R)
Friend - Unicorn; 3, 2 Blue + 2 Purple, 3 Blue + Purple
When you win a Troublemaker faceoff, you may frighten a Friend.

Professor Fossil, Chipping Away (Friends Forever-19 C)
Friend - Earth Pony; 4, 0, 4 Orange

Professor Neigh, Algebraic! (Premiere-52 C)
Friend - Earth Pony; 1, 1 Purple, 1 Purple
While at a Problem with a Report Resource, this card gets +1 power.

Prospecting Interruption (New Dawn-135 U)
Problem; 3 White + 3 Wild, 7 Wild, 1
Opponents don't score points for confronting this Problem.

Protect and Serve (Absolute Discord-185 U)
Problem; 2 Blue + 3 Yellow, 7 Wild, 2
Players must pay +[1] to play a Troublemaker here.

Protect the Princess (Sequestria and Beyond-117 C)
Resource - Dilemma; 2, 2 Orange, 5; 5 Wild, 5 Wild, 1
You flip an additional card during faceoffs.

Pukwudgie, Prickly Pest (Leaders and Legends-56 C)
Friend - Critter; 3, 3 Yellow, 2 Yellow
This card has +1 power for each of your other Friends named Pukwudgie, Prickly Pest. <P>
Your deck may contain any number of Friends named Pukwudgie, Prickly Pest.

Pukwudgie, Strength in Numbers (Friends Forever-120 C)
Troublemaker; 0, 4
Double this card's power for each other Pukwudgie in play

Puppet Show (Equestrian Odysseys-133 R)
Event; 1, 3 Pink, 4
Immediate: Choose a Problem. Opponents need +2 power to confront that Problem until the end of the turn.

Purple Parasprite (Premiere-157 C)
Troublemaker; 1, 4
At the start of your opponent's Troublemaker Phase, they exhaust one of their characters.

Purple Waters, Prismatic Poet/Musician (Canterlot Nights-41 C)
Friend - Pegasus; 1, 2 Pink, 2 Pink

Push Comes to Shove (Marks In Time-85 U)
Event; 2, 1 Orange, 3
Main Phase: Put a 3 Orange Rock Friend token into play.

Quarray Eels (Rock and Rave-12 F)

Troublemaker; 2, 4

Opponents must pay +[1] to move a character to this card's Problem.

Queen Chrysalis (Canterlot Nights-203 UR)

Troublemaker - Epic; 3, 6

Villain <P> At the start of a faceoff involving this card, exhaust a random character involved in the faceoff.

Queen Chrysalis, Changeling Pretender (Equestrian Odysseys-203 UR)

Mane Character - Changeling, Royalty; Home Limit 3/Home Limit 4, 1/3 Colorless

Front: As the game starts, choose a color. This card gains that color. <P> When an opponent's Mane Character turns over, turn this card over. Back: When this side of the card turns face up for the first time each game, choose a color and an opponent's Mane Character. This card gains that color and that card's printed abilities.

Queen Chrysalis, Commanding Queen (Absolute Discord-193 UR)

Mane Character - Changeling, Royalty; Home Limit 3/Home Limit 4, 1/3 White

Front: Main Phase: Pay [3] to gain control of an opposing Friend and turn this card over. Back: [no text]

Queen Chrysalis, Evil Twin (Friends Forever-76 R)

Friend - Changeling, Royalty; 5, 3 Pink + 3 White, 0 Pink + White

As this card enters play, banish an opposing Friend. This card enters play as a copy of that Friend.

Queen Chrysalis, Failure Facade (New Dawn-42 C)

Friend - Changeling, Royalty; 4, 3 White, 4 White

Showy 3

Queen Chrysalis, Hive Tyrant (Marks In Time-115 R)

Troublemaker; 1, 5

At the start of a faceoff involving this card, you may gain control of an opposing Friend until the end of the faceoff.

Queen Chrysalis, Identity Theft (Absolute Discord-202 UR)

Friend - Changeling, Royalty, Unique; 3, 0, 3 Colorless

As this card enters play, choose a non-Unique Friend. This card has the printed abilities of that Friend.

Queen Chrysalis, Love Vampire (Fond Memories-78 U)

Friend - Changeling, Royalty; 4, 0, 4 Colorless

Characters lose and can't have colors other than their printed colors.

Queen Chrysalis, Meddler (New Dawn-128 U)

Troublemaker; 0, 5

You need -1 power to confront this card's Problem for each trait among opposing characters.

Queen Chrysalis, Overt Operations (New Dawn-3 U)

Mane Character - Changeling, Royalty; Home Limit 4/Home Limit 4, 1/3 White

Front: Main Phase: Pay [3] to turn this card over. Back: As an opponent plays their first non-Troublemaker card each turn, they may pay [X], where X is that card's cost. If they don't, cancel that card. <P> When an opponent plays a card, if it is the third card they have played this turn, turn this card over.

Queen Chrysalis, Stolen Talent (Leaders and Legends-141 UR)

Friend - Changeling, Royalty, Unique; 3, 0, 3 Colorless

Immediate: Pay [1] to banish a Friend from a discard pile. If you do, this card loses all abilities gained this way, then gains that Friend's printed abilities.

Queen Chrysalis, Vicious Vengeance (Defenders of Equestria-119 R)

Troublemaker - Epic; 2, 7

When this card is uncovered, move all characters here home.

Queen Novo, Benevolent Ruler (Sequestria and Beyond-137 UR)

Friend - Seapony, Royalty; 2, 3 Yellow, 2 Yellow

The player with the lowest power total wins faceoffs involving this card.

Queen Novo, Sea Sovereign (Sequestria and Beyond-6 C)

Mane Character - Seapony, Royalty; Home Limit 3/Home Limit 4, 1/3 Yellow

Front: Main Phase: Pay [2] to move any number of your characters at home and turn this card over. Back: [no text]

Queen Novo, Swayed Seapony (New Dawn-54 C)

Friend - Seapony, Royalty; 3, 1 Yellow, 3 Yellow

Unity 5 Yellow: Persistent <P> Unity 10 Yellow: When an opposing character enters play here or is moved here, that character gets -2 power until the end of the turn.

Queen Novo, Under the Sea (Sequestria and Beyond-53 R)

Friend - Seapony, Royalty; 5, 2 White, 5 White

When you play a Seapony, you need -2 power to confront this card's Problem until the end of the turn. <P> Your Seaponies have Showy 1.

Quibble Pants, Nonbeliever (Defenders of Equestria-62 U)

Friend - Earth Pony; 2, 2 Blue + 2 Purple, 2 Blue + Purple

Meticulous 1 <P> Main Phase: Exhaust this card to put a Troublemaker from your hand into play face-up.

Quibble Pants, Rules Lawyer (Leaders and Legends-63 U)

Friend - Earth Pony; 3, 2 Blue + 2 Purple, 3 Blue + Purple

Meticulous 1 <P> While this card is at a Problem with a Troublemaker, this card has Competitive 3.

Raccoon, Scrounger (Canterlot Nights-97 C)

Friend - Critter; 2, 0, 1 Yellow

Main Phase: Exhaust one of your Resources at home to move this card.

Rage Face (Equestrian Odysseys-161 U)

Resource - Condition; 3, 4 Blue, 4

Play on a Friend. If that Friend is yours, you may move it. <P> Vexing

Rain Shine, Silent Leader (Leaders and Legends-80 U)

Friend - Ally, Kirin, Royalty, Chaotic; 1, 3 Purple + 3 Yellow, 2 Purple + Yellow

Chaos: While this card is flipped, players can't play Events. <P> Immediate: Retire this card. If you do, players can't gain action tokens this turn.

Rainbow Blaze, Dashing Mentor (Canterlot Nights-17 C)

Friend - Pegasus; 3, 2 Blue, 2 Blue

Supportive 2

Rainbow Dash & Applejack, Two Cool (Defenders of Equestria-58 R)

Friend - Pegasus, Earth Pony; 4, 2 Blue + 2 Orange, 4 Blue + Orange

Diligent 2 <P> Swift <P> At the start of a Problem faceoff involving this card, you may draw 2 cards and discard 2 cards.

Rainbow Dash & Captain Celaeno, En Garde! (Sequestria and Beyond-14 C)

Friend - Pegasus, Pirate; 3, 3 Blue, 3 Blue

Competitive 3

Rainbow Dash & First Mate Mullet, Swinging Wonders (Sequestria and Beyond-132 UR)

Friend - Pegasus, Pirate; 3, 3 Blue, 3 Blue

Hasty <P> When this card enters play, you may move up to two of your characters.

Rainbow Dash & Fluttershy, Chillax (Friends Forever-66 U)

Friend - Pegasus; 2, 3 Blue + 3 Yellow, 2 Blue + Yellow

Swift <P> Harmony Pegasus: Your other Pegasus characters have +1 power

Rainbow Dash & Fluttershy, Words of Encouragement (Defenders of Equestria-66 R)

Friend - Pegasus; 1, 3 Blue + 3 Yellow, 2 Blue + Yellow

Swift <P> When you lose a Troublemaker faceoff involving this card, you may move one of your Friends at home to a Problem.

Rainbow Dash & Pinkie Pie, Wild Wonders (Sequestria and Beyond-69 U)

Friend - Pegasus, Earth Pony, Chaotic; 3, 2 Blue + 2 Pink, 2 Blue + Pink

Chaos: When this card is flipped, move a character to a random Problem. <P> Swift <P> When this card enters play, you may move up to 3 characters to random Problems.

Rainbow Dash, Ambassador of Loyalty (Equestrian Odysseys-1 U)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Blue

Front: At the start of a faceoff involving this card, turn it over. Back: Competitive 2 <P> Main Phase: Exhaust this card to move it.

Rainbow Dash, Back in Black (High Magic-9 F)

Friend - Pegasus; 2, 1 Blue, 2 Blue

When you win a Problem faceoff involving this card by at least 5 power, you may retire this card to score a point.

Rainbow Dash, Best of the Best (Equestrian Odysseys-14 SR)

Friend - Pegasus; 3, 3 Blue, 3 Blue

Competitive 3 <P> Immediate: During a faceoff, pay [1] to give this card +2 power until the end of the faceoff.

Rainbow Dash, Breeziefied (Crystal Games-12 U)

Friend - Breezie; 0, 2 Blue, 0 Blue

Troublemaker Phase: Retire this card to move one of your Friends to this card's Problem.

Rainbow Dash, Crystallized (Crystal Games-13 U)

Friend - Crystal; 3, 3 Blue, 2 Blue

Prismatic <P> Main Phase: Exhaust this card and pay [2] to move a Friend you control for each color this card has.

Rainbow Dash, Cutie Mark Consultant (Equestrian Odysseys-15 C)

Friend - Pegasus; 4, 0, 4 Blue

Rainbow Dash, Discorded (Absolute Discord-81 U)

Friend - Pegasus; 3, 2 Purple, 4 Colorless

At the start of the Score Phase, you may move this card home.

Rainbow Dash, Dressing in Style (Canterlot Nights-pf13 P)

Friend - Pegasus; 3, 1 White, 2 White

While at a Problem with a Blue Friend, this card has +1 power. <P> While at a Problem with Applejack, this card has +1 power and is also Orange.

Rainbow Dash, Element of Loyalty (Canterlot Nights-19 R)

Friend - Pegasus, Unique; 6, 6 Blue, 5 Blue

Reaction: After an opponent takes an action during their Main Phase, you may pay [1] to move this card.

Rainbow Dash, Fashion Distraction (Leaders and Legends-65 R)

Friend - Pegasus; 3, 3 Blue + 3 White, 3 Blue + White

You may pay [1] less to play Accessories on this card. <P> Accessories on this card have Vexing.

Rainbow Dash, Fierce Loyalty (New Dawn-9 R)

Friend - Pegasus; 3, 2 Blue, 2 Blue

When you play this card, search your deck for a Dilemma card, put it into play, then shuffle your deck. <P> Unity 15 Blue: When you play this card, move up to one of your characters to each Problem.

Rainbow Dash, Flier Extraordinaire (Premiere-1 F)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Blue

Front: When you confront this card's Problem, if you have a Troublemaker at that Problem, turn this card over. Back: Swift <P> When you move this card from home to a Problem, you may pay [1] to move another one of your Friends from home to that Problem.

Rainbow Dash, Flight Instructor (Leaders and Legends-1 U)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Blue

Front: Immediate: If you control 3 or more characters with different power, turn this card over.

Back: When you move a character to any Problem for the first time each turn, you may move another one of your characters with 1 less power to the same Problem.

Rainbow Dash, Goosebump Giver (Canterlot Nights-18 C)

Friend - Pegasus; 2, 2 Blue, 1 Blue

Reaction: After an opponent's Friend is frightened, you may exhaust this card to frighten another Friend.

Rainbow Dash, Growing Up (Marks In Time-10 C)

Friend - Pegasus, Foal; 1, 0, 1 Blue

Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has +1 power and Swift.

Rainbow Dash, Hanging Out (Canterlot Nights-1 U)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Blue

Front: Any Phase: While there are at least 2 Pegasus Friends at this card's Problem, you may turn this card over. Back: Swift <P>

At the start of a faceoff involving this card, you may ready an exhausted Friend at this card's Problem.

Rainbow Dash, Loyal Pony (Seaquestria and Beyond-11 C)

Friend - Pegasus; 2, 0, 2 Blue

When this card enters play, if you have another Blue character, you may move one of your characters.

Rainbow Dash, Loyal Seapony (Seaquestria and Beyond-12 U)

Friend - Seapony; 4, 2 Blue, 4 Blue

Transform 2 <P> Swift

Rainbow Dash, On Even Ground (Equestrian Odysseys-16 R)

Friend - Pegasus; 2, 2 Blue, 2 Blue

At the start of each player's turn, that player loses all action tokens that weren't gained this turn.

Rainbow Dash, One Winged Warrior (Marks In Time-139 UR)

Friend - Pegasus; 3, 2 Blue + 2 Orange, 3 Blue + Orange

Competitive 3 <P> This card can't be frightened.

Rainbow Dash, Pony Pirate (Seaquestria and Beyond-13 SR)

Friend - Pegasus, Pirate; 2, 2 Blue, 2 Blue

When you move this card, you may frighten a Friend.

Rainbow Dash, Professor of Loyalty (Leaders and Legends-12 C)

Friend - Pegasus; 2, 0, 2 Blue

When this card enters play, if a player has 8 or more points, you may frighten a Friend.

Rainbow Dash, Property Damage (Fond Memories-9 C)

Friend - Pegasus; 2, 2 Blue, 2 Blue

Immediate: Exhaust this card to choose an opposing Resource. That Resource loses and can't have abilities until the end of the turn.

Rainbow Dash, Rainbow Crash (Absolute Discord-pf2 P)

Friend - Pegasus; 2, 2 Blue, 1 Blue

Opposing Pegasus characters here have -1 power.

Rainbow Dash, Rainbow Powered (High Magic-8 C)

Friend - Pegasus; 1, 2 Blue, 2 Blue

Rainbow Dash, Relay Racer (Crystal Games-14 R)

Friend - Pegasus; 4, 3 Blue, 4 Blue

When you lose a faceoff involving this card, you may move this card to a Problem.

Rainbow Dash, Snowdash (Defenders of Equestria-9 C)

Friend - Pegasus; 1, 0, 1 Blue

While you have 3 or fewer cards in your hand, this card has +2 power.

Rainbow Dash, Sonic Rainboom (Absolute Discord-194 UR)

Friend - Pegasus; 3, 4 Blue, 2 Blue

When this card enters play, put 3 Momentum counters on it. <P> While involved in a faceoff, this card has +2 power for each Momentum counter on it. <P> At the end of your turn, remove a Momentum counter from this card. <P> When you remove the last Momentum counter from this card, retire this card.

Rainbow Dash, To the Rescue (Premiere-212 F)

Friend - Pegasus; 4, 2 Blue, 3 Blue

Swift <P> Once per faceoff, if you would put a card flipped for a faceoff involving this card on the bottom of your deck, you may put it into your hand instead.

Rainbow Dash, Total Grinch (Equestrian Odysseys-176 C)

Troublemaker; 1, 6

When this card is defeated, you may move an opposing character at this card's Problem.

Rainbow Dash, Turncoat (Absolute Discord-162 R)

Troublemaker; 0, 4

When this Troublemaker is uncovered, you may uncover a face-down Troublemaker. <P> Main Phase: Retire this card to challenge an opponent's Troublemaker.

Rainbow Dash, Weather Leader (Premiere-15 U)

Friend - Pegasus; 3, 2 Blue, 2 Blue

Main Phase: Exhaust this card to ready another one of your cards.

Rainbow Dash, Winged Wonder (Premiere-198 UR)

Friend - Pegasus; 3, 2 Blue, 2 Blue

Swift <P> When you play this card to a Problem, you may move up to 3 of your Friends to that Problem.

Rainbow Dash, Wonderbolt (Defenders of Equestria-1 C)

Mane Character - Pegasus; Home Limit 3/Home Limit 4, 1/3 Blue

Front: When you confront this card's Problem, turn this card over. Back: Your flipped cards have +2 power

Rainbow Dash, Zapp (High Magic-140 UR)

Friend - Pegasus, Power Pony, Chaotic; 3, 3 Blue, 4 Blue

Chaos: When this card is flipped, pay any number of action tokens to frighten a Friend for each action token you pay this way. <P> Immediate: Pay [1] to move this card to a frightened Friend's Problem.

Rainbow Generator (Leaders and Legends-113 C)

Resource - Asset; 1, 0, 5

Play to your home. <P> When this card enters play, draw a card. <P> Immediate: Pay [1] and choose a color to reduce the play requirement of the next card you play this turn by 2 of the chosen color.

Rainbow Laser (Fond Memories-93 R)

Event; 1, 0, 5

Immediate: During a faceoff involving your Mane Character, flip an additional card.

Rainbow's Epiphany (Absolute Discord-111 R)

Event; 2, 2 Blue, 3

Faceoff: Choose two: Move one of your Friends, put this card on top of its owner's deck, or flip an additional card.

Rainbow's Worst Nightmare (High Magic-129 U)

Problem; 4 Blue + 4 Wild, 8 Wild, 1

When an opposing Troublemaker is uncovered here, you may challenge it with all your characters here.

Rainbowfied (Crystal Games-143 U)

Resource - Condition; 3, 0, 2

Play on one of your Friends. <P> Main Phase: Exhaust that Friend to choose a color. That Friend has that color until the end of the phase.

Rainbowshine, Back in Action (Leaders and Legends-58 U)

Friend - Pegasus; 2, 1 Blue + 1 Orange, 2 Blue + Orange

Stubborn <P> When you move this card to a Problem, you may exhaust this card to ready a Friend there.

Rainbowshine, Cloud Wrangler (Premiere-16 C)

Friend - Pegasus; 2, 1 Blue, 2 Blue

When you move this card to a Problem, ready one of your characters there.

Rainbowshine, Gift Giver (Defenders of Equestria-76 U)

Friend - Pegasus; 2, 1 Pink + 1 Purple, 2 Pink + Purple

When an opponent starts a faceoff, you may draw a card. <P> Immediate: Exhaust this card to

pay [1] less for your next Event this turn.

Raise This Barn (Fond Memories-94 R)

Event - Song; 3, 3 Orange, 6

Main Phase: Put a +1 power counter on each of your characters, then choose one: a player puts the top 6 cards of their deck into their discard pile, or exhaust an opposing Mane Character and that character doesn't ready during its controller's next Ready Phase.

Randolph, High-Flying Earth Pony (Crystal Games-15 C)

Friend - Earth Pony, Elder; 2, 0, 1 Blue

While with at least one of your Pegasus characters, this card has Swift.

Rare Find, A Real Gem (Premiere-59 R)

Friend - Unicorn; 1, 2 Purple, 1 Purple

This card gets +1 power for each of your opponent's characters at its Problem.

Rarity & Fluttershy, Critter Recruiters (Defenders of Equestria-85 U)

Friend - Unicorn, Pegasus; 3, 2 White + 2 Yellow, 3 White + Yellow

Showy 1 <P> When an opponent starts a faceoff, you may put a 1 Yellow Critter Friend token into play.

Rarity & Trenderhoof, Style Du Jour (Fond Memories-155 UR)

Friend - Unicorn; 2, 3 Orange + 3 White, 3 Orange + White

At the start of your turn, each opponent discards a random card. Until the end of the turn, you may play cards discarded this way, ignoring their play requirements.

Rarity's Epiphany (Absolute Discord-112 R)

Event; 3, 3 White, 3

Main Phase: Choose two: Dismiss a Friend without an attached Resource, put a Resource from your discard pile into your hand, or put an Accessory from your hand into play attached to a Friend.

Rarity's Worst Nightmare (High Magic-130 U)

Problem; 2 White + 4 Wild, 6 Wild, 1

When a Friend enters play here, another character here gets +1 power until the end of the turn.

Rarity, Ambassador of Generosity (Equestrian Odysseys-7 U)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 White

Front: At the end of your turn, if an opponent has more points than you, score 2 points and turn this card over. Back: Showy 1 <P> Opponents' home limits are reduced by 1.

Rarity, Attention Horse (Equestrian Odysseys-72 SR)

Friend - Unicorn; 3, 4 White, 3 White

When one of your Friends enters play here, this card gets +2 power until the end of the turn.

Rarity, Big Sister (Canterlot Nights-pf5 P)

Friend - Unicorn; 3, 1 Yellow, 2 Yellow

While at a Problem with a White Friend, this card has +1 power. <P> While at a Problem with Twilight Sparkle, this card has +1 power and is also Purple

Rarity, Booming Business (Leaders and Legends-5 U)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 White

Front: At the start of a Problem faceoff, turn this card over. Back: While an opponent controls a non-token Friend, that player can't retire token Friends for being in excess of their home limit.

<P> Main Phase: Pay [1] and exhaust this card to put a 1 White Unicorn Friend token with Prepared into play under an opponent's control.

Rarity, Breeziefied (Crystal Games-70 U)

Friend - Breezie; 0, 2 White, 0 White

When you win a faceoff involving this card, you may retire it to score a point.

Rarity, Crystallized (Crystal Games-71 U)

Friend - Crystal; 3, 3 White, 3 White

Prismatic <P> Main Phase: Exhaust this card to choose an opponent. Look at a number of cards from the top of that player's deck equal to the number of colors this card has, then put any number of them back on top of the deck in any order, and the rest on the bottom.

Rarity, Cutie Mark Consultant (Equestrian Odysseys-73 C)

Friend - Unicorn; 4, 0, 4 White

Rarity, Dazzling Fashionista (Premiere-5 F)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 White

Front: When you score at least 2 points with this card during one Score Phase, turn this card over. Back: Inspired <P> Your opponent must pay +[1] to move a character to this card's Problem.

Rarity, Discorded (Absolute Discord-82 U)

Friend - Unicorn; 3, 2 Orange, 2 Colorless

At the end of each opponent's turn, that player discards a card.

Rarity, Disturbing the Peace (Fond Memories-43 C)

Friend - Unicorn; 3, 1 White, 3 White

Showy 1 <P> Prepared

Rarity, Dragon Charmer (Canterlot Nights-77 U)

Friend - Unicorn; 4, 2 White, 3 White

Inspired <P> When you win a Troublemaker faceoff involving this card, score an additional point.

Rarity, Dressmaker (Canterlot Nights-6 U)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 White

Front: When you play a Resource on one of your Friends, turn this card over. Back: Inspired

<P> When you play a Resource on one of your Friends, that Friend gets +2 power until the end of the turn.

Rarity, Element of Generosity (Canterlot Nights-78 R)

Friend - Unicorn, Unique; 6, 6 White, 5 White

When this card enters play you may choose 2 White Friends from your discard pile. An opponent chooses 1 to put into your hand. You may put the other into play at your home.

Rarity, Endless Generosity (New Dawn-43 R)

Friend - Unicorn; 3, 3 White, 2 White

When this card enters play, you may play an Accessory from your hand for free. <P> Unity 15

White: When this card enters play, choose an Accessory on one of your Friends. For each other Friend you control, put a token copy of that Accessory into play attached to that Friend.

Rarity, Equestria Games Designer (Crystal Games-72 R)

Friend - Unicorn; 2, 3 White, 2 White

While this card has power higher than any other Friend here, you may pay [1] less to play Accessories.

Rarity, Fashion Mogul (Defenders of Equestria-5 C)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 White

Front: When you confront this card's Problem, turn this card over. Back: When an opponent starts a faceoff, you may exhaust this card to banish one of their Friends until the end of the faceoff.

Rarity, Generous Pony (Sequestria and Beyond-54 C)

Friend - Unicorn; 2, 0, 2 White

When this card enters play, if you have another White character, you may give a character +2 power until the end of the turn.

Rarity, Generous Seapony (Sequestria and Beyond-55 U)

Friend - Seapony; 4, 2 White, 4 White

Transform 2 <P> Showy 1

Rarity, Growing Up (Marks In Time-46 C)

Friend - Unicorn, Foal; 1, 0, 1 White

Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has +1 power and Showy 1.

Rarity, Hairity (Absolute Discord-pf12 P)

Friend - Unicorn; 2, 2 White, 1 White

Opposing Unicorn characters here have -1 power.

Rarity, Hoarder (Absolute Discord-163 C)

Troublemaker; 0, 4

At the start of your Troublemaker Phase, you may draw a card.

Rarity, Indifferent Decorator (Marks In Time-63 R)

Friend - Unicorn; 3, 1 Blue + 1 White, 4 Blue + White

Hasty <P> During a faceoff, you may play this card from your discard pile as if it were in your hand. If you do, banish this card at the end of the faceoff.

Rarity, Mare of Action (Celestial Solstice-3 F)

Friend - Unicorn; 3, 3 White, 3 White

This card has +2 power for each opponent's Troublemaker in play.

Rarity, Merry (Defenders of Equestria-46 C)

Friend - Unicorn; 3, 2 White, 4 White

Prepared

Rarity, Mover and Shaker (Canterlot Nights-8 U)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 White

Front: When you confront this card's Problem with at least 2 other White characters, turn this card over. Back: Your opponent pays +[1] to play Events.

Rarity, Nest Weaver (Premiere-77 U)

Friend - Unicorn; 3, 3 White, 2 White

Inspired <P> When you play this card, you may search your discard pile for a card and put it into your hand.

Rarity, Pony Pirate (Sequestria and Beyond-73 R)

Friend - Unicorn, Pirate; 3, 2 Blue + 2 White, 2 Blue + White

When you confront this card's Problem, you may retire this card to score two points.

Rarity, Professor of Generosity (Leaders and Legends-48 C)

Friend - Unicorn; 2, 0, 2 White

While a player has 8 or more points, your opponent's home limit is reduced by 1.

Rarity, Radiance (High Magic-145 UR)

Friend - Unicorn, Power Pony; 4, 4 White, 4 White

Immediate: Banish a non-Resource card from your hand to search your deck or discard pile for an Accessory, reveal it, and put it into your hand.

Rarity, Rainbow Powered (High Magic-51 C)

Friend - Unicorn; 1, 2 White, 2 White

Rarity, Shine on the Inside (Friends Forever-44 C)

Friend - Unicorn; 3, 0, 3 White

Eccentric 1

Rarity, Soprano (Equestrian Odysseys-212 UR)

Friend - Unicorn, Pony Tone; 2, 1 Pink + 1 White, 2 Pink + White

When this card enters play, look at a player's hand and choose a card. That player discards that card, then draws a card. <P> Immediate: You may play this card from your hand.

Rarity, Sudden Inspiration (Absolute Discord-60 R)

Friend - Unicorn, Chaotic; 1, 0, 1 White

Chaos: When this card is flipped, banish a Friend involved in the faceoff, then banish this card.

Rarity, Throw Me A Bone, Dear (Leaders and Legends-137 UR)

Friend - Unicorn, Unique; 3, 3 White, 4 White

Main Phase: Exhaust this card and one of your non-token Friends or Resources to have an op-

ponent gain control of that Friend or Resource. Then, if that opponent controls 2 or more non-token Friends or Resources that you own, score a point.

Rarity, Truly Outrageous (Premiere-206 UR)

Friend - Unicorn; 3, 2 White, 2 White

When you confront this card's Problem, you may move this card home to score points equal to that Problem's bonus.

Raven, Event Organizer (Crystal Games-54 C)

Friend - Unicorn; 2, 2 Purple, 2 Purple

Teamwork <P> When you play an Event, this card gets +1 power until the end of the turn.

Ravers, Glowsticks Optional (Defenders of Equestria-32 R)

Friend - Earth Pony; 4, 2 Pink, 3 Pink

When one of your non-token Friends enters play, put a 1 Pink Earth Pony Friend token into play at each Problem. At the end of the turn, banish those tokens.

Raze This Barn (Premiere-189 U)

Problem; 4 Orange + 3 not-Orange, 8 Wild, 3

Orange Friends here cannot be dismissed.

Read the Manual (Equestrian Odysseys-134 R)

Event; 3, 3 Blue + 3 Purple, 3

Main Phase: Gain [5], then banish this card.

Ready to Fight (Equestrian Odysseys-194 U)

Problem; 6 Blue, 8 Wild, 2

You have +2 power during faceoffs here.

Recipe Research (Leaders and Legends-133 C)

Problem; 2 Purple + 4 Wild, 7 Wild, 2

When this Problem is confronted, put an Ingredient counter on this card. <P> When you play an Event, you may remove 2 Ingredient counters from this card to copy its effects.

Red Delicious, Powerhorse (Seaquestria and Beyond-24 C)

Friend - Earth Pony; 4, 4 Orange, 7 Orange

Red Dragon (Canterlot Nights-163 U)

Troublemaker; 2, 6

At the start of your opponent's Troublemaker Phase, they may pay [2] to turn this card face-down.

Red Gala, Favorite Cousin (Premiere-33 C)

Friend - Earth Pony; 2, 0, 2 Orange

Redeeming Qualities (Marks In Time-86 SR)

Event; 3, 3 White, 3

Main Phase: Put a Friend from your discard pile into play.

Reformed (Canterlot Nights-147 U)

Resource - Condition; 1, 2 Yellow, 5

Play on an opponent's Troublemaker. <P> When you defeat that Troublemaker, you may add its power to your next faceoff this turn.

Reforming a Draconequus (Absolute Discord-186 U)

Problem; 2 Yellow + 1 not-Yellow, 4 Wild, 1

Troublemakers don't prevent players from confronting this Problem.

Rehabilitation (Absolute Discord-113 U)

Event - Gotcha; 1, 3 Yellow, 5

Reaction: After one of your Troublemakers is put into the discard pile from play, put that card into your hand.

Relay Race (Crystal Games-113 R)

Event - Showdown; 3, 4 Blue, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters there. The winner of that faceoff may move a character they control for each of their Friends involved in the faceoff.

Reliving History (Friends Forever-95 C)

Event; 1, 2 White, 5

Immediate: Send a character that was moved this turn to its previous area. <P> Harmony Unicorn: If you have 3 or more Unicorn characters, opponents can't move characters until the end of the turn.

Repair Team (Absolute Discord-142 R)

Resource - Asset; 1, 3 Orange, 4

Play to your home. <P> If another one of your Resources would be dismissed, you may retire this card instead.

Repulsor Blast (Marks In Time-87 C)

Event; 1, 2 Yellow, 5

Main Phase: Troublemakers don't prevent you from confronting Problems until the end of the turn.

Rescue Party, Cannon Cavalry (Seaquestria and Beyond-15 C)

Friend - Ally; 3, 2 Blue, 2 Blue

Swift <P> Traveler

Rescue Party, The Power of Friendship (Seaquestria and Beyond-25 R)

Friend - Ally; 4, 3 Orange, 6 Orange

This card can't be frightened. <P> Flip an additional card during faceoffs involving this card.

Rest in Pieces (High Magic-148 UR)

Event; 3, 3 Purple, 5

Immediate: Banish all opposing Resources.

Restoring Friendships (Absolute Discord-187 U)

Problem; 4 Blue + 3 not-Blue, 8 Wild, 2

At the start of a Problem faceoff here, each player may pay [1] to ready a character here.

Rex, Peace Offering (Fond Memories-35 C)

Friend - Dragon; 3, 0, 3 Purple

If you control no Purple Friends, you may pay [1] less to play this card.

Ridiculous Outfit (Premiere-143 U)

Resource - Accessory; 2, 3 Pink, 4

Play on a Friend. <P> While this Friend is at a Problem, your opponent's characters at that Problem each get -1 power during the Score Phase.

Riled Up (New Dawn-96 C)

Event; 1, 4 Blue, 4

Immediate: Ready one of your characters. <P> Unity 7 Blue: That character gets Competitive 3 until the end of the turn.

Rise and Shine (High Magic-94 C)

Event; 1, 4 Yellow, 4

Immediate: Put two 1 Yellow Critter Friend tokens into play.

Rising Star, In the Spotlight (Premiere-75 C)

Friend - Unicorn; 1, 1 White, 1 White

Main Phase: Exhaust this card to uncover a Troublemaker at its Problem.

Risky Business (Absolute Discord-114 R)

Event; 3, 4 White, 3

Main Phase: Search an opponent's deck for a Friend and set it aside face-down. That opponent names a card and you reveal that Friend. If that Friend is the named card, that opponent may put it into play under his control. If not, you may put it into play under your control.

Roc, Bird of Prey (Friends Forever-121 U)

Troublemaker; 1, 5

When this card is uncovered, you may pay [3] to dismiss an opposing Friend.

Rock Solid Fashion (Rock and Rave-6 F)

Event; 1, 0, 4

Main Phase: Choose a White or Orange character. That character gets +1 White and +1 Orange until the end of the phase.

Rock, Paper, Scissors, Shoot! (Canterlot Nights-115 U)

Event - Showdown; 0, 3 Pink, 5

Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. At the end of the faceoff, the loser dismisses one of their Friends that was involved.

Rocket Cavalry (Leaders and Legends-150 R)

Resource - Asset; 2, 2 Blue + 2 Yellow, 4

Play to your home exhausted. <P> When this card enters play, put 2 Blue Pegasus Friend tokens with Swift into play. <P> When this card is dismissed, put 2 Blue Pegasus Friend tokens with Swift into play. <P> Immediate: Exhaust this card and retire 2 Pegasus Friends to dismiss a Resource.

Rocket Scooter (Leaders and Legends-114 R)

Resource - Asset; 2, 3 Blue + 3 Yellow, 4

Play to your home. <P> When this card enters play, put 3 1 Blue Pegasus Friend tokens with Swift into play. <P> When this card leaves play, put 3 1 Blue Pegasus Friend tokens with Swift into play. <P> Immediate: Retire 3 Pegasus Friends to dismiss a Resource.

Rockhoof's Shovel (Friends Forever-111 R)

Resource - Artifact, Unique; 1, 2 Orange, 4

Play to your home. <P> Main Phase: Exhaust this card to put a +1 power counter on a Friend.

Rockhoof, Bulwark (New Dawn-18 R)

Friend - Earth Pony; 2, 3 Orange, 2 Orange

If one of your Resources would leave play, you may exhaust this card instead. If you do, this card does not ready during its controller's next Ready Phase.

Rockhoof, Collateral Damage (Leaders and Legends-21 SR)

Friend - Earth Pony; 3, 4 Orange, 4 Orange

Immediate: During a faceoff, discard two cards to flip an additional card.

Rockhoof, Pillar of Strength (Friends Forever-133 UR)

Friend - Earth Pony, Unique; 1, 1 Orange, 1 Orange

This card can't be frightened. <P> At the start of your turn, if there is another character with higher power than this card, put a number of +1 power counters on this card equal to this card's power.

Rockslide (Crystal Games-184 U)

Problem; 2 Orange + 1 not-Orange, 4 Wild, 1

Starting Problem <P> During faceoffs here, the player with the most Earth Pony characters here flips an additional card.

Rocky (Absolute Discord-143 C)

Resource - Asset; 1, 0, 2

Play to your home. <P> Main Phase: While you have no Yellow Friends, you may exhaust this card. If you do, this card is also a Yellow Friend until the end of the phase.

Rodeo Ruckus (Equestrian Odysseys-195 R)

Problem; 3 Orange + 3 Pink, 8 Wild, 1

When this card is confronted, an opponent discards a card and you draw a card.

Rolling Tones (Equestrian Odysseys-135 R)

Event; 3, 4 Pink, 3

Immediate: Dismiss a Friend.

Rook Ramparts, Chess Champ (Crystal Games-55 C)

Friend - Crystal; 3, 0, 2 Purple

While with another of your Crystal characters, this card has Studious.

Rookie Mistake (Fond Memories-141 C)

Problem; 3 not-Blue + 2 Wild, 6 Wild, 1

During a faceoff here, you may pay [1] less to play your first card during that faceoff.

Roseluck, Fainthearted Filly (Canterlot Nights-79 U)

Friend - Earth Pony; 4, 0, 3 White

Reaction: After one of your Friends is retired, you may exhaust this card. If you do, put another Friend from your discard pile into your hand.

Roseluck, Flower Whiz (Absolute Discord-61 C)

Friend - Earth Pony; 1, 1 White, 1 White

Studious

Rover, Gem Hunter (Equestrian Odysseys-177 C)

Troublemaker; 0, 4

At the end of a faceoff involving this card, you may put one of your flipped cards into your hand.

Royal Breakfast (Friends Forever-128 C)

Problem; 8 Wild, 8 Wild, 1

Starting Problem <P> At the start of the game, you may draw a card.

ROYAL CANTERLOT VOICE (Canterlot Nights-116 U)

Event; 1, 4 Purple, 5

Main Phase: Choose a Problem. Your opponent moves one of their Friends away from that Problem. If you control Princess Luna, gain [1].

ROYAL CHEERING VOICE (New Dawn-97 U)

Event; 2, 4 Blue + 4 Yellow, 3

Main Phase: Put one of your Friends into its owner's hand. You may pay [2] less to play your next Friend with that card's name this turn.

Royal Dress Rehearsal (Canterlot Nights-184 U)

Problem; 2 White + 1 not-White, 4 Wild, 1

Friends without Resources on them can't be moved here.

Royal Guidance (Premiere-99 C)

Event; 1, 0, 4

Main Phase: Choose a Yellow or Purple character. That character gets +1 Yellow and +1 Purple until the end of the phase.

Royal Peacekeeper, Watchful Eye (Crystal Games-26 U)

Friend - Pegasus; 2, 4 Orange, 1 Orange

At the end of your turn, draw a card from the bottom of your deck.

Royal Riff, Songster (Premiere-78 C)

Friend - Earth Pony; 1, 3 White, 1 White
Inspired

Royal Scorn (Fond Memories-95 C)

Event; 2, 2 Purple, 4

Main Phase: Move an opposing Friend at a Problem to its controller's home. If that Friend has 2 or less power, frighten it. <P> When you discard this card, you may pay [1] to move or frighten an opposing Friend.

Royal Spyglass (Crystal Games-144 U)

Resource - Asset; 0, 1 Purple, 4

Play to your home. <P> Main Phase: Exhaust this card to have an opponent reveal a random card from their hand.

Royal Swanifying (Leaders and Legends-115 U)

Resource - Dilemma; 1, 3 Pink, 5; 4 Wild, 5 Wild, 0

During your opponent's turn, players need +2 power to confront this Problem.

Rubber Chicken (Premiere-144 C)

Resource - Accessory; 1, 1 Pink, 4

Play on a Friend. <P> While this Friend is involved in a Troublemaker faceoff, it gets +2 Pink.

Ruffled Pages, Exchange Student (Fond Memories-10 C)

Friend - Pegasus; 3, 0, 3 Blue

If you control no Blue Friends, you may pay [1] less to play this card.

Rules Technicality (New Dawn-157 U)

Problem; 4 Blue + 2 Wild, 6, 2

When a player confronts this Problem, if it is the first time this Problem has been confronted this game, that player scores this Problem's bonus.

Rumble, Fast Learner (Canterlot Nights-20 C)

Friend - Pegasus, Foal; 2, 0, 1 Blue

Main Phase: Exhaust this card to move it.

Rumble, Sitting Out (Friends Forever-52 R)

Friend - Pegasus, Foal; 2, 2 Yellow, 3 Yellow

Agile <P> This card can't contribute its power to faceoffs.

Runaway Cart (Premiere-190 U)

Problem; 1 Orange + 1 not-Orange, 4 Wild, 1

Starting Problem.

Runaway Pony! (Crystal Games-185 C)

Problem; 4 Pink + 3 not-Pink, 8 Wild, 2

When this card enters play, each player retires a Friend with 2 or less power.

Rushed Makeover (New Dawn-98 C)

Event; 1, 0, 3

Main Phase: Choose a color. One of your characters has that color until the end of the turn.
<P> You may pay [1] less to play your next card this turn whose play requirement includes the chosen color.

Saddle Row Storefront (Fond Memories-158 UR)

Resource - Asset; 1, 3 White, 3

Play to your home. <P> When you score one or more points, you may exhaust this card to gain an equal number of action tokens.

Saddle Up (Fond Memories-96 C)

Event; 0, 3 Yellow, 3

Main Phase: Name a trait from among traits your Mane Character has. Until the end of the turn, when one of your non-token Friends with that trait enters play, you may draw a card.

Safety Lecture (Leaders and Legends-99 C)

Event; 1, 2 Blue, 4

Main Phase: Frighten a Friend. If a player has 8 or more points, you may dismiss a frightened Friend instead.

Saffron Masala, Another Satisfied Customer (Defenders of Equestria-77 R)

Friend - Unicorn; 2, 1 Pink + 1 White, 2 Pink + White

When a Friend leaves play, your Mane Character gets +2 power until the end of the turn.

Salina Blue, Grand Exit (Fond Memories-70 R)

Friend - Seapony; 2, 3 Pink + 3 Yellow, 2 Pink + Yellow

Eager <P> When you retire this card to your home limit, draw a card for each of your characters at home.

Salina Blue, Sink or Swim (Seaquestria and Beyond-84 R)

Friend - Seapony; 2, 3 Pink + 3 Purple, 2 Pink + Purple

Eccentric 2 <P> Immediate: Exhaust this card to draw 3 cards, then put 2 cards from your hand on top of your deck.

Same Day Delivery (Leaders and Legends-100 R)

Event; 1, 3 Purple, 6

When you put this card on top of your deck, you may reveal it. If you do, gain [1], then shuffle your deck. <P> Immediate: Put this card on top of its owner's deck.

Sanctuary Construction (Friends Forever-112 U)

Resource - Dilemma; 1, 2 Yellow, 5; 6 Wild, 6 Wild, 1

When this card enters play, you may dismiss a Troublemaker. <P> Troublemakers can't be played here.

Sanctuary Patients, Get Well Soon (New Dawn-55 C)

Friend - Critter; 4, 3 Yellow, 4 Yellow

When this card leaves play, put three 1 Yellow Critter Friend tokens into play.

Sanctuary Scuffle (New Dawn-148 UR)

Event; 3, 4 Yellow, 4

Main Phase: Choose one: Put all Friends with printed power 2 or less into their owners' hands, or put all Friends with printed power 3 or more into their owners' hands.

Sandbar & Yona, Pony Pals (Prize Wheel-1 U)

Mane Character - Earth Pony, Ally, Yak; Home Limit 3/Home Limit 4, 1/3 White

Front: At the end of your turn, if you have no action tokens, put a Friendship counter on this card. Then, if this card has 2 or more Friendship counters on it, remove them and turn this card over. / Back: When you play a card with White play requirement, give a character +2 power until the end of the turn.

Sandbar, Cheerleader (New Dawn-44 C)

Friend - Earth Pony, Cheerleader; 2, 1 White, 2 White

Competitive 1 <P> When this card enters play, if you have a Cheerleader Friend with a different name, you may put a Friend from your discard pile into your hand.

Sandbar, Student of Friendship (Friends Forever-45 C)

Friend - Earth Pony; 3, 1 White, 3 White

Prepared

Sandbar, Sweat Equity (Fond Memories-44 R)

Friend - Earth Pony; 3, 3 White, 2 White

Handy <P> When you play this card, you may put a Resource from your discard pile into play.

Sans Smirk, Dry Humor (New Dawn-45 U)

Friend - Earth Pony; 2, 2 White, 2 White

As this card enters play, name a Friend, Event, or Resource. <P> Players can't score points with cards with that name.

Sapphire Shores, Costume Changer (Canterlot Nights-80 C)

Friend - Earth Pony; 2, 0, 2 White

Main Phase: Retire an Accessory on this card to play an Accessory on this card for free.

Sapphire Shores, Glitz and Glam (Absolute Discord-62 C)

Friend - Unicorn, Chaotic; 3, 4 White, 2 White

Chaos: When this card is flipped, choose a Friend with an Accessory on it. Double that Friend's power until the end of the faceoff. <P> This card has +2 power for each of your Accessories.

Sapphire Shores, Star of the Show (Equestrian Odysseys-74 R)

Friend - Earth Pony, Chaotic; 3, 3 White, 3 White

Chaos: When this card is flipped, exhaust all Friends without an attached Accessory involved in the faceoff. <P> When you play an Accessory on this card, you pay [1] less for the next Accessory you play this turn.

Sassaflash, Striking! (Canterlot Nights-48 R)

Friend - Pegasus; 2, 0, 1 Pink

When this card enters play at a problem, each player shuffles their deck and draws a card.

Sassy Saddles, Expert Marketer (Marks In Time-47 R)

Friend - Unicorn; 2, 2 White, 2 White

At the start of your turn, if there are no opposing characters at this card's Problem, you may put a 1 White Unicorn Friend token with Prepared into play.

Save Sweet Apple Acres (Premiere-191 U)

Problem; 4 Orange + 3 Yellow, 9 Wild, 3

While a player has more power at this Problem than any opponent, that player's Friends here can't be dismissed.

Save the Crystal Ponies (Crystal Games-186 C)

Problem; 2 Purple + 2 not-Purple, 5 Wild, 1

When a player confronts this Problem with characters that have at least 3 different colors among them, that player may exhaust one of their characters here to gain [1].

Save the Day (High Magic-131 R)

Problem; 3 Blue + 3 Yellow, 8 Wild, 1

When you confront this Problem, score an additional point.

Saving the Day (Equestrian Odysseys-162 U)

Resource - Report; 2, 4 Purple, 4

Play on a Problem. <P> Vexing <P> Pay [1] less for your first Event each turn, to a minimum of [1].

Savoir Fare, Snooty Server (Premiere-72 R)

Friend - Earth Pony; 2, 2 White, 2 White

Inspired <P> When you play this card to a Problem, choose another one of your characters at that Problem. It gets +2 power until the end of the turn.

Say Hello To My Little Friend (New Dawn-136 U)

Problem; 4 Pink, 4 Wild, 0

Your opponents need +1 power to confront this Problem for each card in their hand.

Scales, Opportunity Knocks (Friends Forever-34 U)

Friend - Dragon; 1, 3 Purple, 1 Purple

Prepared <P> Harmony Dragon: At the start of a faceoff here, if you have another Dragon character, you may move an opposing character.

Scalio, Mischevious Grin (Friends Forever-35 C)

Friend - Dragon; 3, 0, 2 Purple

When this card enters play, you may put a Troublemaker from your hand into play face-up.

Scary Story (Prize Wheel-9 U)

Event; 1, 3 Yellow, 4

Immediate: Choose an opposing character. Until the end of the turn, that character has 0 power and can't lose or gain power.

School of Friendship (New Dawn-117 C)

Resource - Location; 1, 0, 4

Play to your home. <P> Immediate: Pay [1] and exhaust this card to choose a color. Your Friends with that color have +1 power until the end of the turn.

School Shut Down (Friends Forever-140 UR)

Event; 5, 3 Purple, 3

Main Phase: Put each Friend, Resource, and Troublemaker on top of its owner's deck, then each player shuffles their discard pile into their deck.

Sclerite, Two-tone (Friends Forever-83 C)

Friend - Changeling; 1, 0, 1 Colorless

As this card enters play, choose up to two colors. This card has those colors.

Scootaloo's Scooter (Crystal Games-145 R)

Resource - Accessory; 1, 4 Blue, 4

Play on a Foal Friend. <P> Any Phase: Exhaust this card to move that Friend to a Problem.

Scootaloo, Aerobatics Fan (Friends Forever-11 C)

Friend - Pegasus, Foal; 2, 2 Blue, 2 Blue

Harmony Pegasus: When this or another one of your Pegasus Friends enters play, you may move this card.

Scootaloo, Creature Catcher (Premiere-17 R)

Friend - Pegasus, Foal; 2, 1 Blue, 2 Blue

Main Phase: Exhaust this card to play a Troublemaker for free.

Scootaloo, Cutie Mark Crusader (Marks In Time-1 F)

Mane Character - Pegasus, Foal; Home Limit 3/Home Limit 4, 1/3 Blue

Front: When you confront this card's Problem, turn this card over. Back: At the end of your turn, you may move up to two of your characters at home. If you do, exhaust those characters.

Scootaloo, Daredevil (Equestrian Odysseys-17 C)

Friend - Pegasus, Foal; 1, 2 Blue, 1 Blue

Competitive 2

Scootaloo, Fan Club Founder (Canterlot Nights-21 U)

Friend - Pegasus, Foal; 2, 3 Blue, 2 Blue

Supportive 1 <P> When you move your Mane Character to a Problem, you may exhaust this card to move this card there.

Scootaloo, Flying High (Equestrian Odysseys-18 SR)

Friend - Pegasus, Foal; 1, 3 Blue, 1 Blue

Competitive 2 <P> Immediate: During a faceoff, this card becomes involved in the faceoff. At the end of the faceoff, retire this card.

Scootaloo, Forever a Crusader (Marks In Time-11 SR)

Friend - Pegasus, Foal, Unique; 2, 1 Blue, 2 Blue

When one of your Friends becomes Cutie Marked, you may move one of your characters to that Friend's Problem. <P> Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has Competitive 2.

Scootaloo, Half-Pint Dynamite (Leaders and Legends-13 C)

Friend - Pegasus, Foal; 3, 1 Blue, 3 Blue

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may move this card.

Scootaloo, Larger Than Life (New Dawn-10 SR)

Friend - Pegasus; 2, 3 Blue, 4 Blue

Swift <P> At the start of a faceoff involving this card, send this card home.

Scootaloo, Looking Up (Fond Memories-11 C)

Friend - Pegasus, Foal; 1, 1 Blue, 1 Blue

Training 1

Scootaloo, Most Creative (Defenders of Equestria-63 U)

Friend - Pegasus, Foal; 4, 2 Blue + 2 White, 4 Blue + White

Prepared <P> When you win a faceoff involving this card, score a point.

Scootaloo, Practice Makes Perfect (Absolute Discord-28 R)

Friend - Pegasus, Foal, Chaotic; 3, 3 Orange, 3 Orange

Chaos: While this card is flipped, opponents can't score points. <P> Stubborn <P> During faceoffs involving this card, players can't score points.

Scootaloo, Showstopper (Crystal Games-16 C)

Friend - Pegasus, Foal, Performer; 2, 1 Blue, 2 Blue

Main Phase: Exhaust this card to do a little dance and have all players draw a card, then discard a card.

Scootaloo, What a Wingspan! (High Magic-10 C)

Friend - Pegasus, Foal; 3, 0, 3 Blue

While your Mane Character is Blue, this card has Competitive 2.

Scope Things Out (Equestrian Odysseys-136 U)

Event; 1, 4 Purple, 4

Immediate: Draw 4 cards, then put 3 cards from your hand on the top of your deck.

Scorpan's Necklace (Crystal Games-146 C)

Resource - Asset; 1, 0, 3

Play to your home. <P> Main Phase: Retire this card and pay [1] to put a card from your hand on the top of your deck. <P> Main Phase: Retire this card to give one of your characters Purple until the end of the phase.

Scrapbook Project (Defenders of Equestria-141 UR)

Resource - Asset; 2, 2 Orange, 4

Play to your home. <P> At the end of your turn, each player discards a card. <P> When you win a Problem faceoff, you may banish a Friend, Resource, Event, and Troublemaker from your discard pile to score a point.

Screwball, Topsy Turvy (Absolute Discord-38 R)

Friend - Earth Pony; 3, 3 Pink, 1 Pink

When this card enters play, choose an opponent. That opponent gains control of this card. <P>

At the end of your Main Phase, retire another Friend here. If you can't, retire this card.

Screwy, Barking Mad (Premiere-202 UR)

Friend - Critter, Earth Pony; 2, 2 Pink, 1 Pink

Your opponents can't confront this card's Problem unless they have at least 3 characters at that Problem.

Screwy, One With the Pack (Equestrian Odysseys-91 R)

Friend - Earth Pony; 3, 3 Yellow, 2 Yellow

During faceoffs, this card has +2 power for each of your Critter characters here.

Sea Poppy, Guessing Game (Sequestria and Beyond-38 R)

Friend - Seapony, Foal, Unique; 3, 3 Pink, 4 Pink

As a random card is selected or a choice is made at random, guess which option or card will be randomly selected. If you guessed correctly, you may exhaust this card to score a point.

Sea Swirl, Porpoiseful (Premiere-93 R)

Friend - Unicorn; 3, 1 Yellow, 2 Yellow

Main Phase: Exhaust this card at a Problem to move up to 3 of your Critter Friends to that Problem.

Seabreeze's Flower (Crystal Games-147 C)

Resource - Asset; 1, 0, 3

Play to your home. <P> Main Phase: Retire this card and pay [1] to dismiss an opponent's Resource. <P> Main Phase: Retire this card to give one of your characters Yellow until the end of the phase.

Seabreeze, Breezie Boss (High Magic-63 R)

Friend - Breezie, Chaotic; 2, 2 Yellow, 2 Yellow

Chaos: While this card is flipped, an opposing character involved in the faceoff has -1 power for each of your characters involved in the faceoff. <P> Immediate: While this card is involved in a faceoff, you may exhaust it to give each of your other characters involved in the faceoff +1 power until the end of the faceoff.

Sealed Scroll, Studious Scribe (Canterlot Nights-60 C)

Friend - Earth Pony; 1, 2 Purple, 1 Purple

Studious

Seapony Duo, Flipper Floppers (Sequestria and Beyond-83 R)

Friend - Seapony; 2, 3 Orange + 3 Yellow, 2 Orange + Yellow

Flip an additional card during faceoffs involving this card. <P> Opponents flip 1 fewer cards during faceoffs involving this card.

Seapony Guard, Defender of Sequestria (Sequestria and Beyond-26 C)

Friend - Seapony; 4, 2 Orange, 4 Orange

Diligent 2

Sequestria Citizens, Fit and Finny (Sequestria and Beyond-65 C)

Friend - Seapony; 2, 1 Yellow, 2 Yellow

While this card is at home, it has Swift.

Searching High and Low (Seaquestria and Beyond-130 C)

Problem; 2 Wild, 2 Wild, 0

Starting Problem

Secret Bookshelf (Fond Memories-122 U)

Resource - Dilemma; 2, 3 Purple, 6; 8 Wild, 8 Wild, 1

You may pay [1] less to play your first Event each turn.

Secret Mission (Rock and Rave-7 F)

Problem; 2 Pink + 2 Purple, 6 Wild, 2

Players need +1 power to confront this Problem for each of their opponent's Friends here.

Seeking the Scepter (Defenders of Equestria-128 C)

Problem; 8 Wild, 8 Wild, 1

Mane Characters can't contribute their power to confronting this Problem.

Sew Tired (High Magic-132 R)

Problem; 3 Orange + 3 White, 8 Wild, 1

At the start of your turn, you may put a +1 power counter on any number of characters with attached Resources here.

Shelly & Sheldon, Happy as a Clam (Seaquestria and Beyond-89 R)

Friend - Ally; 2, 2 Pink + 2 Yellow, 3 Pink + Yellow

Eccentric 3 <P> Swift <P> This card can't contribute its power to faceoffs.

Sheriff Silverstar, Confident Constable (Crystal Games-27 C)

Friend - Earth Pony; 3, 0, 3 Orange

While an opponent's Mane Character is at home, this card can't be frightened.

Sheriff Silverstar, Search Warrant (Equestrian Odysseys-32 U)

Friend - Earth Pony; 3, 3 Orange, 2 Orange

When this card enters play, name a card. Choose an opponent. That player reveals their hand and discards each card with that name.

Shining Armor, Back on Duty (Absolute Discord-13 C)

Friend - Unicorn, Royalty; 3, 2 Blue, 3 Blue

While this card is involved in a faceoff, it has +2 power

Shining Armor, Bastion Brother (Equestrian Odysseys-94 U)

Friend - Unicorn, Royalty; 2, 1 Blue + 1 Purple, 2 Blue + Purple

Competitive 2 <P> When you win a Troublemaker faceoff, gain [1].

Shining Armor, Bedraggled Dad (Defenders of Equestria-10 C)

Friend - Unicorn, Chaotic; 2, 4 Blue, 2 Blue

Chaos: When this card is flipped, it gets +3 power until the end of the faceoff. <P> Swift

Shining Armor, Captain of the Guard (Canterlot Nights-61 R)

Friend - Unicorn; 3, 2 Purple, 2 Purple

Reaction: After you move this card to a Problem, you may exhaust this card to turn a Troublemaker there face-down.

Shining Armor, Crystal Prince (Crystal Games-56 U)

Friend - Crystal, Royalty; 3, 3 Purple, 0 Purple

This card has +1 power for each card in your hand.

Shining Armor, Soldier in Training (Marks In Time-12 C)

Friend - Unicorn; 3, 4 Blue, 4 Blue

Competitive 3

Shining Armor, Team Trainer (High Magic-21 U)

Friend - Unicorn, Royalty; 3, 3 Orange, 3 Orange

Persistent <P> When this or another one of your Friends becomes unfrightened, you may put a +1 power counter on one of your Friends.

Shining Armor/Princess Cadance, Fastball Special (Crystal Games-191 UR)

Mane Character - Unicorn, Royalty/Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3 Blue

Front: At the start of a Problem faceoff, you may pay [1] to put a Windup counter on this card. If you do, you may turn this card over. Back: Swift <P> When this side of the card turns face-up, you may move it to a Problem. Then, remove each Windup counter from this card and you may move a number of your Friends to this card's Problem up to the number of counters removed this way.

Ship Shape, Heavy Lifter (Premiere-200 UR)

Friend - Pegasus; 3, 2 Orange, 2 Orange

Reaction: When you flip a card, exhaust this card to ignore that card and flip another card.

Shock Value (Fond Memories-97 R)

Event; 2, 3 Pink + 3 Purple, 5

Immediate: Search your deck for a Troublemaker, reveal it, and put it into play at a Problem, then shuffle your deck. If there are 3 or more opposing characters at that Problem, uncover that Troublemaker.

Shoeshine, Animal Sanctuary (Sequestria and Beyond-75 U)

Friend - Earth Pony; 1, 3 Blue + 3 Yellow, 1 Blue + Yellow

Traveler <P> Immediate: Retire another one of your Friends to move this card. <P> When you win a faceoff involving this card, you may put a 1 Yellow Critter Friend token into play.

Shoeshine, Run For It (Fond Memories-60 U)

Friend - Earth Pony; 1, 2 Blue + 2 Yellow, 1 Blue + Yellow

Agile <P> When you confront this card's Problem, choose a Problem. Your characters at that Problem have +1 power until the end of the turn.

Shooting Star, Tale Teller (Canterlot Nights-22 C)

Friend - Earth Pony; 3, 1 Blue, 3 Blue

At the end of your draw step, if an opponent's Mane Character is at home, you may draw a card and discard a card.

Silent Treatment (Fond Memories-142 U)

Problem; 3 Yellow + 2 not-Yellow, 6 Wild, 1

When this Problem is solved, you may put an opposing Friend into its owner's hand.

Silver Frames, Art Curator (Canterlot Nights-81 C)

Friend - Earth Pony; 2, 3 White, 2 White

Inspired

Silver Shill's Coin (Crystal Games-148 C)

Resource - Asset; 1, 0, 3

Play to your home. <P> Main Phase: Retire this card and pay [1] to exhaust a character. <P>

Main Phase: Retire this card to give one of your characters Orange until the end of the phase.

Silver Shill, Secrets and Lies (High Magic-22 R)

Friend - Earth Pony; 3, 2 Orange, 3 Orange

Vexing <P> When this card leaves play, you may put a +1 counter on a character.

Silver Spanner, Dumpster Diver (Crystal Games-57 C)

Friend - Unicorn; 1, 0, 1 Purple

Main Phase: Exhaust one of your Earth Pony characters here to banish a card from a discard pile.

Silver Spanner, Nuts for Bolts (Premiere-32 R)

Friend - Unicorn; 3, 1 Orange, 2 Orange

Reaction: When one of your Resources is dismissed, you may dismiss this card. If you do, play that Resource from your discard pile for free.

Silver Spoon, High and Mighty (Marks In Time-72 U)

Friend - Earth Pony, Foal; 2, 1 Purple + 1 White, 2 Purple + White

When you move this card to a Problem, you may move an opposing character to this card's Problem. <P> Opposing characters here can't be moved unless their controller pays [1].

Silverspeed, Eye in the Sky (Crystal Games-28 R)

Friend - Pegasus; 4, 3 Orange, 3 Orange

Stubborn <P> Main Phase: Exhaust one of your Earth Pony characters here to exhaust an opponent's Friend here.

Silverstream, Abstract Artist (Leaders and Legends-33 C)

Friend - Ally, Hippogriff; 1, 1 Pink, 1 Pink

Immediate: Retire this card. If you do, players need +3 power to confront this card's Problem until the end of the turn.

Silverstream, Cheerleader (New Dawn-28 C)

Friend - Ally, Hippogriff, Cheerleader; 2, 1 Pink, 2 Pink

Competitive 1 <P> When this card enters play, if you have a Cheerleader Friend with a different name, you may gain control of an opposing Friend here until the end of the Score Phase.

Silverstream, Everything's New! (Friends Forever-131 UR)

Mane Character - Ally, Hippogriff; Home Limit 3/Home Limit 4, 1/3 Pink

Front: Immediate: While this card is at a Problem with 2 or more other characters, turn this card over. <P> Back: Eccentric 2 <P> When you confront this card's Problem, you may exhaust this card to draw a card.

Silverstream, Fish out of Water (Friends Forever-29 SR)

Friend - Seapony; 4, 2 Pink, 4 Pink

Transform 2 <P> When you play this card, you may put the top card of a Problem deck into play as a Dilemma. (It enters play at its own area; this does not replace any Problems already in play.)

Silverstream, Go Fish (Fond Memories-27 U)

Friend - Ally, Hippogriff; 3, 3 Pink, 2 Pink

Eager <P> When you draw your second card each turn, put a +1 power counter on this card.

Silverstream, Student of Friendship (Friends Forever-28 C)

Friend - Ally, Hippogriff; 2, 1 Pink, 2 Pink

When this card enters play, you may look at the top two cards of a Problem deck and put them back on the top or bottom of that deck in any order.

Similo Duplexis (Defenders of Equestria-104 R)

Event; 4, 4 Purple, 4

Main Phase: During the next Score Phase, there is an additional Confront Step for each Problem.

Singing Barrel (Equestrian Odysseys-163 C)

Resource - Asset, Pony Tone; 1, 0, 4

Play to your home and choose a color. Your Mane Character is also that color until the end of the turn. <P> Main Phase: Exhaust this card and put it into its owner's hand to put one of your Pony Tone Friends into its owner's hand.

Sir Lintsalot (Absolute Discord-144 C)

Resource - Asset; 1, 0, 2

Play to your home. <P> Main Phase: While you have no Blue Friends, you may exhaust this card. If you do, this card is also a Blue Friend until the end of the phase.

Sirens, Repeat Offenders (Fond Memories-131 C)

Troublemaker; 1, 5

When this card leaves play, if it wasn't a token, put a token copy of this Troublemaker into play face-up.

Sisterhood (Marks In Time-88 R)

Event - Song; 1, 2 Orange + 2 Purple, 4

Main Phase: Choose one: Flip an additional card during faceoffs until the start of your next turn, move an opposing character, or name a card type and an opponent reveals their hand and discards a card with that type.

Skeleton Soldiers, Necromancy is Magic (Defenders of Equestria-120 C)

Troublemaker; 0, 4

When this card is defeated, put it into its owner's hand.

Skipping Class (Friends Forever-96 U)

Event; 3, 2 Pink, 6

Immediate: Discard all the cards in your hand, then draw 6 cards.

Skunk, Lil Stinker (High Magic-72 U)

Friend - Critter; 1, 1 Blue + 1 Yellow, 1 Blue + Yellow

Troublemakers here have -2 power.

Sky Beak, Frequent Flier (Friends Forever-64 U)

Friend - Ally, Hippogriff; 2, 1 Blue + 1 White, 2 Blue + White

Competitive 2 <P> Showy 1

Sky Stinger, Leadership Material (Defenders of Equestria-11 R)

Friend - Pegasus; 3, 4 Blue, 3 Blue

While you have 3 or fewer cards in your hand, this card has Swift. <P> When you move this card to a Problem, you may move another one of your characters to that Problem.

Slick Shades (Crystal Games-149 C)

Resource - Accessory; 1, 3 Blue, 4

Play on a Friend. <P> That Friend has +1 power for each Slick Shades in play.

Slippery Slopes (Absolute Discord-188 C)

Problem; 2 Purple + 2 not-Purple, 5 Wild, 1

Starting Problem <P> When a player confronts this Problem, that player moves one of their characters here home.

Sludge, High Maintenance (Leaders and Legends-71 U)

Friend - Dragon; 1, 3 Orange + 3 White, 3 Orange + White

This card can't contribute its power towards confronting Problems unless you have 3 or fewer cards in your hand. <P> At the start of your Score Phase, you may discard a card. If you don't, retire this Friend.

Smart Cookie, Equestrian Founder (Marks In Time-21 C)

Friend - Earth Pony; 2, 1 Orange, 2 Orange

Immediate: Banish a card from your discard pile to give this card +1 power until the end of the turn.

Smarty Pants (Absolute Discord-145 C)

Resource - Asset; 1, 0, 2

Play to your home. <P> Main Phase: While you have no Purple Friends, you may exhaust this card. If you do, this card is also a Purple Friend until the end of the phase.

Smile and Wave (Crystal Games-150 R)

Resource - Condition; 1, 2 Yellow, 4

Play on a Friend. <P> When you play a Friend, the attached Friend gets +2 power until the end of the turn.

Smile! Smile! Smile! (Fond Memories-98 R)

Event - Song; 3, 3 Pink, 6

Main Phase: Search your deck or discard pile for a Pink Friend, reveal it, and put it into your hand, then choose one: replace a Problem, or shuffle an opposing Friend into its owner's deck.

Smolder & Sandbar, Pillow Fight! (Friends Forever-72 U)

Friend - Dragon, Earth Pony; 2, 1 Orange + 1 White, 2 Orange + White

Stubborn <P> Main Phase: Exhaust this card and discard a card to reduce a Problem's confront requirements by 2 power until the end of the turn.

Smolder, Cheerleader (New Dawn-19 C)

Friend - Dragon, Cheerleader; 2, 1 Orange, 2 Orange

Competitive 1 <P> When this card enters play, if you have a Cheerleader Friend with a different name, you may have a player discard a random card.

Smolder, Culture Shock (Friends Forever-2 U)

Mane Character - Dragon; Home Limit 3/Home Limit 4, 1/3 Orange

Front: When you confront this card's Problem, turn this card over. <P> Back: At the start of a faceoff, you may exhaust this card to have an opponent discard a card. If they do, one of your cards involved in the faceoff gets +X power until the end of the faceoff, where X is the discarded card's power.

Smolder, Percussive Maintenance (Fond Memories-19 U)

Friend - Dragon; 3, 3 Orange, 2 Orange

Handy <P> When you exhaust a Resource, you may put a +1 power counter on this card.

Smolder, Planning an Adventure (New Dawn-59 U)

Friend - Dragon; 1, 3 Blue + 3 Orange, 2 Blue + Orange

Competitive 2 <P> Diligent 2, Traveler

Smolder, Protective Little Sister (Leaders and Legends-22 C)

Friend - Dragon; 4, 3 Orange, 4 Orange

If an opponent would force you to discard a card while this card is in your hand, you may discard this card instead. <P> When this card is put into your discard pile from play, an opponent discards a card.

Smolder, Student of Friendship (Friends Forever-20 C)

Friend - Dragon; 2, 1 Orange, 2 Orange

Competitive 2

Smolder, Too Cool for School (Fond Memories-54 U)

Friend - Dragon; 2, 3 Blue + 3 Orange, 3 Blue + Orange

Agile <P> Your Friends here can't be frightened.

Snack Stand (Fond Memories-123 U)

Resource - Asset; 2, 0, 2

Play to your home. <P> As this card enters play, choose a color. <P> Main Phase: Exhaust this card to pay [1] less to play your next Friend with the chosen color this turn.

Snails, Deep Thinker (Canterlot Nights-49 C)

Friend - Unicorn, Foal; 3, 2 Pink, 2 Pink

Main Phase: Exhaust this card. <P> While this card is exhausted, your opponent needs +2 power to confront this card's Problem.

Snails, Not Thinking About It (Defenders of Equestria-24 C)

Friend - Unicorn; 2, 1 Orange, 2 Orange

When this card enters play, you may discard 2 cards. If you do, put two +1 power counters on this card.

Snap Shutter & Mane Allgood, Zoologists Abroad (Leaders and Legends-59 R)

Friend - Earth Pony, Pegasus; 3, 4 Blue + 4 Orange, 3 Blue + Orange

Competitive 2 <P> When an opposing Troublemaker enters play face-up or is uncovered here, you may challenge it with this card. If a player has 8 or more points, you may challenge it with all of your characters at this card's Problem instead.

Sneak Attack (Marks In Time-89 R)

Event; 1, 2 Purple, 5

Main Phase: Search your deck for a Troublemaker, reveal it, and put it into your hand.

Snips & Snails, Dynamic Duo (Premiere-49 R)

Friend - Unicorn, Foal; 4, 3 Pink, 3 Pink

Your opponent needs +1 power to confront this card's Problem.

Snips & Snails, Joined at the Horn (High Magic-32 C)

Friend - Unicorn, Foal; 3, 1 Pink, 4 Pink

Hasty <P> As an additional cost to play this card, retire a Friend.

Snips & Snails, Minor Problem (Equestrian Odysseys-100 U)

Friend - Unicorn, Foal; 4, 2 Orange + 2 Pink, 4 Orange + Pink

This card can't be frightened. <P> Main Phase: Exhaust this card to uncover a Troublemaker here.

Snips & Snails, Problem Solvers (Canterlot Nights-51 R)

Friend - Unicorn, Foal; 2, 3 Pink, 3 Pink

Main Phase: Exhaust and retire this card to replace its Problem.

Snips & Snails, Stage Magicians (Absolute Discord-39 F)

Friend - Unicorn, Foal; 3, 3 Pink, 1 Pink

This card has +1 power for each card in your opponent's hand.

Snips, Schemer (Canterlot Nights-50 R)

Friend - Unicorn, Foal; 3, 2 Pink, 2 Pink

Pumped <P> Main Phase: Exhaust this card and spend 2 cards from beneath it to dismiss an opponent's Friend at this card's Problem.

Snooty Boutique (Canterlot Nights-148 R)

Resource - Location; 3, 2 White, 4

Play to your home. <P> Reaction: After the start of a Faceoff, you may exhaust this card to put a

card from your hand on the top of your deck.

Soarin, Gold Medalist (Equestrian Odysseys-19 U)

Friend - Pegasus; 4, 2 Blue, 4 Blue

Competitive 2

Soarin, Pie Powered (High Magic-68 R)

Friend - Pegasus; 1, 1 Blue + 1 Pink, 1 Blue + Pink

Immediate: Retire a Friend to give this card +2 power until the end of the turn.

Soarin, Team Player (Crystal Games-17 C)

Friend - Pegasus; 2, 4 Blue, 2 Blue

Teamwork <P> Supportive 1

Social Networking (Crystal Games-114 U)

Event - Gotcha; 1, 3 White, 5

Faceoff: Banish a Friend from a discard pile. Add that Friend's power to one of your Friends involved in the faceoff until the end of the faceoff.

Social Obligations (Canterlot Nights-185 U)

Problem; 2 White + 2 not-White, 5 Wild, 1

Starting Problem. When this card's owner wins a faceoff involving their Mane Character, that player may exhaust that Mane Character to score an additional point.

Solar Wind, Cloud Patrol (Fond Memories-12 C)

Friend - Pegasus; 3, 1 Blue, 4 Blue

Agile

Solar Wind, Enterprising Astronomer (Premiere-19 R)

Friend - Pegasus; 1, 1 Blue, 1 Blue

When you play a Pegasus Friend to this card's Problem, you may exhaust this card. If you do, gain [1].

Solo Mare, Early Arrival (Fond Memories-52 C)

Friend - Pegasus; 3, 2 Yellow, 2 Yellow

Calming 1 <P> Main Phase: While you have no Friends, you may pay [1] to put this card into play.

Solo Performance (Equestrian Odysseys-137 R)

Event; 2, 3 White, 3

Immediate: Choose a Problem you confronted this turn. If there are no opposing Friends at that Problem, score a point.

Somnambula's Blindfold (Friends Forever-113 R)

Resource - Artifact, Unique; 1, 2 Pink, 4

Play to your home. <P> Players can't search decks or look at cards in decks. <P> Cards can't leave discard piles

Somnambula, Pillar of Hope (Friends Forever-134 UR)

Friend - Pegasus, Unique; 3, 4 Pink, 3 Pink

Opponents play with their hands revealed. <P> When this card enters play, name a card type.

<P> When an opponent draws a card with the named type, you may draw a card.

Somnambula, Sky Sentry (New Dawn-29 C)

Friend - Pegasus; 2, 3 Pink, 2 Pink

When you confront this card's Problem, you may draw a card.

Sonata Dusk, Siren's Call (High Magic-33 SR)

Friend - Earth Pony, Siren; 1, 2 Pink, 1 Pink

Eccentric 2 <P> Immediate: Banish a card from your hand and retire this card to gain control of an opposing Friend here until the end of the turn.

Song and Dance Routine (Fond Memories-99 C)

Event; 2, 3 Pink, 3

Main Phase: Gain control of an opposing Friend until the end of the Score Phase. If that Friend is exhausted, you may ready it.

Sonic Rainboom (Leaders and Legends-142 UR)

Event; 1, 4 Blue, 3

Immediate: Until the end of the turn, you may play Events with Main Phase timing as Immediate actions (even if it isn't your Main Phase).

Soothe the Savage Beast (Canterlot Nights-149 R)

Resource - Condition; 2, 2 Yellow, 5

Play on an opponent's non-Epic Troublemaker. <P> That Troublemaker loses and can't gain abilities during your Troublemaker Phase.

Sorry Stamp (Friends Forever-97 C)

Event; 4, 3 Pink, 4

Main Phase: Dismiss an opposing Friend. <P> Harmony Earth Pony: Dismiss another opposing Friend with cost less than or equal to the number of Earth Pony characters you have.

Sound the Flugelhorn! (Crystal Games-115 R)

Event - Gotcha; 2, 3 Pink, 5

Reaction: After you play a Friend to a Problem, opposing Friends there have -1 power until the end of the turn.

Spearhead, Paint It Black (Leaders and Legends-14 U)

Friend - Pegasus; 3, 2 Blue, 3 Blue

When this card enters play, put an Art counter on an opposing Resource. <P> Resources with Art counters on them lose and can't have abilities.

Special Beam Cannon (Equestrian Odysseys-138 U)

Event; 1, 3 Purple, 4

Main Phase: Banish a Resource.

Special Delivery! (Premiere-192 U)

Problem; 1 Pink + 1 not-Pink, 4 Wild, 1

Starting Problem.

Spell Off (Crystal Games-116 R)

Event - Showdown; 3, 4 Purple, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters at that Problem. The winner of the faceoff may move each opposing character involved in the faceoff home.

Spell Showdown (Equestrian Odysseys-196 U)

Problem; 2 Purple + 6 Wild, 8 Wild, 1

At the start of your turn, you may reveal the top card of your deck. If it's an Event, you may put it into your hand.

Sphinx, Grinning Riddler (Friends Forever-122 R)

Troublemaker; 1, 5

At the start of each opponent's turn, choose a card from your hand. That opponent guesses its card type, and you reveal the chosen card. If that opponent guessed correctly, this card does not prevent them from confronting its Problem this turn and can't be challenged until the end of the turn. Otherwise, this card's power is doubled until the end of the turn.

Spider Surprise (New Dawn-99 R)

Event; 2, 4 Purple, 3

Immediate: Put an opposing Friend on top of its owner's deck. <P> Unity 7 Purple: You may put that Friend beneath the top 3 cards of its owner's deck instead.

Spike & Gabby, Friendship Frenzy (New Dawn-65 U)

Friend - Dragon, Griffon, Chaotic; 2, 1 Orange + 1 Pink, 2 Orange + Pink

Chaos: When this card is flipped, flip an additional card. <P> During faceoffs, flip an additional card, then choose and ignore one of your flipped cards.

Spike, Assistant Librarian (Canterlot Nights-62 R)

Friend - Dragon; 2, 2 Purple, 1 Purple

Main Phase: Exhaust this card to look at the bottom 2 cards of your deck. You may put 1 of them on top of your deck.

Spike, Baby Dragon (Premiere-18 R)

Friend - Dragon; 2, 1 Blue, 0 Blue

Swift <P> Main Phase: Pay [1] to give this card +1 power until the end of the turn.

Spike, Crystal Hero (Crystal Games-2 F)

Mane Character - Dragon; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When a Troublemaker is uncovered, put a Hero counter on this card. Then, if there are at least 5 Hero counters on this card, remove them and turn it over. Back: Main Phase: Exhaust this card to turn an opponent's Troublemaker here face-down.

Spike, Dream Big (High Magic-11 SR)

Friend - Dragon; 4, 2 Blue, 4 Blue

Swift <P> Immediate: Pay [1] to give this card +2 power until the end of the turn.

Spike, Excessive (Absolute Discord-164 C)

Troublemaker; 0, 7

When this card is uncovered, an opponent may pay [2] to dismiss this card. (Doing so does not defeat this Troublemaker.)

Spike, Festival Assistant (Sequestria and Beyond-43 C)

Friend - Dragon; 1, 2 Purple, 1 Purple

Traveler <P> When you move this card, you may move an opposing character.

Spike, Fight and Flight (Friends Forever-70 R)

Friend - Dragon; 2, 2 Orange + 2 Purple, 2 Orange + Purple

Diligent 2 <P> Stubborn <P> At the start of a Troublemaker faceoff, you may exhaust this card to have it become involved in the faceoff.

Spike, Garbunkle (Defenders of Equestria-82 U)

Friend - Dragon; 3, 3 Purple + 3 White, 3 Purple + White

Opponents can't challenge your Troublemakers unless they pay [1].

Spike, Grabby Claws (Fond Memories-36 R)

Friend - Dragon; 1, 2 Purple, 1 Purple

When an opponent flips a card during a faceoff here, if that card has higher power than this card, banish that opponent's card to beneath this card. <P> This card has +1 power for each card banished beneath it.

Spike, High Stakes Lavaball (Leaders and Legends-15 R)

Friend - Dragon; 2, 3 Blue, 1 Blue

Agile <P> This card's Problem's bonus is increased by 1.

Spike, Hum Drum (High Magic-41 R)

Friend - Dragon; 3, 2 Purple, 3 Purple

Vexing <P> When this card leaves play, you may move an opposing character.

Spike, Master of Ceremonies (Sequestria and Beyond-136 UR)

Friend - Dragon; 4, 4 White, 4 White

If you would choose one effect while playing a Song card, you may choose each effect instead.

Spike, Number One Assistant (Equestrian Odysseys-60 SR)

Friend - Dragon; 2, 4 Purple, 2 Purple

Main Phase: Exhaust this card to banish an Event from your discard pile. <P> Main Phase: Banish this card to put each Event banished this way into its owner's hand.

Spike, Playing The Odds (New Dawn-20 U)

Friend - Dragon; 1, 1 Orange, 1 Orange

Immediate: Exhaust this card to put the top card of each player's deck into their owners' discard piles. If those cards share a card type, ready this card.

Spike, Puffer Up (Sequestria and Beyond-44 R)

Friend - Critter; 4, 2 Purple, 2 Purple

Transform 2 <P> Opposing characters here have -1 power during faceoffs. <P> Main Phase:

Exhaust this card to move an opposing character at this card's Problem.

Spike, Statuesque (Crystal Games-29 R)

Friend - Dragon; 3, 3 Orange, 3 Orange

When this card enters play, it gets +3 power until the end of turn.

Spike, Take a Letter (Premiere-124 U)

Event - Gotcha; 0, 2 Purple, 5

Troublemaker Faceoff Reaction: Play when you defeat a Troublemaker. Gain [2].

Spike, The Brave and Glorious (Crystal Games-192 UR)

Mane Character - Dragon; Home Limit 4/Home Limit 4, 1/3 Orange

Front: When you play a card, put a Dragon counter on this card. Then, if there are at least 4 Dragon counters on this card, remove them and turn it over. Back: If one of your Friends or Resources would be dismissed, you may turn this card over instead. If you do, that card is not dismissed.

Spike, The New Rainbow Dash (Absolute Discord-14 R)

Friend - Dragon, Chaotic; 2, 2 Blue, 2 Blue

Chaos: When this card is flipped, it has +2 power until the end of the faceoff. <P> While involved in a faceoff, this card has +2 power.

Spike, To the Nines (Equestrian Odysseys-75 C)

Friend - Dragon; 2, 0, 2 White

Spike, Ultimate Host (Marks In Time-69 R)

Friend - Dragon; 2, 3 Pink + 3 Yellow, 2 Pink + Yellow

When another one of your Friends enters play here, that Friend and this card get +1 power until the end of the turn.

Spirit Siphon (New Dawn-155 C)

Event; 3, 2 Purple, 6

Main Phase: Banish any number of cards from discard piles. If three or more Events were banished this way, gain [3]. If six or more Events were banished this way, draw 3 cards.

Spitfire's Badge (Crystal Games-151 C)

Resource - Asset; 1, 0, 3

Play to your home. <P> Main Phase: Retire this card and pay [2] to frighten an opponent's Friend. <P> Main Phase: Retire this card to give one of your characters Blue until the end of the phase.

Spitfire, Cloudsdale Captain (Crystal Games-193 UR)

Friend - Pegasus; 2, 2 Blue, 1 Blue

Teamwork <P> During faceoffs involving this card, this card has +1 power.

Spitfire, Drilling It In (Defenders of Equestria-60 U)

Friend - Pegasus; 3, 2 Blue + 2 Pink, 3 Blue + Pink

Hasty <P> Experienced <P> When this enters play, you may discard a card to frighten a Friend.

<P> When this card enters your discard pile, you may draw a card.

Spitfire, On the Wing (Equestrian Odysseys-20 C)

Friend - Pegasus; 2, 0, 2 Blue

Spitfire, Response Team (New Dawn-11 R)

Friend - Pegasus; 3, 4 Blue, 3 Blue

When this card enters play at a Problem with an opposing Troublemaker, you may retire this card and a number of Blue Friends equal to that Troublemaker's point value to defeat that Troublemaker.

Spitfire, Wing Leader (High Magic-12 SR)

Friend - Pegasus; 3, 3 Blue, 3 Blue

When this card enters play, you may put three 1 Blue Pegasus Friend tokens with Swift into play.

Splash Attack (Equestrian Odysseys-139 C)

Event; 1, 3 Yellow, 4

Main Phase: Turn a Troublemaker face-down.

Spoiled Rich, Center of Attention (Marks In Time-73 R)

Friend - Earth Pony; 5, 3 Purple + 3 White, 5 Purple + White

When this card enters play at a Problem, move each opposing character and each Troublemaker to this card's Problem. <P> Opposing characters here have -1 power during faceoffs.

Spoiled Rich, Vice-Headmare Applicant (New Dawn-66 U)

Friend - Earth Pony; 2, 1 Orange + 1 Purple, 2 Orange + Purple

Stubborn <P> When an opposing character becomes exhausted, you may exhaust this card to move that character.

Sponge Cake Break (Sequestria and Beyond-106 C)

Event; 3, 3 Orange, 4

Immediate: Put two +1 power counters on one of your Friends, then exhaust an opposing character with less power than that Friend.

Spontaneous Song and Dance (New Dawn-100 C)

Event; 3, 3 Pink, 4

Main Phase: Put a number of 1 Pink Earth Pony Friend tokens into play equal to the number of cards in your hand. At the end of the turn, banish those tokens.

Spooky Ruins (Sequestria and Beyond-118 R)

Resource - Location; 2, 2 Yellow, 4

Play to your home. <P> Opponents flip 1 fewer cards during faceoffs. <P> If an opponent would draw a card during their Main Phase, you may exhaust this card instead. If you do, they skip that draw.

Spooky Scary Story (Absolute Discord-115 U)

Event - Chaotic; 2, 3 Blue, 4

Chaos: When this card is flipped, frighten a Friend at home. <P> Main Phase: Frighten up to 2 Friends at home.

Spotlight (Absolute Discord-146 C)

Resource - Asset; 2, 3 White, 5

Play to your home. <P> At the start of an opponent's Main Phase, you may exhaust this card and pay [1] to choose a character. That character can't be moved until the end of the turn.

Spread Your Wings (Premiere-95 C)

Event; 1, 0, 4

Main Phase: Choose a Blue or Pink character. That character gets +1 Blue and +1 Pink until the end of the phase.

Spring Forward, Companionable Filly (Premiere-61 R)

Friend - Earth Pony; 3, 3 Purple, 2 Purple

Studious <P> This card gets +2 power for each of your opponent's characters at its Problem.

Spring Step, Multitalented (Crystal Games-73 F)

Friend - Pegasus; 3, 3 White, 3 White

While this card has power higher than any other Friend here, this card's Problem loses and can't have abilities.

Sprinkle Medley, Drip Dropper (Canterlot Nights-23 C)

Friend - Pegasus; 4, 2 Blue, 3 Blue

Swift

Squabble, Well Spoken (Sequestria and Beyond-16 C)

Friend - Pirate; 2, 3 Blue, 2 Blue

When you move another character, you may exhaust one of your characters to move this card.

Stack of Suitcases (Absolute Discord-147 R)

Resource - Asset; 2, 2 White, 3

Play to your home. <P> When an opponent plays a card, put a Tip counter on this card. <P>

At the start of the turn, remove all Tip counters from this card. <P> Opponents must pay +[1] to play cards for each Tip counter on this card.

Stained Glass Tribute (New Dawn-118 R)

Resource - Report; 2, 2 Pink, 2

Play on a Problem. <P> If that Problem would leave play, you may retire this card instead. If you do, banish that Problem, then put that Problem into play as a Dilemma.

Stand Still! (Premiere-118 R)

Event - Gotcha; 0, 2 White, 5

Reaction: Play after an opponent's character has just been moved. Send that character to its previous area.

Standing Up For Yourself (New Dawn-137 U)

Problem; 3 Orange + 2 Wild, 5 Wild, 1

While you have only one character here, that character can't be moved or frightened.

Star Spur, Appleoosan Deputy (Equestrian Odysseys-33 C)
Friend - Earth Pony; 3, 0, 3 Orange
When this card enters play, you may look at an opponent's hand.

Star Swirl Research (High Magic-95 C)
Event; 0, 3 Purple, 7
Immediate: Put this card on top of its owner's deck.

Star Swirl the Bearded, Pillar of Sorcery (Friends Forever-135 UR)
Friend - Unicorn, Unique; 4, 2 Purple, 4 Purple
At the start of your turn, reveal the top three cards of your deck. Put one into your hand and the rest on the top or bottom of your deck in any order. <P> If you would put a flipped Event on the bottom of your deck, you may exhaust this card to put that Event into your hand instead.

Star Swirl's Journal (Friends Forever-114 R)
Resource - Artifact, Unique; 1, 2 Purple, 4
Play to your home. <P> When this card enters play, draw a card and banish a card from your hand. <P> At the start of your turn, put a Study counter on this card. <P> Immediate: Remove three Study counters from this card to retire it. If you do, you may play the banished card without paying its cost until the end of the turn.

Staring Contest (Canterlot Nights-117 U)
Event - Showdown; 0, 3 Yellow, 5
Main Phase: Start a faceoff involving one of your Friends and an opponent's Friend with equal or greater power. At the end of the faceoff, the loser puts one of their Friends that was involved into its owner's hand.

Starlight Glimmer & Chrysalis, One Left Standing (New Dawn-145 UR)
Friend - Unicorn, Changeling, Royalty; 3, 2 White, 4 White
Your Starting Problems' bonuses are increased by 1. <P> Players need +2 power to confront your non-Starting Problems.

Starlight Glimmer, Apocalypse Now (Marks In Time-36 SR)
Friend - Unicorn; 3, 3 Purple, 2 Purple
Prepared <P> Your Troublemakers here have "Immediate: During a faceoff, pay [1] to give this card +2 power until the end of the faceoff."

Starlight Glimmer, Apprentice Sorcerer (Marks In Time-37 R)
Friend - Unicorn, Foal; 2, 1 Purple, 2 Purple
Your Troublemakers have +2 power. <P> Main Phase: Pay [2] to Cutie Mark this card. <P> When this card becomes Cutie Marked, you may put a Troublemaker from your hand into play face-up.

Starlight Glimmer, Chrono Trigger (Marks In Time-0 UR)
Troublemaker - Epic; 2, 6
Villain <P> At the start of your turn, each player reveals and banishes 2 cards from the top of their deck. <P> When one or more cards are banished this way, if there are at least 20 cards banished this way, dismiss each other Friend, Resource, and Troublemaker, each player puts

each of their Friends and Troublemakers banished this way into play, and banish this card.

Starlight Glimmer, Enforced Equality (Equestrian Odysseys-217 UR)

Troublemaker - Epic; 2, 6

Characters here have 2 power and can't lose or gain power.

Starlight Glimmer, Exposed Inequality (High Magic-119 C)

Troublemaker; 0, 4

When this card is uncovered, you may move one of your characters.

Starlight Glimmer, Future Headmare (Leaders and Legends-39 C)

Friend - Unicorn; 1, 3 Purple, 1 Purple

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may look at the top card of your deck, and put it on the top or bottom of your deck.

Starlight Glimmer, Great and Powerful Assistant (Friends Forever-79 U)

Friend - Unicorn; 3, 3 Purple + 3 White, 3 Purple + White

Harmony Unicorn: When this or another one of your Unicorn Friends enters play, choose an Event in your discard pile. Until the end of the turn, you may play that Event. If you do and it would enter your discard pile, banish it instead.

Starlight Glimmer, Guidance Counselor (Friends Forever-36 C)

Friend - Unicorn; 3, 1 Purple, 3 Purple

Immediate: Exhaust this card to gain [1]

Starlight Glimmer, Magic Instructor (Seaquestria and Beyond-45 SR)

Friend - Unicorn; 3, 3 Purple, 3 Purple

When you play an Event, you may exhaust this card and a number of your other Unicorn Friends equal to that Event's cost to copy its effects.

Starlight Glimmer, New Headmare (New Dawn-35 U)

Friend - Unicorn, Unique; 3, 3 Purple, 3 Purple

Your other Friends here have Studious. <P> At the start of a faceoff here, put a 2 Purple Figment Friend token into play.

Starlight Glimmer, Snowfall Frost (Defenders of Equestria-37 C)

Friend - Unicorn; 1, 3 Purple, 1 Purple

Experienced <P> When this card enters play, you may move an opposing character.

Starlight Glimmer, Taking Charge (Defenders of Equestria-137 UR)

Friend - Unicorn, Unique; 8, 4 Purple, 5 Purple

Redeem <P> Prepared <P> At the start of your turn, you may play a Friend from your hand without paying its cost.

Starlight Glimmer, Time of Her Life (Marks In Time-135 UR)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When you confront this card's Problem, turn this card over. Back: When this side of the card is turned face-up for the first time each game, there is an additional Ready Phase before your next End Phase. (During the Ready Phase, you ready your cards, gain actions, and draw a

card.)

Starlight Glimmer, We're All Equal Here (Fond Memories-0 F)

Mane Character - Ally; Home Limit 3/Home Limit 4, 1/3 Colorless

Front: At the start of the game, choose a color and choose a trait from among Alicorn, Changing, Dragon, Earth Pony, Griffon, Pegasus, or Unicorn. This card is that color and has that trait.

<P> Main Phase: Pay [2] to turn this card over. Back: [no game text]

Starry Eyes, Space Cadet (Canterlot Nights-63 C)

Friend - Pegasus; 2, 0, 1 Purple

Faceoff: Exhaust one of your Resources at home to give this card +2 power until the end of the faceoff.

Stay Quiet the Longest (Crystal Games-117 R)

Event - Showdown; 3, 4 Yellow, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters there. The winner of that faceoff reveals a number of cards from the top of their deck equal to the number of their characters involved in the faceoff, puts each Friend revealed this way into their hand, and puts the rest of the cards on the bottom of their deck.

Steam Roller, Juggernaut (Canterlot Nights-38 C)

Friend - Pegasus; 3, 1 Orange, 3 Orange

Pumped <P> While this card has at least 1 card beneath it, it can't be dismissed or frightened.

Stellar Flare, Big Plans (Friends Forever-37 C)

Friend - Unicorn; 2, 0, 2 Purple

Prepared

Stellar Flare, Overparenting (Prize Wheel-7 C)

Friend; 2, 1 White, 2 White

When this card enters play, put a 1 White Unicorn Friend token with Prepared into play. <P>

When this card leaves play, put a 1 White Unicorn Friend token with Prepared into play.

Steven Magnet, Great Guy (Absolute Discord-63 U)

Friend - Ally, Sea Serpent; 1, 3 White, 1 White

When an opponent loses a faceoff against a Troublemaker here, gain control of an opposing Friend involved in that faceoff.

Steven Magnet, What a World! (High Magic-52 R)

Friend - Ally, Sea Serpent; 3, 2 White, 3 White

Vexing <P> When this card leaves play, you may move a Troublemaker.

Stone Cold (Crystal Games-152 U)

Resource - Condition; 2, 3 Orange, 5

Play on a Friend. <P> That Friend can't be frightened.

Stop Fighting! (Friends Forever-98 C)

Event; 1, 3 Blue, 5

Immediate: Frighten a Friend with 2 or less power. <P> Harmony Griffon: When you play a Griff-

for Friend while this card is in your discard pile, you may banish this card to frighten a Friend with 2 or less power.

Stop Short (New Dawn-101 C)

Event; 2, 2 Yellow, 4

Main Phase: Put an opposing Friend into its owner's hand. <P> Unity 7 Yellow: Until the start of your next turn, that card's owner can't play Friends with that name.

Storm Guards, Shield Wall (Sequestria and Beyond-122 U)

Troublemaker; 0, 0

When this card enters play face-up or is uncovered, put eight +1 power counters on it. <P> When an opponent moves a character, remove a +1 power counter from this card.

Storm King, Conniver (Sequestria and Beyond-46 C)

Friend - Storm; 4, 4 Purple, 4 Purple

When you move a character, you may exhaust this card to gain [1]. If you moved an opposing character, you may exhaust this card to gain [2] instead.

Storm King, Force of Nature (Sequestria and Beyond-142 UR)

Troublemaker - Epic; 2, 6

Characters can't move to or from this card's Problem unless their controller pays [2].

Storm of Justice (High Magic-96 R)

Event; 2, 4 Blue, 5

Immediate: If you won a Problem faceoff by at least 5 power this turn, score 2 points.

Storm Warning (Fond Memories-124 U)

Resource - Report; 2, 2 White, 4

Play on a Problem. <P> Your opponents can't move characters to or from that Problem unless they pay [1].

Storming the Villain's Lair (Canterlot Nights-186 C)

Problem; 2 Blue + 1 not-Blue, 4 Wild, 1

When a Troublemaker is played here, its controller may pay [2] to uncover it.

Straighten Up & Fly Right (Premiere-119 R)

Event; 1, 0, 4

Faceoff: If you have Twilight Sparkle or Fluttershy involved in this faceoff, flip an additional card. If you have Twilight Sparkle and Fluttershy involved in this faceoff, flip 2 additional cards instead.

Strawberry Sunrise, Morning Pony (Friends Forever-77 U)

Friend - Pegasus; 3, 2 Pink + 2 Yellow, 3 Pink + Yellow

Agile <P> When you move this card, you may turn a Troublemaker face-down.

Strut Your Stuff (Equestrian Odysseys-197 U)

Problem; 2 White + 4 Wild, 6 Wild, 1

Friends here with Resources on them have +2 power.

Stuck Together (New Dawn-119 C)

Resource - Dilemma; 1, 3 Blue, 4; 5 Wild, 5 Wild, 1

When you play this card, each player sets their action tokens to 2.

Student Six, A Grade Above (Leaders and Legends-135 UR)

Mane Character - Ally; Home Limit 4/Home Limit 4, 1/3 Colorless

Front: At the start of the game, choose a color. This card is that color. <P> Main Phase: Pay [6] to turn this card over. You pay 1 less action token to turn this card over for each color among characters in play. Back: When a player confronts a Problem for the first time each turn, put a Friendship counter on this card. <P> Main Phase: Exhaust this card and remove any number of Friendship counters from it to play a Friend with cost equal to the number of counters removed this way for free.

Study Session (Crystal Games-153 R)

Resource - Asset; 2, 2 Purple, 4

Play to your home. <P> Opposing Friends enter play exhausted.

Stunning Exposé (Fond Memories-143 C)

Problem; 4 not-White + 2 Wild, 7 Wild, 0

When an opponent retires a non-token Friend for their home limit, you may draw a card.

Stunt Dive (Fond Memories-100 SR)

Event; 2, 3 Orange, 5

Main Phase: This turn, players need to confront one fewer Problems to start a multi-Problem Faceoff, to a minimum of one Problem.

Stygian, Falsely Accused (Friends Forever-46 SR)

Friend - Unicorn; 2, 3 White, 2 White

When this card enters play, put a token copy of a Resource into play.

Sudden Closure (New Dawn-102 R)

Event; 2, 3 Orange + 3 Purple, 5

Immediate: Put a Friend or Troublemaker on the bottom of its owner's deck.

Sudden Fruition (Fond Memories-101 C)

Event; 1, 4 Pink, 5

Immediate: Uncover a face-down Troublemaker, then draw cards equal to that Troublemaker's point value.

Sugar Belle, Fresh From the Oven (High Magic-34 C)

Friend - Unicorn; 3, 1 Pink, 2 Pink

Hasty <P> When you confront this card's Problem, you may draw a card.

Sugar Belle, Muffin Mayhem (Defenders of Equestria-33 R)

Friend - Unicorn; 4, 3 Pink, 3 Pink

When an opponent confronts this card's Problem, you may dismiss an opposing Friend here.

Sugar Belle, Takes the Cake (Equestrian Odysseys-213 UR)

Friend - Unicorn; 3, 3 Pink + 3 White, 3 Pink + White

When this card enters play, gain control of another Friend until this card leaves play or is frightened.

Sugar Twist, Twister Sister (Premiere-79 C)

Friend - Pegasus; 2, 0, 2 White

Summoning Bell (Fond Memories-125 C)

Resource - Accessory; 1, 2 White, 5

Play on one of your Friends. <P> Main Phase: Exhaust this card to put a 1 White Unicorn Friend token with Prepared into play at that Friend's Problem.

Sunburst & Cranky, Wired And Tired (New Dawn-69 R)

Friend - Unicorn, Donkey; 3, 3 Orange + 3 Yellow, 3 Orange + Yellow

Diligent 2 <P> If you would put any number of +1 power counters on this card, you may put that many -1 power counters on an opposing Friend instead.

Sunburst, Card Tricks (Leaders and Legends-74 R)

Friend - Unicorn; 3, 3 Pink + 3 Purple, 3 Pink + Purple

Eccentric 2 <P> When this card enters play, you may reveal the top 5 cards of your deck. Put an Event revealed this way into your hand and the rest of the cards on the bottom of your deck in any order.

Sunburst, Royal Foalsitter (Defenders of Equestria-84 R)

Friend - Unicorn; 3, 1 Purple + 1 Yellow, 2 Purple + Yellow

Calming 2 <P> Immediate: Exhaust this card to gain [1]. <P> When an opponent confronts this card's Problem, that opponent loses [1].

Sunburst, Vice-Headstallion (New Dawn-36 U)

Friend - Unicorn; 2, 2 Purple, 2 Purple

Studios <P> You may gain action tokens from your characters with Studios more than once per faceoff. (Each instance of Studios still only triggers once per faceoff.)

Sunny Rays, One Bright Mare (Premiere-62 R)

Friend - Pegasus; 2, 2 Purple, 2 Purple

When you play this card, you may look at the top 2 cards of your deck and put them back in any order.

Sunny Skies, Hopeful Mayor (Leaders and Legends-84 U)

Friend - Unicorn; 3, 0, 2 Colorless

As this card enters play, you may reveal a Friend in your hand. This card is the revealed Friend's colors.

Sunny Smiles, Iconic Friend (Premiere-34 R)

Friend - Earth Pony; 3, 2 Orange, 3 Orange

When an opponent discards a card, this card gets +1 power until the end of the turn.

Sunset Festival (Defenders of Equestria-140 UR)

Event; 2, 3 Pink, 3

Main Phase: Reveal cards from the top of an opponent's deck until you reveal a Friend. Put that Friend into play under your control, then that opponent shuffles their deck.

Sunset Shimmer (Canterlot Nights-164 R)

Troublemaker; 2, 5

When this Troublemaker is uncovered, you may pay [3]. If you do, banish an opposing Friend or Resource to beneath this card. Otherwise, dismiss this card. <P> When this card leaves play or is turned face-down, put any cards beneath it into their owner's hand.

Sunset Shimmer, Clever Calculator (Defenders of Equestria-38 R)

Friend - Unicorn; 3, 3 Purple, 4 Purple

Meticulous 2 <P> Immediate: During a faceoff, put this card on top of its owner's deck to put an opposing Friend on top of its owner's deck.

Sunset Shimmer, Clever Girl (Absolute Discord-198 UR)

Friend - Unicorn; 2, 1 Purple, 2 Purple

When an opponent plays a card, you may discard a card that shares a type with that card to gain [1].

Sunset Shimmer, Research Trip (Leaders and Legends-75 U)

Friend - Unicorn; 2, 4 Pink + 4 Purple, 2 Pink + Purple

Hasty <P> This card has Eccentric X, where X is the number of Events in your discard pile.

Sunshower, Storm Spotter (Equestrian Odysseys-92 C)

Friend - Pegasus; 2, 0, 2 Yellow

When this card enters play, you may look at a face-down Troublemaker.

Suri Polomare (Absolute Discord-165 U)

Troublemaker; 0, 4

When a challenger defeats this card, they draw a card. <P> When a challenger loses a faceoff involving this card, they discard a random card.

Surprise Concert (New Dawn-138 C)

Problem; 3 White + 2 Wild, 7 Wild, 1

Starting Problem <P> When you play a non-Friend card, if none of your characters have a color other than White, you may have one of your characters get +2 power until the end of the turn.

Surprise Party Notes (Leaders and Legends-101 C)

Event; 0, 2 Pink, 5

Immediate: Look at the top card of each player's deck, then put each card on the top or bottom of its owner's deck. If a player has 8 or more points, you may draw a card.

Surprise Party! (Celestial Solstice-6 F)

Event; 2, 4 Pink, 4

Main Phase: All players shuffle their hands into their decks and draw 6 cards.

Surprise Summoning (Leaders and Legends-116 U)

Resource - Dilemma; 2, 3 White, 4; 6 Wild, 6 Wild, 2

When you play this card, you may put a Friend with cost 2 or less from your discard pile into

play here.

Surprise Take Off (Friends Forever-129 C)

Problem; 2 Blue + 2 Wild, 5 Wild, 2

Your characters here have Agile.

Surprise, Outta Nowhere (Crystal Games-45 R)

Friend - Pegasus; 3, 3 Pink, 1 Pink

When this card enters play, you may dismiss an opponent's exhausted Friend.

Surprise, Party Pegasus (Premiere-50 R)

Friend - Pegasus; 3, 3 Pink, 1 Pink

When you play this card to a Problem with a face-up Troublemaker, turn that Troublemaker face-down.

Svengallop, Heavy-Hooved (Marks In Time-64 U)

Friend - Earth Pony; 3, 2 Blue + 2 White, 3 Blue + White

When an opposing Friend enters play here, you may pay [1] to frighten it.

Swan Song, Fun-loving Debutante (Canterlot Nights-52 C)

Friend - Unicorn; 1, 2 Pink, 1 Pink

Pumped <P> This card has +1 power for each card beneath it.

Swanifying Committee, Exacting Standards (Leaders and Legends-79 R)

Friend - Unicorn; 3, 3 Purple + 3 White, 3 Purple + White

When you move an opposing character, put a Delay counter on it. <P> Opponent's can't move their characters with Delay counters on them unless they pay [1]. <P> At the end of your opponent's turn, remove all Delay counters from opposing characters.

Swaying the Seaponies (Sequestria and Beyond-131 C)

Problem; 4 Yellow + 4 Wild, 8 Wild, 3

When you move a character to this Problem for the first time each turn, you may move another one of your characters to this Problem.

Sweep Sweep Sweep (Defenders of Equestria-105 C)

Event; 2, 3 Purple, 5

Immediate: An opposing character involved in a faceoff gets -3 power until the end of the faceoff. You may discard a card. If you do, one of your cards involved in the faceoff gets +3 power until the end of the faceoff.

Sweet and Kind (Premiere-100 F)

Event; 1, 0, 4

Main Phase: Choose a Orange or Yellow character. That character gets +1 Orange and +1 Yellow until the end of the phase.

Sweet Apple Acres (Premiere-145 R)

Resource - Location; 2, 4 Orange, 3

Play to your home. <P> Main Phase: Exhaust this card and pay [1] to force your opponent to choose and discard a card.

Sweet Apple Factory (Marks In Time-106 R)

Resource - Location, Unique; 1, 2 Orange + 2 Purple, 5

Play to your home. <P> Immediate: Exhaust this card and remove a +1 power counter from one of your cards to gain [1].

Sweetie Belle, Cat Sitter (Absolute Discord-15 C)

Friend - Unicorn, Foal; 1, 1 Blue, 1 Blue

Caretaker

Sweetie Belle, Cutie Mark Crusader (Marks In Time-3 F)

Mane Character - Unicorn, Foal; Home Limit 3/Home Limit 4, 1/3 White

Front: When you confront this card's Problem, turn this card over. Back: At the end of your turn, you may put a Resource from your discard pile into your hand.

Sweetie Belle, Doting Sister (Canterlot Nights-199 UR)

Friend - Unicorn, Foal; 2, 1 White, 1 White

When you win a faceoff involving this card and Rarity, you may exhaust this card to score a point.

Sweetie Belle, Field Twirler (Friends Forever-47 C)

Friend - Unicorn, Foal; 1, 2 White, 1 White

Harmony Unicorn: Main Phase: Exhaust this card to give one of your Unicorn characters +1 power for each Event in your discard pile until the end of the turn.

Sweetie Belle, Forever a Crusader (Marks In Time-48 SR)

Friend - Unicorn, Foal, Unique; 2, 1 White, 2 White

When one of your Friends becomes Cutie Marked, you may pay [2] to score a point. If you have Scootaloo, Forever a Crusader and Apple Bloom, Forever a Crusader, you may pay [0] to score a point instead. <P> Main Phase: Pay [2] to Cutie Mark this card. <P> When this card becomes Cutie Marked, you may put a Friend from your discard pile into your hand.

Sweetie Belle, Forsooth and Anon (High Magic-53 C)

Friend - Unicorn, Foal; 2, 0, 2 White

While your Mane Character is White, this card has Showy 1.

Sweetie Belle, Just a Snag (Equestrian Odysseys-76 C)

Friend - Unicorn, Foal; 2, 1 White, 2 White

When this card enters play, you may put an Accessory from your discard pile into your hand.

Sweetie Belle, Larger Than Life (New Dawn-46 SR)

Friend - Unicorn; 2, 3 White, 4 White

Showy 1 <P> At the start of a faceoff involving this card, banish this card until the end of the faceoff.

Sweetie Belle, Most Traditional (Defenders of Equestria-72 U)

Friend - Unicorn, Foal; 2, 2 Orange + 2 White, 2 Orange + White

Stubborn <P> Immediate: Exhaust this card to look at the top two cards of a player's deck. Put any number of them into their owner's discard pile and the rest back on top in any order.

Sweetie Belle, Scrap Quilting (Fond Memories-45 C)

Friend - Unicorn, Foal; 1, 1 White, 1 White

Handy

Sweetie Belle, Showstopper (Crystal Games-74 C)

Friend - Unicorn, Foal, Performer; 2, 1 White, 2 White

Main Phase: Exhaust this card and pay [1] to sing a song and have all players put a Friend from their discard piles into their hands.

Sweetie Belle, Stitch by Stitch (Equestrian Odysseys-77 SR)

Friend - Unicorn, Foal; 2, 3 White, 2 White

Main Phase: Pay [1] to give this card Showy 3 until the start of your next turn.

Sweetie Belle, Sweet Treats (Leaders and Legends-49 C)

Friend - Unicorn, Foal; 2, 1 White, 2 White

Talented: When you play an Event whose play requirement includes at least one of this card's colors, this card gets +2 power until the end of the turn.

Sweetie Drops, Secret Agent (Equestrian Odysseys-31 F)

Friend - Earth Pony; 2, 2 Orange, 3 Orange

When another one of your Friends enters play here, you may exhaust this card to exhaust an opposing character here.

Sweetie Sunrise, Early Riser (Premiere-20 C)

Friend - Pegasus; 1, 0, 1 Blue

Swindlers in Town (Crystal Games-187 C)

Problem; 4 Orange + 3 not-Orange, 8 Wild, 2

Friends here can't be frightened.

Swing Into Action (Premiere-120 U)

Event; 1, 2 Blue, 5

Main Phase: Choose a character. That character gets +2 Blue until the end of the turn.

Tagging Out (Fond Memories-144 U)

Problem; 4 Orange + 2 not-Orange, 8 Wild, 1

When one of your Friends leaves play, if that Friend had any +1 power counters on it, you may put that many +1 power counters on another one of your Friends.

Take Shelter (Equestrian Odysseys-198 R)

Problem; 3 Orange + 3 Yellow, 8 Wild, 1

If one of your Friends would be retired for being in excess of your home limit, you may move it here instead.

Taken On Trust (Leaders and Legends-102 SR)

Event; 1, 0, 3

Immediate: Each player chooses a card from another player's discard pile and banishes that

card. Then, each player chooses a card in their discard pile and may put that card into their hand.

Taking Care of Business (Defenders of Equestria-106 C)

Event; 3, 3 Orange, 4

Immediate: Put a +1 power counter on each of your characters involved in a faceoff.

Tall Order, Council Colt (Canterlot Nights-64 F)

Friend - Earth Pony; 3, 1 Purple, 3 Purple

Pumped <P> Reaction: After an opponent plays or moves a Friend to this card's Problem, you may spend a card from beneath this card to move that Friend home.

Tall Tale, Too Tall (Crystal Games-30 U)

Friend - Earth Pony; 8, 4 Orange, 6 Orange

You may pay [1] less to play this card to a Problem for each of your Earth Pony Friends there.

Tangled Coiffure (Premiere-133 U)

Resource - Condition; 2, 4 White, 3

Play on an opponent's Friend. <P> Your opponent can't move this Friend.

Tank, Best Tortoise (Marks In Time-13 C)

Friend - Critter; 3, 0, 3 Blue

While with another one of your Blue Friends, this card has Competitive 2.

Tank, Burrower (Equestrian Odysseys-21 C)

Friend - Critter; 2, 0, 2 Blue

When this card enters play, you may draw a card and discard a card.

Tank, Flying Tortoise (Absolute Discord-16 U)

Friend - Critter; 3, 3 Blue, 3 Blue

When you play the last card in your hand, you may move this card.

Tank, Loyal Pet (Crystal Games-18 C)

Friend - Critter; 2, 1 Blue, 1 Blue

While with your Rainbow Dash, this card has +1 power.

Tank, Shell Shock (High Magic-13 R)

Friend - Critter; 3, 2 Blue, 3 Blue

Vexing <P> When this card leaves play, you may frighten a Friend.

Tantabus, Living the Nightmare (Fond Memories-150 UR)

Friend - Ally, Chaotic; 3, 3 Purple, 3 Purple

Chaos: When this card is flipped, you may banish an opposing Friend involved in the faceoff.

At the end of the faceoff, put that Friend into play frightened. <P> Opponents can't confront this card's Problem unless they pay this card's controller [1].

Tantabus, Night Terror (High Magic-150 UR)

Troublemaker - Chaotic; 0, 4

Chaos: When this card is flipped, all players lose their action tokens. <P> At the end of each

player's turn, that player loses [1].

Tarnished Reputation (New Dawn-139 C)

Problem; 3 Blue + 2 Wild, 7 Wild, 1

Starting Problem <P> At the start of your turn, if none of your characters have a color other than Blue, you may move one of your characters at home.

Tatzlwurm (Crystal Games-165 C)

Troublemaker; 1, 5

If a Friend would be dismissed, it is banished instead.

Tea Set (Absolute Discord-148 R)

Resource - Asset; 1, 3 Yellow, 5

Play to your home. <P> At the start of a faceoff, you may pay [1] and exhaust this card to have players flip 1 fewer cards during that faceoff.

Tea With Discord (Friends Forever-99 R)

Event; 3, 3 Pink + 3 Yellow, 4

Main Phase: Dismiss each face-up and face-down Troublemaker, then you may replace a Problem.

Team Effort (Premiere-121 R)

Event; 1, 0, 4

Faceoff: If you have Applejack or Twilight Sparkle involved in this faceoff, flip an additional card. If you have Applejack and Twilight Sparkle involved in this faceoff, flip 2 additional cards instead.

Telekinesis (Crystal Games-118 C)

Event; 2, 2 Purple, 3

Problem Faceoff: Move an opponent's character involved in the faceoff home.

Tempest Shadow & Grubber, On the Trail (Sequestria and Beyond-85 U)

Friend - Unicorn, Storm; 4, 3 Pink + 3 Purple, 4 Pink + Purple

Hasty <P> When this card enters play, you may put an opposing Friend on top of its owner's deck.

Tempest Shadow's Airship (Sequestria and Beyond-119 R)

Resource - Asset; 1, 0, 5

Play to your home. <P> Main Phase: Pay [1] and exhaust this card to move one of your Troublemakers. <P> At the end of a faceoff, you may put one of your flipped Troublemakers into your hand.

Tempest Shadow, Easy as Pie (Sequestria and Beyond-123 R)

Troublemaker; 1, 6

When this card is uncovered, you may turn a Mane Character to its Start side.

Tempest Shadow, Open Skies (New Dawn-37 C)

Friend - Unicorn; 3, 1 Purple, 3 Purple

Unity 5 Purple: Prepared <P> Unity 10 Purple: When you play an Event, you may exhaust this card to move an opposing character.

Tempest Shadow, Storm Commander (Sequestria and Beyond-4 C)

Mane Character - Unicorn, Storm; Home Limit 3/Home Limit 4, 1/3 Purple

Front: Main Phase: Pay [2] to search your deck for a Troublemaker, put it into play face-up, then shuffle your deck and turn this card over. Back: [no text]

Tempest Shadow, Stormcaller (Sequestria and Beyond-135 UR)

Friend - Unicorn, Storm; 4, 2 Purple, 4 Purple

Prepared <P> Main Phase: Exhaust this card to put a Troublemaker from your hand into play face-up, then put a token copy of it into play face-up.

Tempest Shadow, Trouble's In Town (Fond Memories-148 UR)

Friend - Unicorn, Storm; 2, 4 Orange, 3 Orange

Play with the top card of your deck revealed. <P> You may play Friends from the top of your deck. <P> Immediate: Exhaust this card and put the top card of your deck into your discard pile to pay [1] less to play your next Friend this turn.

Tempting Offer (Absolute Discord-149 U)

Resource - Asset; 1, 3 Purple, 5

Play to your home. <P> When you flip a Chaotic card, you may move an opposing character involved in the faceoff.

Ten Carat Hat (Equestrian Odysseys-164 C)

Resource - Accessory; 1, 2 White, 3

Play on a Friend. <P> That Friend has +2 power.

Ten. Seconds. Flat. (Celestial Solstice-5 F)

Event - Gotcha; 2, 1 Blue, 4

Reaction: After the start of an opponent's Score Phase, you may move one of your characters to a Problem.

Tender Taps, Sharing the Stage (Defenders of Equestria-78 U)

Friend - Earth Pony, Chaotic; 3, 2 Pink + 2 White, 3 Pink + White

Chaos: When this card is flipped, put a Friend with cost 2 or less from your discard pile into play.

<P> Eccentric 2 <P> When you play this card, you may put a Friend with cost 2 or less from your discard pile into play.

Terramar, Shoreline Lifestyle (Friends Forever-53 SR)

Friend - Ally, Hippogriff; 2, 2 Yellow, 2 Yellow

When this card enters play and at the start of each of your turns, choose one: This card has Swift until the start of your next turn, or this card has Calming 2 until the start of your next turn.

Terrified Scream (Fond Memories-102 C)

Event; 1, 2 Yellow, 4

Immediate: During a faceoff, choose a character involved in the faceoff. That character is no longer involved in the faceoff.

The Best of Friends (Canterlot Nights-118 F)

Event; 1, 0, 4

Main Phase: Choose a Yellow or White character. That character gets +1 Yellow and +1 White until the end of the phase.

The Big Guns (Premiere-122 R)

Event; 1, 0, 4

Faceoff: If you have Rainbow Dash or Pinkie Pie involved in this faceoff, flip an additional card. If you have Rainbow Dash and Pinkie Pie involved in this faceoff, flip 2 additional cards instead.

The Brave and the Bold (Canterlot Nights-119 R)

Event; 1, 0, 5

Faceoff: If you have Rainbow Dash or Applejack involved in this faceoff, flip an additional card. If you have Rainbow Dash and Applejack involved in this faceoff, flip 2 additional cards instead.

The Crystal Heart, Heart of an Empire (Crystal Games-154 R)

Resource - Artifact, Unique; 2, 0, 6

Play to your home. <P> When you play your first Crystal Friend each turn, put a Crystal counter on this card. <P> Reaction: After the start of any phase, remove 2 Crystal counters from this card to choose a color and a Friend. That Friend has that color until the end of the phase.

The Cutie Map, Equestrian Odysseys (Equestrian Odysseys-216 UR)

Resource - Artifact, Unique; 3, 4 Blue, 7

Play to your home. <P> When a Problem enters play, you may exhaust and retire this card to move up to six of your characters at home to that Problem.

The EEA Council, Strict Guidelines (Friends Forever-84 R)

Friend - Ally; 4, 0, 3 Colorless

Players can't play cards, activate abilities, or take actions except as a Main Phase action.

The Element of Generosity, A Beautiful Heart (Crystal Games-204 UR)

Resource - Artifact, Unique; 2, 3 White, 7

Play to your home. <P> You must control Rarity to play this card. <P> At the start of your turn, put a Harmony counter on this card. <P> Score Phase: Remove 2 Harmony counters from this card to reduce the confront requirements of a problem by 3 power until the end of the turn.

The Element of Honesty, Faithful and Strong (Crystal Games-203 UR)

Resource - Artifact, Unique; 2, 3 Orange, 7

Play to your home. <P> You must control Applejack to play this card. <P> At the start of your turn, put a Harmony counter on this card. <P> Reaction: After one of your Orange Friends enters play, put a number of +1 power counters on it equal to the number of Harmony counters on this card, then remove all Harmony counters from this card.

The Element of Kindness, Sharing Kindness (Canterlot Nights-201 UR)

Resource - Artifact, Unique; 2, 3 Yellow, 7

Play to your home. <P> You must control Fluttershy to play this card. <P> At the start of your turn, put a Harmony counter on this card. <P> Reaction: After you play a Friend with 2 or less power, you may remove 1 Harmony counter from this card to give that Friend +2 power until the end of turn.

The Element of Laughter, Tons of Fun (Absolute Discord-204 UR)

Resource - Artifact, Unique; 2, 3 Pink, 7

Play to your home. <P> You must control Pinkie Pie to play this card. <P> At the start of your turn, put a Harmony counter on this card. <P> Main Phase: Remove a Harmony counter from this card to look at the top 2 cards of a Problem deck and put them back in any order.

The Element of Loyalty, Big Adventure (Absolute Discord-205 UR)

Resource - Artifact, Unique; 2, 3 Blue, 7

Play to your home. <P> You must control Rainbow Dash to play this card. <P> At the start of your turn, put a Harmony counter on this card. <P> Main Phase Reaction: After one of your Friends is moved to or enters play at a Problem, you may remove a Harmony counter from this card to move one of your other characters to that Problem.

The Element of Magic, Complete Magic (Canterlot Nights-202 UR)

Resource - Artifact, Unique; 2, 3 Purple, 7

Play to your home. You must control Twilight Sparkle to play this card. <P> At the start of your turn, put a Harmony counter on this card. <P> Main Phase: Remove 2 Harmony counters from this card to look at the top 3 cards of your deck. You may put any number of them on top of your deck in any order and the rest on the bottom of your deck in any order.

The Element of Surprise, Element of Disharmony (Absolute Discord-150 R)

Resource - Artifact, Unique; 2, 0, 7

Play to your home. <P> You must control Discord to play this card. <P> At the start of your turn, put a Chaos counter on this card. <P> When you flip a non-Chaotic card, you may remove a Chaos counter from this card to ignore that card and flip another card.

The Equestria Games (Crystal Games-202 UR)

Resource - Location, Unique; 2, 5 White, 6

Play to your home. <P> At the end of your turn, put a Victory counter on this card. <P> At the start of your turn, you may retire this card. If you do, each player puts a number of Friends from their discard pile into play up to the number of Victory counters on this card.

The Fire of Friendship (Friends Forever-115 C)

Resource - Asset; 1, 0, 4

Play to your home. <P> When this card enters play, choose a color. <P> The play requirements of your cards are reduced by 2 of the chosen color. <P> If you would discard a card while this card is in your hand, you may put this card into play instead.

The Flying Prairinos, Pink Prairie Dog Pyramid (Defenders of Equestria-50 C)

Friend - Critter; 2, 3 Yellow, 2 Yellow

At the start of your Score Phase, you may discard a card to put a 1 Yellow Critter Friend token into play.

The Frozen North (High Magic-133 R)

Problem; 3 Blue + 3 Pink, 8 Wild, 1

Troublemakers played here enter play face-up.

The Full Tour (Equestrian Odysseys-165 U)

Resource - Condition; 2, 2 Orange, 4

Play on a Friend. If that Friend is not yours, you may exhaust it. <P> Vexing

The Great Crystal War (Marks In Time-107 C)

Resource - Dilemma; 2, 2 Orange, 4; 8 Wild, 8 Wild, 1

When you confront this Problem, choose a Problem. You may put a +1 power counter on each of your Friends there.

The Great Seedling, Bountiful Trickster (Leaders and Legends-73 R)

Friend - Ally; 2, 2 Orange + 2 Yellow, 2 Orange + Yellow

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may distribute two +1 power counters among up to 2 of your Friends with printed power 2 or less.

The Hard Way (Canterlot Nights-120 R)

Event - Showdown; 1, 4 Blue, 4

Main Phase: Challenge an opponent's face-up Troublemaker with all your characters at its Problem.

The High Ground (Canterlot Nights-150 U)

Resource - Asset; 1, 2 Blue, 5

Play to your home. <P> Reaction: After a Troublemaker is played, you may exhaust this card to ready one of your characters.

The Horror! The Horror! (Premiere-123 U)

Event; 1, 2 Yellow, 6

Main Phase: Dismiss an opponent's Resource.

The Idol of Boreas (Equestrian Odysseys-166 R)

Resource - Asset; 1, 3 Blue, 4

Play to your home. <P> When you win a Problem faceoff by at least 5 power, put a Gold counter on this card. <P> Main Phase: Exhaust this card and remove a Gold counter from it to move up to two of your characters.

The Last Laugh (New Dawn-103 SR)

Event - Song; 2, 2 Orange + 2 Pink + 2 Yellow, 6

Main Phase: Choose one: Opposing cards don't ready during their controller's next Ready Phase, draw cards until you reach or exceed your maximum hand size, or opponents can't spend action tokens this turn.

The Magic of Adventure (Canterlot Nights-121 F)

Event; 1, 0, 4

Main Phase: Choose a Blue or Purple character. That character gets +1 Blue and +1 Purple until the end of the phase.

The Magic of Friendship Grows (New Dawn-152 UR)

Event - Song; 6, 0, 6

Main Phase: If you control a Rainbow Dash character, score a point. Repeat this process for Applejack, Pinkie Pie, Twilight Sparkle, Rarity, and Fluttershy.

The Mane Six, Party Planners (Sequestria and Beyond-134 UR)

Friend - Ally; 5, 4 Pink, 5 Pink

When you play this card, gain control of each opposing Friend until the end of the Score Phase.

The Mane Six, Underwater Explorers (Seaquestria and Beyond-97 C)

Friend - Ally; 2, 0, 2 Colorless

Traveler <P> Immediate: Remove a +1 power counter from this card to choose a color. This card gains that color until the end of the turn.

The Mane-iac, Crazy Curls (Fond Memories-132 R)

Troublemaker; 1, 5

Villain

The Mean Six, Rivalry Isn't Magic (Leaders and Legends-124 R)

Troublemaker; 1, 6

This card has Competitive X, where X is the number of opposing characters here with Competitive. The same is true for Diligent, Eccentric, and Showy.

The Old Switcheroo (Absolute Discord-116 R)

Event; 1, 3 Pink, 5

Main Phase: Choose one of your Friends at a Problem. Your opponent chooses one of their Friends at that Problem. Exchange control of those Friends until the end of the Score Phase.

The Pearl of Transformation (Seaquestria and Beyond-140 UR)

Resource - Artifact, Unique; 3, 0, 7

Play to your home. <P> You pay [1] less for Transform costs, to a minimum of [1]. <P> Main Phase: Exhaust this card to search your deck for a card with a Transform cost, reveal it, and put it into your hand. Then, shuffle your deck.

The Ponyville Express (Premiere-147 U)

Resource - Asset; 1, 1 White, 3

Play to your home. <P> Reaction: When you defeat a Troublemaker using only White characters, dismiss this card to score an additional point.

The Power of Friendship (Leaders and Legends-143 UR)

Event; 3, 4 Purple, 5

Main Phase: This turn, your Troublemakers don't prevent you from confronting Problems and you need X power less to confront each Problem, where X is the highest power among Troublemakers you control there.

The Power of Love (Crystal Games-119 R)

Event; 1, 0, 5

Faceoff: If you have Princess Cadance or Shining Armor involved in this faceoff, flip an additional card. If you have Princess Cadance and Shining Armor involved in this faceoff, flip 2 additional cards instead.

The Problem with Parasprites (Premiere-166 C)

Problem; 4 Blue + 3 not-Blue, 8 Wild, 3

When a player defeats a Troublemaker here, that player may move a character involved in the faceoff.

The Rainbow Connection (Marks In Time-90 C)

Event; 1, 4 Blue, 3

Immediate: A Friend involved in a faceoff gets +3 power and Diligent 3 until the end of the faceoff.

The Royal Family, Hearth's Warming Guests (Fond Memories-69 R)

Friend - Alicorn, Unicorn, Royalty, Foal; 3, 3 Pink + 3 White, 3 Pink + White

Hasty <P> When you play this card, each player may put a Friend or Resource from their hand into play.

The Scariest Cave in Equestria (Absolute Discord-151 R)

Resource - Location, Unique; 2, 2 Blue, 5

Play to your home. <P> Rallying a frightened Friend costs +[1].

The Shadowbolts, Exclusive Offer (Fond Memories-58 R)

Friend - Pegasus; 3, 2 Blue + 2 White, 3 Blue + White

If you would frighten a Friend that can't be frightened, you may turn that Friend face-down instead. <P> When an opponent unfrightens a Friend, you may exhaust this card to frighten another one of their Friends with equal or lesser power.

The Show Must Go On (Crystal Games-188 R)

Problem; 5 Wild, 5 Wild, 1

Starting Problem <P> When a player confronts this Problem, that player may banish a card from their hand to beneath one of their Friends with Pumped.

The Smooze, Chum (High Magic-64 U)

Friend - Ally; 3, 2 Yellow, 3 Yellow

Calming 2 <P> Eccentric 2

The Smooze, Creeping Crud (Equestrian Odysseys-178 U)

Troublemaker; 2, 3

When this card is uncovered, put a +1 power counter on it. <P> If this card would be defeated, you may remove a +1 power counter from it instead. If you do, this card is not defeated.

The Smooze, Scavenger (Equestrian Odysseys-109 SR)

Friend - Ally; 2, 0, 2 Colorless

Immediate: Pay [1] to banish a non-Friend card from a discard pile. If you do, put a +1 power counter on this card.

The Smooze, Wobbling Blob (Marks In Time-74 C)

Friend - Ally; 4, 0, 4 Colorless

As this card enters play, name a color. This card is that color. <P> At the start of your turn, choose a color. This card loses its colors and becomes that color.

The Soup Incident (Crystal Games-120 U)

Event; 1, 4 Yellow, 4

Reaction: After an opponent plays a card, exhaust all opposing Friends with Resources attached to them and banish all cards in all discard piles.

The Spectacle (Marks In Time-91 R)

Event - Song; 1, 2 Purple + 2 White, 4

Main Phase: Choose one: Put an opposing Friend with 2 or less power on top of its owner's deck, double the power of one of your Troublemakers until the start of your next turn, or put an Event from your discard pile into your hand.

The Squizard, Scourge of Spiketopia (Defenders of Equestria-121 C)

Troublemaker; 0, 4

Mane Characters can't contribute their power to faceoffs involving this card. <P> Opponents can't play Troublemakers here.

The Staff of Sacanas (Sequestria and Beyond-141 UR)

Resource - Artifact, Unique; 2, 0, 7

Play to your home. <P> Your Mane Character has +3 power. <P> Main Phase: Pay [1] and exhaust this card to start a faceoff involving your Mane Character and an opposing Friend. If you win the faceoff, frighten that Friend.

The Sun and the Moon (Canterlot Nights-122 R)

Event; 1, 0, 5

Faceoff: If you have Princess Luna or Princess Celestia involved in this faceoff, flip an additional card. If you have Princess Luna and Princess Celestia involved in this faceoff, flip 2 additional cards instead.

The Tree of Harmony, Trial by Friendship (Leaders and Legends-125 U)

Troublemaker; 1, 5

Main Phase: Pay [2] to challenge this card with one of your characters here. Any player may activate this ability.

The Treehouse of Harmony (Leaders and Legends-117 R)

Resource - Location, Unique; 3, 4 Pink + 4 Yellow, 3

Play to your home. <P> Opposing Friends have -1 power. <P> Your Friends have +1 power. <P> At the end of your turn, dismiss each opposing Friend with 0 or less power.

The Trouble With Trixie (High Magic-134 U)

Problem; 2 Purple + 4 Wild, 6 Wild, 1

When this card enters play, gain [1].

The Twilicane (Canterlot Nights-151 R)

Resource - Accessory, Unique; 2, 3 Purple, 6

Play on an opponent's Mane Character. <P> During the Score Phase, if that Mane Character is at home, that opponent's Friends each have -1 power.

The Vote (Marks In Time-92 R)

Event - Song; 1, 2 Blue + 2 White, 4

Main Phase: Choose one: Frighten an opposing Friend, opponents can't play Events this turn, or if you have fewer points than an opponent score a point.

The Wonderbolts Rap (High Magic-97 R)

Event - Song; 1, 2 Blue + 2 Pink, 4

Main Phase: Choose one: Move one of your characters, draw 2 cards, or pay [2] less for your next Friend this turn.

This Way, Little Ones (Premiere-194 U)

Problem; 3 Yellow + 2 not-Yellow, 6 Wild, 2

When this Problem is played, its owner may move one of their Critter Friends here from home.

Thorax, Changeling Leader (New Dawn-47 C)

Friend - Changeling, Royalty, Chaotic; 1, 0, 1 White

Chaos: When this card is flipped, one of your characters gets +2 power and has White until the end of the turn. <P> Unity 7 White: This card has +2 power.

Thorax, Earning His Wings (Defenders of Equestria-53 C)

Friend - Changeling; 2, 0, 2 Yellow

Experienced

Thorax, Heart of the Swarm (Leaders and Legends-140 UR)

Friend - Changeling, Royalty, Unique; 5, 2 Pink + 2 White + 2 Yellow, 5 Pink + White + Yellow

Your token Friends have +1 power and don't count against your home limit. <P> Other Friends lose and can't have Unique. <P> If one of your non-token Friends would leave play, you may retire a number of token Friends equal to that Friend's cost instead. If you do, that Friend doesn't leave play.

Thorax, Moths to a Flame (Fond Memories-74 U)

Friend - Changeling, Royalty; 2, 3 White + 3 Yellow, 2 White + Yellow

Eager <P> Harmony Changeling: When this or another one of your Changeling Friends enters play, that Friend gets +1 power until the end of the turn. <P> Changeling Friends you play can't be cancelled.

Thorax, Swarm Former (Friends Forever-54 C)

Friend - Changeling, Royalty, Chaotic; 2, 2 Yellow, 2 Yellow

Chaos: When this card is flipped, you may put it into play. <P> Harmony Changeling: If you would put any number of flipped Changeling Friends on the bottom of your deck, you may put one of them into your hand and the rest on the bottom instead.

Thorax, Symbiosis (Friends Forever-48 U)

Friend - Changeling, Royalty; 2, 2 White, 2 White

When this card enters play, give another character +2 power until the end of the turn. <P> Harmony Changeling: When this card enters play, if you have another Changeling character, this card gets +2 power until the end of the turn.

Thorax, The Changed Changeling (Defenders of Equestria-132 UR)

Mane Character - Changeling; Home Limit 3/Home Limit 5, 1/3 Yellow

Front: When you confront this card's Problem, turn this card over. Back: This card has +1 power for each of your Friends with 2 or less printed power.

Thrash the Throne (Defenders of Equestria-129 C)

Problem; 2 Purple + 5 Wild, 5 Wild, 1

When you confront this Problem, you may put a +1 power counter on one of your Troublemakers.

Threat Against Canterlot (Canterlot Nights-187 U)

Problem; 4 Orange + 3 not-Orange, 8 Wild, 2

Once this Problem has been confronted, Troublemakers can't be played here.

Through the Ages (High Magic-98 C)

Event; 1, 3 Purple, 4

Immediate: Opposing characters involved in a faceoff have -1 power until the end of the faceoff.

Through the Cave (Crystal Games-189 U)

Problem; 4 Blue + 3 not-Blue, 8 Wild, 2

When this card enters play, each player frightens one of their Friends.

Thunderclap (Canterlot Nights-123 U)

Event; 2, 3 Blue, 3

Main Phase: Frighten a Friend with 2 or less power.

Thunderlane, Meals to Go (Friends Forever-55 C)

Friend - Pegasus; 2, 0, 2 Yellow

Agile

Thunderlane, Nerves of Steel (Crystal Games-31 C)

Friend - Pegasus; 3, 4 Orange, 1 Orange

Teamwork <P> This card can't be frightened.

Thunderlane, Unsung Hero (Marks In Time-14 R)

Friend - Pegasus; 4, 4 Blue, 5 Blue

Hasty <P> Diligent 2 <P> Immediate: Remove a +1 power counter from this card to move this card.

Tight Ship, Meticulous Planner (Crystal Games-58 R)

Friend - Pegasus; 3, 4 Purple, 3 Purple

When this card enters play at a Problem, players can't confront that Problem that turn.

Timber! (Rock and Rave-8 F)

Problem; 4 Orange + 3 White, 9 Wild, 2

At the start of a Problem faceoff here, each player chooses a character involved in the faceoff.

Those characters have +2 power until the end of the faceoff.

Timberwolf (Premiere-158 U)

Troublemaker; 3, 6

When this card is uncovered, its owner must pay [2] or dismiss it. <P> Your opponent must pay +[2] to play a Friend to this card's Problem

Time Warp (Marks In Time-93 U)

Event; 3, 3 Purple, 5

Main Phase: Put a Friend or Resource on top of its owner's deck.

Tiny Troubles (High Magic-135 R)

Problem; 3 Pink + 3 Purple, 8 Wild, 1

When you win a Problem faceoff here, you may dismiss a Friend here and gain action tokens equal to its cost.

Tirek's Reign of Terror (Marks In Time-108 C)

Resource - Dilemma; 1, 2 Blue, 4; 5 Wild, 5 Wild, 1

When you confront this Problem, you may frighten a Friend.

To Griffonstone (Equestrian Odysseys-199 U)

Problem; 2 Blue + 4 Wild, 6 Wild, 1

When this card enters play, you may move one of your characters to this Problem.

To The Moon (Fond Memories-103 U)

Event; 1, 3 Purple + 3 White, 3

Immediate: Banish an opposing Friend involved in a faceoff.

Toe-Tapper, Tenor (Equestrian Odysseys-101 U)

Friend - Earth Pony, Pony Tone; 3, 1 Orange + 1 Pink, 3 Orange + Pink

When this card enters play, you may draw 3 cards, then discard 1.

Tom, Rolling Rock (Absolute Discord-40 U)

Friend - Ally, Rock, Chaotic; 3, 4 Pink, 1 Pink

Chaos: When this card is flipped, dismiss a Friend with 2 or less power involved in the faceoff.

<P> When this card enters play, you may dismiss a Friend.

Too Many Bandages (Premiere-148 U)

Resource - Condition; 2, 2 Yellow, 3

Play on a Friend. <P> This Friend gets -2 power.

Too Many Fluttershys (Defenders of Equestria-130 C)

Problem; 4 Yellow + 4 Wild, 9 Wild, 1

When you confront this Problem, you may move one of your Friends at home to a Problem.

Too Many Pinkie Pies (Canterlot Nights-188 R)

Problem; 2 Pink + 1 not-Pink, 4 Wild, 2

Problem Faceoff: Any player with a character involved in a Problem faceoff here may move a character here from another Problem.

Too Much Fun (Canterlot Nights-124 R)

Event; 3, 2 Pink, 2

Main Phase: Dismiss a Friend with at least 4 power.

Too Much Pie (Premiere-149 U)

Resource - Condition; 1, 2 Orange, 3

Play on a Friend. <P> This Friend gets -5 power during the Score Phase.

Top Marks, Long-winded Lecturer (Crystal Games-59 U)

Friend - Unicorn; 2, 1 Purple, 1 Purple
This card's Problem has 0 bonus points.

Torch Song, Alto (Equestrian Odysseys-49 C)
Friend - Earth Pony, Pony Tone; 2, 1 Pink, 2 Pink
When this card enters play, you may search your deck for a Pony Tone card, reveal it, and put it into your hand.

Torch, Focused Fire (Friends Forever-60 U)
Friend - Dragon; 3, 3 Blue + 3 Orange, 3 Blue + Orange
Immediate: Pay [1] to give this card +2 power until the end of the turn. <P> This card can't be frightened.

Torch, Greater Wurm (Defenders of Equestria-12 SR)
Friend - Dragon; 4, 4 Blue, 4 Blue
At the end of your turn, you may frighten a Friend. <P> At the start of your turn, each opponent retires a frightened Friend.

Torch, Large and In Charge (Prize Wheel-3 R)
Friend - Dragon, Chaotic; 4, 1 Orange, 4 Orange
Chaos: When this card is flipped, an opposing card involved in the faceoff loses and can't gain abilities until the end of the faceoff. <P> Opposing Friends here with cost 3 or less lose and can't have abilities.

Torque Wrench, Relic Repair (Leaders and Legends-70 U)
Friend - Earth Pony; 2, 2 Orange + 2 Purple, 2 Orange + Purple
Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may exhaust this card to dismiss an opposing Resource. <P> When an opposing Resource leaves play, put a +1 power counter on this card.

Totally Lost (Equestrian Odysseys-200 C)
Problem; 5 Wild, 7 Wild, 1
Starting Problem.

Tough Call (Defenders of Equestria-131 C)
Problem; 2 Pink + 4 Wild, 7 Wild, 2
When you confront this Problem, you may draw a card.

Tough Love (Defenders of Equestria-107 U)
Event; 2, 4 Yellow, 4
Immediate: Put an opposing Friend with 3 or more power into its owner's hand.

Tough Questions (Friends Forever-100 R)
Event; 2, 2 Blue + 2 White, 4
Main Phase: Start a faceoff involving one of your characters and an opposing Friend or Troublemaker. If you win, banish that opposing card.

Town Equalists, Cult Following (Equestrian Odysseys-179 C)
Troublemaker; 0, 4

This card has +1 power for each color among opposing characters here.

Tracking Tirek (Absolute Discord-189 U)

Problem; 3 Purple + 3 not-Purple, 7 Wild, 2

At the start of a Problem faceoff here, the player with the most power here puts one of their Friends here on top of its owner's deck.

Trade Dispute (Rock and Rave-9 F)

Problem; 2 Orange + 2 White, 6 Wild, 2

The player with the most Friends here can't move Friends to this Problem.

Trading Traditions (Marks In Time-133 C)

Problem; 5 Wild, 4 Wild, 1

Starting Problem <P> When this card enters play, choose a color. <P> Your Mane Character has the chosen color.

Train Station (Marks In Time-109 R)

Resource - Location, Unique; 1, 2 Pink + 2 Yellow, 4

Play on a Problem. <P> Immediate: Pay [2] and exhaust this card to dismiss an opposing Friend here with 3 or more power.

Train Tracks (Canterlot Nights-152 R)

Resource - Asset; 3, 3 Blue, 4

Play to your home. <P> Main Phase: Exhaust this card and pay [1] to frighten an opponent's Friend at a Problem. <P> While this card is exhausted, that card can't be unfrightened. <P> Main Phase: Exhaust 2 of your characters to dismiss this card. Any player may activate this ability.

Training Montage (Equestrian Odysseys-140 R)

Event; 1, 4 Yellow, 5

Main Phase: One of your Friends gets +1 power for each of your other Friends at its Problem until the end of the turn.

Traitor! (Absolute Discord-190 C)

Problem; 2 Purple + 2 not-Purple, 5 Wild, 1

Troublemakers here have +2 power.

Trampled (Absolute Discord-117 R)

Event - Chaotic; 1, 4 Yellow, 3

Chaos: When this card is flipped, all opponents lose an action token. <P> Main Phase: An opponent loses 2 action tokens.

Tranquility (Fond Memories-104 C)

Event; 1, 1 Purple, 2

Main Phase: Gain [1], then gain an additional [1] for each card named Tranquility in your discard pile. Draw a card.

Trapeze Star, Acrobatic Magic (Defenders of Equestria-54 C)

Friend - Earth Pony, Chaotic; 4, 0, 4 Yellow

Chaos: When this card is flipped, put a 1 Yellow Critter Friend token into play. <P> When this card enters play, put a 1 Yellow Critter Friend token into play.

Trashed (Equestrian Odysseys-167 U)

Resource - Condition; 1, 2 Blue, 4

Play on a Resource <P> That Resource loses and can't have abilities.

Tread Mill (Absolute Discord-152 C)

Resource - Asset; 1, 4 Blue, 4

Play to your home <P> At the start of your turn, if an opponent has at least [3], gain [1].

Tree Hugger, Animal Magnetism (High Magic-146 UR)

Friend - Earth Pony; 3, 1 Yellow, 3 Yellow

Immediate: Pay [2] to move up to 2 of your Critter Friends.

Tree Hugger, Calming Auditory Therapy (Equestrian Odysseys-214 UR)

Friend - Earth Pony; 3, 2 White + 2 Yellow, 3 White + Yellow

Opposing Troublemakers don't prevent you from confronting this card's Problem.

Tree Hugger, Seeking Balance (Defenders of Equestria-86 R)

Friend - Earth Pony; 3, 3 White + 3 Yellow, 3 White + Yellow

Calming 2 <P> Showy 1 <P> At the end of each opponent's turn, if this card's Problem was not confronted this turn, you may move one of your Critter friends.

Tree Hugger, Varmint Vocalizations (Marks In Time-57 SR)

Friend - Earth Pony; 2, 1 Yellow, 2 Yellow

When an opponent plays a Resource, you may put a 1 Yellow Critter Friend token into play.

Tree of Harmony, Seeds of Friendship (Celestial Solstice-7 F)

Resource - Artifact, Unique; 3, 0, 7

Play to your home. <P> Main Phase: Exhaust this card and one of your Friends to put a Harmony counter on this card. <P> Main Phase: Retire this card to gain a number of action tokens equal to the number of Harmony counters on it.

Trenderhoof, Locale Critic (High Magic-76 U)

Friend - Unicorn; 3, 3 Orange + 3 White, 3 Orange + White

Showy 1 <P> Diligent 2 <P> Players' home limits are reduced by 1.

Trenderhoof, Trailblazer (Absolute Discord-199 UR)

Friend - Unicorn, Unique; 2, 4 White, 2 White

Cards in play have Unique.

Trenderhoof, Travel Writer (Crystal Games-75 U)

Friend - Unicorn; 2, 2 White, 2 White

Teamwork <P> When this card leaves play, you may pay [1] to put another card from your discard pile into your hand.

Trenderhoof, Trying Too Hard (Equestrian Odysseys-34 C)

Friend - Unicorn; 2, 4 Orange, 3 Orange

Diligent 1

Tri-Horned Bunyip, Elusive Myth (Defenders of Equestria-139 UR)

Friend - Critter; 1, 4 Yellow, 1 Yellow

Swift <P> When you confront this card's Problem, you may frighten this card to score a point.

Tricking the Trixster (High Magic-99 R)

Event; 1, 2 Orange, 4

Immediate: Choose a character. When that character's Problem is solved this turn, if that character would be sent home, it isn't sent home instead.

Tricksy Hat (Premiere-150 U)

Resource - Asset; 3, 3 Purple, 3

Play to your home. <P> Main Phase: Exhaust this card and pay [1] to choose an opponent's character at a Problem. Move it home.

Trixie Lulamoon, Sleight of Hoof (Seaquestria and Beyond-47 U)

Friend - Unicorn; 3, 3 Purple, 3 Purple

Eccentric 2 <P> When you play an Event, one of your characters or Troublemakers gets +2 power until the end of the turn.

Trixie's Equestrian Apology Tour (Defenders of Equestria-113 C)

Resource - Asset; 1, 2 White, 3

Play to your home. <P> At the end of each opponent's turn, if no Problems were confronted this turn, you may distribute two +1 power counters on up to two of your Friends.

Trixie, Above Average (Defenders of Equestria-138 UR)

Friend - Unicorn, Unique; 7, 3 White, 3 White

Redeem <P> When you play this card, move each character to this card's Problem. <P> Opponents can't move characters away from here unless they pay [2].

Trixie, Big Boaster (Absolute Discord-49 U)

Friend - Unicorn; 2, 1 Purple, 1 Purple

While an opponent's boosted Mane Character is here, this card's Problem can't be confronted.

Trixie, Center Stage (High Magic-42 U)

Friend - Unicorn; 3, 2 Purple, 3 Purple

Showy 1 <P> When this card enters play, you may move an opposing character at this card's Problem.

Trixie, Even Better (Equestrian Odysseys-61 SR)

Friend - Unicorn; 3, 3 Purple, 2 Purple

When this card enters play, reveal the top card of your deck. If that card's power is even, you may put a Friend here on top of its owner's deck.

Trixie, Even More (Leaders and Legends-40 C)

Friend - Unicorn; 3, 1 Purple, 3 Purple

When this card enters play, if you have an even number of action tokens, you may put a card from your hand on top of your deck.

Trixie, Guidance Counselor (New Dawn-56 R)

Friend - Unicorn, Unique; 3, 4 Yellow, 3 Yellow

When an opponent dismisses or banishes another one of your Friends, you may banish this card. If you do, that opponent skips their next Ready Phase (the Ready Phase includes the Ready, Action, and Draw steps.)

Trixie, Hat Trick (Friends Forever-38 C)

Friend - Unicorn; 1, 2 Purple, 1 Purple

Harmony Unicorn: When this or another one of your Unicorn Friends enters play, you may pay [1] less for your next Event this turn to a minimum of [1].

Trixie, Highest Level Unicorn (High Magic-149 UR)

Troublemaker - Epic; 2, 6

Villain <P> Friends here lose and can't have abilities.

Trixie, Is This Your Card? (Fond Memories-37 U)

Friend - Unicorn, Chaotic; 1, 3 Purple, 1 Purple

Chaos: When this card is flipped, you may put it into your hand to put a card from your hand into your Flip Zone. (That card's Chaos triggered abilities, if any, don't trigger.) <P> At the start of a faceoff here, you may draw a card, then put this card on top of your deck.

Trixie, Rock Farmer (Equestrian Odysseys-35 C)

Friend - Unicorn; 2, 0, 2 Orange

Trixie, Smoke and Mirrors (Defenders of Equestria-39 SR)

Friend - Unicorn, Changeling; 2, 3 Purple, 2 Purple

When you play an Event, double this card's power until the end of the turn.

Trixie, Teacup! (Prize Wheel-6 C)

Friend - Unicorn; 2, 3 Purple, 2 Purple

This card enters play with one Spell counter on it. <P> When you play an Event, put a Spell counter on this card. <P> Main Phase: Exhaust this card and remove a Spell counter from it to gain [1].

Trixie, The Great and Powerful Showoff (Crystal Games-197 UR)

Friend - Unicorn; 2, 3 Purple, 2 Purple

When this card enters play, you may reveal any number of Events from your hand. Until the end of the turn, this card has +2 power for each Event revealed this way.

Trixie, Tricks of the Trade (High Magic-1 F)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When you play an Event, you may pay [2] to turn this card over. Back: When an opponent starts a faceoff, you may pay [1] less for Events until the end of the faceoff.

Trixie, Vice-Headmare Applicant (New Dawn-70 R)

Friend - Unicorn; 3, 2 Pink + 2 Purple, 2 Pink + Purple

When you play this card, choose another Friend. Put a token copy of that Friend into play, then

banish that token Friend.

Trouble Shoes, Rodeo Clown (Equestrian Odysseys-102 R)

Friend - Earth Pony; 3, 2 Orange + 2 Pink, 2 Orange + Pink

When this card enters play, you may retire any number of Friends. Put a number of +1 power counters on this Friend equal to the combined power of Friends retired this way.

True Evil (Crystal Games-121 R)

Event; 4, 4 Purple, 2

Main Phase: Frighten all Friends.

Truffle, Newsworthy (Absolute Discord-50 C)

Friend - Earth Pony, Foal; 2, 1 Purple, 2 Purple

When an opponent moves a character, you may exhaust this card to gain [1].

Truth Talisman of Tonatiuh (New Dawn-120 R)

Resource - Artifact, Unique; 1, 3 White, 4

Play on a Mane Character. <P> That character's controller plays with the top card of their deck revealed. <P> At the start of that character's controller's turn, you may pay [1] and exhaust this card to have that player shuffle their deck.

Tug of War (Crystal Games-122 R)

Event - Showdown; 3, 4 Orange, 6

Main Phase: Start a faceoff involving your characters at a Problem and an opponent's characters there. The loser of that faceoff discards a card for each of their characters involved in that faceoff.

Turn the Tables (New Dawn-104 R)

Event; 2, 0, 5

Immediate: During a faceoff involving an opposing Troublemaker, end the faceoff, then challenge that Troublemaker with all your characters at its Problem. If an opponent played a card during the previous faceoff, flip an additional card during this faceoff.

Turning Point (Defenders of Equestria-108 C)

Event; 1, 3 Yellow, 4

Main Phase: Dismiss an opposing Troublemaker. You may discard a card. If you do, gain control of that Troublemaker instead.

Twilight and Celestia, Study Program (Fond Memories-72 U)

Friend - Unicorn, Alicorn, Royalty, Foal; 3, 2 Purple + 2 Yellow, 0 Purple + Yellow

Meticulous 1 <P> This card has +1 power for each non-token Friend in play.

Twilight Sky, Stanchion Stallion (Canterlot Nights-82 R)

Friend - Earth Pony; 3, 4 White, 2 White

When an opponent moves a Friend to this card's Problem, that opponent may pay [1]. If they don't, exhaust that Friend.

Twilight Sparkle & Fluttershy, Petting Zoo (Sequestria and Beyond-92 U)

Friend - Alicorn, Pegasus, Royalty; 2, 2 Purple + 2 Yellow, 2 Purple + Yellow

Meticulous 2 <P> When you put one or more cards on top of your deck, you may exhaust this card to put a 1 Yellow Critter Friend token into play.

Twilight Sparkle & Rarity, Exposed! (Defenders of Equestria-81 R)

Friend - Alicorn, Unicorn, Royalty; 2, 1 Purple + 1 White, 2 Purple + White

When this card enters play, you may put a Troublemaker from your discard pile into play face-up.

Twilight Sparkle & Silverstream, Eager to Learn (Friends Forever-74 U)

Friend - Alicorn, Royalty, Ally, Hippogriff; 4, 2 Pink + 2 Purple, 4 Pink + Purple

Meticulous 2 <P> Eccentric 2 <P> When this card enters play, draw 2 cards.

Twilight Sparkle & Spike, Equestrian Crown (New Dawn-38 SR)

Friend - Alicorn, Dragon, Royalty; 5, 4 Purple, 5 Purple

Meticulous 2 <P> Prepared <P> Once on each of your turns, you may play an Event from an opponent's discard pile, ignoring that card's play requirements. If you do and that card would be put into its owner's discard pile, banish that card instead.

Twilight Sparkle & Spike, Ultimate Organizers (Sequestria and Beyond-71 U)

Friend - Alicorn, Dragon, Royalty; 3, 2 Blue + 2 Purple, 3 Blue + Purple

Immediate: Pay [2] and exhaust this card to move one of your characters and one of an opponent's characters.

Twilight Sparkle & Tempest Shadow, Natural Leaders (Sequestria and Beyond-93 R)

Friend - Alicorn, Unicorn, Royalty; 4, 2 Purple + 2 Yellow, 4 Purple + Yellow

Prepared <P> Your characters and Troublemakers here have +1 power.

Twilight Sparkle & Twilight Sparkle, Closed Loop (Fond Memories-156 UR)

Friend - Unicorn; 5, 2 Pink + 2 Purple, 4 Pink + Purple

You may banish this card from your deck while you are searching your deck. If you do, you may play this card this turn. <P> When a card leaves a discard pile for the first time each turn, put a Warning counter on this card, then gain [1] for each Warning counter on this card.

Twilight Sparkle's Balloon (Fond Memories-126 U)

Resource - Asset; 1, 2 Blue + 2 Purple, 4

Play to your home. <P> When you move a character, look at the top card of your deck. You may put that card on the bottom of your deck.

Twilight Sparkle, All-Team Organizer (Premiere-64 C)

Friend - Unicorn; 3, 2 Purple, 2 Purple

Main Phase: Exhaust this card to gain [1] until the end of the phase.

Twilight Sparkle, Break Dancer (Canterlot Nights-pf9 P)

Friend - Unicorn; 3, 1 Pink, 2 Pink

While at a Problem with a Purple Friend, this card has +1 power. <P> While at a Problem with Rarity, this card has +1 power and is also White.

Twilight Sparkle, Breeziefied (Crystal Games-60 U)

Friend - Breezie; 0, 2 Purple, 0 Purple

At the start of a faceoff involving this card, you may retire this card to put a card from your hand on top of your deck.

Twilight Sparkle, Crystallized (Crystal Games-61 U)

Friend - Crystal; 3, 3 Purple, 3 Purple

Prismatic <P> At the start of a Problem faceoff involving this card, you may choose an opposing character involved in the faceoff with power less than or equal to the number of colors this card has. If you do, that character ceases to be involved in the faceoff.

Twilight Sparkle, Cutie Mark Consultant (Equestrian Odysseys-62 C)

Friend - Unicorn; 4, 0, 4 Purple

Twilight Sparkle, Discorded (Absolute Discord-83 U)

Friend - Unicorn; 3, 2 Blue, 2 Colorless

This card has +1 power for each color among Friends in discard piles.

Twilight Sparkle, Drained (Absolute Discord-166 R)

Troublemaker; 1, 6

Opposing characters at this card's Problem lose and can't have colors.

Twilight Sparkle, Element of Magic (Canterlot Nights-65 R)

Friend - Unicorn, Unique; 6, 6 Purple, 5 Purple

You pay [1] less to play Events. <P> When you play an Event, look at the top card of your deck. You may put that card on the bottom of your deck.

Twilight Sparkle, Faithful Student (Premiere-4 F)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When you win a faceoff involving this card, turn this card over. Back: Studious <P> During a faceoff involving this card, if you would put a flipped Event card on the bottom of your deck, you may put it into your hand instead.

Twilight Sparkle, Friendship is Magic (Celestial Solstice-f1 F)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When you play a Friend that is a different color from one of your other Friends, turn this card over. Back: When this side of the card is turned face up, choose a color for each of your opponents. This card gains each of those colors.

Twilight Sparkle, Gala Greeter (Canterlot Nights-5 U)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 Purple

Front: When you play an Event, turn this card over and exhaust it. Back: Studious <P> When you move this card to a Problem, you may move an opponent's Friend to that Problem.

Twilight Sparkle, Growing Up (Marks In Time-38 C)

Friend - Unicorn, Foal; 1, 0, 1 Purple

Main Phase: Pay [2] to Cutie Mark this card. <P> While this card is Cutie Marked, it has +1 power and Meticulous 1.

Twilight Sparkle, Noted Speaker (Canterlot Nights-197 UR)

Friend - Unicorn; 3, 3 Purple, 0 Purple

Play with the top card of your deck revealed. <P> This card's power is equal to the printed power of the top card of your deck.

Twilight Sparkle, Paradox Pony (Sands of Time-2 F)

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3 Purple

Front: The first time a player scores a point each turn, put a Time counter on this card. Then, if there are at least 5 Time counters on this card, turn it over. Back: Main Phase: Pay [3] to put a Friend from your hand into play. At the end of your turn, put that Friend into your hand.

Twilight Sparkle, Research Student (Premiere-pf4 P)

Friend - Unicorn; 2, 2 Purple, 1 Purple

Studious <P> When you confront this card's Problem, you may move this card home to gain [1].

Twilight Sparkle, Twilight Flopple (Absolute Discord-pf6 P)

Friend - Unicorn; 2, 2 Purple, 2 Purple

When you play this card, you may decry curses as a bunch of hooey. If you do, each player gains [1].

Twilight Sparkle, Ursa Vanquisher (Premiere-203 UR)

Friend - Unicorn; 3, 3 Purple, 4 Purple

Studious <P> Main Phase: While this card is at a Problem, you may exhaust this card and put it into its owner's hand. If you do, move up to 2 of your opponent's characters home.

Twilight Sparkle, Zeroed Out (Equestrian Odysseys-95 U)

Friend - Unicorn; 2, 2 Blue + 2 Purple, 2 Blue + Purple

When this card enters play, search your deck for a Troublemaker and put it into play face-up.

Twilight Velvet, Proud Mom (Canterlot Nights-66 C)

Friend - Unicorn; 2, 3 Purple, 2 Purple

Supportive 2

Twilight's Epiphany (Absolute Discord-118 R)

Event; 2, 2 Purple, 3

Main Phase: Choose two: Move an opposing character, opponents can't move their characters this turn, or draw three cards.

Twilight's Worst Nightmare (High Magic-136 U)

Problem; 4 Purple + 4 Wild, 8 Wild, 1

Immediate: Banish an Event from your hand to give a character here +2 power until the end of the turn.

Twilighting (Leaders and Legends-103 C)

Event; 1, 2 Purple, 4

Immediate: Look at the top three cards of your deck. Put one into your hand, one on top of your deck, and one on the bottom of your deck.

Twinkleshine, Compulsive Helper (Marks In Time-39 U)

Friend - Unicorn, Foal; 2, 1 Purple, 2 Purple

When an opponent confronts this card's Problem, you may exhaust this card to gain [1].

Twinkleshine, Experimental Magic (High Magic-80 U)

Friend - Unicorn; 2, 2 Pink + 2 Purple, 2 Pink + Purple

Immediate: Retire this card to put a Troublemaker from your hand into play face-up at this card's Problem.

Twinkleshine, Outside the Box (Absolute Discord-51 C)

Friend - Unicorn; 2, 3 Purple, 2 Purple

Inspired

Twinkleshine, Overachiever (Rock and Rave-3 F)

Friend - Unicorn; 3, 1 Purple, 3 Purple

While you have at least 3 cards in your hand, this card has +1 power.

Twist, Such a Treat (Crystal Games-46 C)

Friend - Earth Pony, Foal; 2, 1 Pink, 1 Pink

When you draw a card, this card gets +1 power until the end of the turn.

Twittermites, Little Powerhouses (Equestrian Odysseys-180 C)

Troublemaker - Chaotic; 0, 4

Chaos: When you flip this card, it gets +3 power if an opponent has more points than you. <P>

While an opponent has more points than you, this card has +3 power.

Two Bits (Premiere-151 R)

Resource - Asset; 1, 2 Blue, 3

Play to your home. <P> Main Phase: Dismiss this card to pay [2] less for the next card you play this turn.

Two of a Kind (Absolute Discord-119 C)

Event - Gotcha; 2, 2 Blue, 4

Reaction: After a Troublemaker is uncovered, move up to 2 of your characters to that Troublemaker's Problem

Tymbal, Talk it Out (Friends Forever-81 U)

Friend - Changeling; 1, 3 White + 3 Yellow, 1 White + Yellow

Calming 1 <P> Harmony Changeling: When you confront this card's Problem, if you have 2 or more other Changeling characters here, score an additional point.

Uh-oh (High Magic-100 R)

Event; 3, 3 White, 4

Main Phase: Banish a Friend.

Umbrella Hat (Equestrian Odysseys-168 U)

Resource - Accessory; 1, 1 Pink, 5

Play on a Friend. <P> That Friend is also Pink. <P> Immediate: Put this card on top of its owner's deck.

Un-Unicorned (Absolute Discord-191 C)

Problem; 2 Orange + 1 not-Orange, 4 Wild, 1
Starting Problem <P> Characters here lose and can't gain abilities.

Under Arrest (Equestrian Odysseys-169 U)
Resource - Condition; 2, 4 Orange, 5
Play on a character. <P> When this card enters play, exhaust that character. <P> If that character has 3 or less power, it does not ready during the Ready Phase.

Under Lock and Tree (High Magic-137 C)
Problem; 5 Wild, 7 Wild, 1
Starting Problem <P> Mane Characters here have +1 power.

Under the Weather (New Dawn-140 C)
Problem; 3 Orange + 2 Wild, 7 Wild, 1
Starting Problem <P> While none of your characters have a color other than Orange, opposing characters can't ready unless their controller pays [1]. (During the Ready Phase, characters are readied before action tokens are gained.)

Under the Wire (High Magic-101 R)
Event; 1, 4 Blue, 4
Immediate: This turn, Friends in your hand have Hasty until you play a Friend.

Undercover Adventure (Premiere-125 R)
Event; 1, 0, 4
Faceoff: If you have Rainbow Dash or Rarity involved in this faceoff, flip an additional card. If you have Rainbow Dash and Rarity involved in this faceoff, flip 2 additional cards instead.

Unending Nightmare (Crystal Games-123 R)
Event - Gotcha; 1, 3 Blue, 4
Reaction: After a Friend becomes unfrightened, frighten that Friend.

Unplanned Guests, Very Animated (Marks In Time-70 U)
Friend - Ally; 2, 2 Pink + 2 Yellow, 2 Pink + Yellow
When this card enters play, each player retires a Friend.

Unreasonable Demands (Marks In Time-134 U)
Problem; 3 White + 3 Wild, 7 Wild, 1
When this Problem becomes solved, you may banish a Friend.

Unsatisfactory Work (Friends Forever-101 C)
Event; 1, 3 Yellow, 3
Immediate: Put an opposing Friend with 2 or less power into its owner's hand. <P> Harmony Pegasus: If you have a Pegasus character, put an opposing Friend into its owner's hand instead.

Unsparkling Cider (Fond Memories-145 C)
Problem; 4 not-Orange + 2 Wild, 7 Wild, 2
When an opponent discards a card for the first time each turn, they discard another random card.

Untested Magic Fireworks (Friends Forever-102 R)

Event; 4, 3 Pink + 3 Purple, 5

Immediate: Turn each character, face-up Troublemaker, and face-down Troublemaker over. At the start of the next turn, turn each character, face-up Troublemaker, and face-down Troublemaker over again.

Utterly Drained (Absolute Discord-153 R)

Resource - Condition; 2, 3 Purple, 5

Play on an opponent's Mane Character. <P> While that Mane Character is boosted, it loses and can't have abilities.

Utterly Transformed (High Magic-138 U)

Problem; 4 White + 4 Wild, 8 Wild, 1

While there are no opposing characters here, you need -2 power to confront this Problem.

Valley Trend, Like, Whatever (Friends Forever-56 U)

Friend - Pegasus; 1, 2 Yellow, 1 Yellow

When this card enters play, you may dismiss a Resource. <P> Harmony Pegasus: While you have another Pegasus character, this card has Swift.

Vapor Trail, Wind Beneath Your Wings (Defenders of Equestria-55 U)

Friend - Pegasus, Chaotic; 2, 4 Yellow, 1 Yellow

Chaos: While this card is flipped, your characters have +1 power. <P> When this card becomes involved in a faceoff, one of your characters at home becomes involved in the faceoff.

Vapor Trail, Wonderbolt Cadet (Fond Memories-153 UR)

Friend - Pegasus; 3, 2 Blue + 2 Yellow, 3 Blue + Yellow

Calming 2 <P> Your characters at Dilemmas have +1 power. <P> When a Dilemma enters play, you may move one of your characters to that Problem.

Varmint Barricade (Canterlot Nights-153 R)

Resource - Asset; 1, 1 Orange, 4

Play to your Home. <P> When a Troublemaker is played, banish the top card of your deck to beneath this card. <P> Main Phase: Spend a card from beneath this card to move one of your characters to a Problem with a Troublemaker.

Very Startling (Canterlot Nights-125 U)

Event; 0, 3 Pink, 3

Main Phase: Dismiss all Friends with printed power of 0.

Vidala Swoon, Mane Manager (Premiere-70 F)

Friend - Earth Pony; 4, 3 White, 3 White

Main Phase: Exhaust this card and pay [1] to search your discard pile for a Friend and put it into your hand.

Vittles Stand (Canterlot Nights-154 C)

Resource - Asset; 2, 2 Orange, 4

Play to your home. <P> Main Phase: Exhaust this card and one of your characters to add that

character's power to another character's power until the end of the turn.

Wake Up Call (High Magic-115 R)

Resource - Asset; 1, 4 White, 3

Play to your home. <P> As an opponent plays an Event, you may pay [1] and retire this card to cancel that card.

Wanna Bet? (Fond Memories-105 C)

Event; 0, 3 Blue, 4

Immediate: The next time a player wins a Troublemaker or Problem faceoff this turn, they score an additional point.

Want it, Need it! (Premiere-195 U)

Problem; 3 Orange + 2 not-Orange, 6 Wild, 2

The first player to confront this Problem with a Orange character with at least 3 power scores an additional point.

Wardrobe Malfunction (Canterlot Nights-126 U)

Event - Gotcha; 0, 2 Orange, 5

Reaction: After an opponent plays a Resource on a Friend, that opponent reattaches that Resource to another Friend.

Washouts Performance (Friends Forever-116 U)

Resource - Dilemma; 2, 2 Blue, 5; 6 Wild, 6 Wild, 1

When this card enters play, you may pay [2] less for your next Friend this turn.

Watch in Awe (Premiere-126 U)

Event; 1, 2 Purple, 5

Main Phase: Choose a character. That character gets +2 Purple until the end of the turn.

We'll Make Our Mark (Marks In Time-94 R)

Event - Song; 1, 2 Blue + 2 Orange, 4

Main Phase: Choose one: Draw 3 cards then discard 3 cards, challenge an opposing Troublemaker with one of your characters, or move your Mane Character and it gets +2 power until the end of the turn.

We're Friendship Bound (Friends Forever-103 SR)

Event - Song; 2, 2 Orange + 2 Purple + 2 Yellow, 6

Main Phase: Choose one: An opponent discards 2 random cards, move up to three opposing characters, or Troublemakers don't prevent you from confronting Problems until the end of the turn.

Weather Mare, Shocking! (Absolute Discord-17 R)

Friend - Pegasus; 1, 0, 1 Blue

Swift <P> When this card is moved, choose one at random: Put a +1 power counter on it, or frighten it.

Weather Mare, Team Player (Equestrian Odysseys-93 C)

Friend - Pegasus; 2, 0, 2 Yellow

Wedding Ceremony (New Dawn-105 U)

Event; 2, 2 Orange + 2 Yellow, 5

Immediate: Unfrighten up to two Friends. Friends unfrightened this way get +3 power until the end of the turn.

Wedding Ring (New Dawn-121 U)

Resource - Accessory; 1, 3 Blue + 3 White, 3

Play on a Friend. <P> That Friend has Experienced. <P> When you move that Friend to a Problem, you may exhaust this card to move another one of your Friends to the same Problem.

Welcome Wagon (Canterlot Nights-155 R)

Resource - Asset; 2, 3 Pink, 5

Play on a Friend. <P> Reaction: After an opponent's Friend enters play at that Friend's Problem, you may retire this Resource to exhaust the played Friend.

Whammy (Leaders and Legends-118 C)

Resource - Asset; 0, 3 Yellow, 3

Play to your home. <P> If one of your Friends would be retired for being in excess of your home limit, you may retire this card to put that Friend into its owner's hand instead.

What Went Wrong? (Premiere-127 U)

Event - Gotcha; 1, 1 Blue, 5

Reaction: After your opponent flips a card during a faceoff, your opponent ignores that card and flips another card.

What's Old is New Again (Canterlot Nights-127 R)

Event; 2, 3 White, 4

Main Phase: Until the end of the phase, you may play Friends and Resources from your discard pile. If a Friend or Resource would enter your discard pile this phase, banish it instead. Banish this card.

Which Pinkie is Which (Rock and Rave-10 F)

Problem; 4 Pink + 3 Purple, 9 Wild, 2

When an opponent's character is moved from this Problem, you may draw a card.

Whining (Absolute Discord-154 U)

Resource - Asset; 1, 2 White, 4

Play to your home. <P> When an opponent defeats a Troublemaker, they must pay +[2] to play the next card they play this turn.

White Lightning, Flip Flapper (Crystal Games-76 C)

Friend - Pegasus; 2, 0, 1 White

Your Unicorn characters here can't be moved by opponents.

Whitewash, Amiable Aviator (Canterlot Nights-98 C)

Friend - Pegasus; 1, 2 Yellow, 2 Yellow

Who is Gabby Gums? (Premiere-180 C)

Problem; 4 White + 3 not-White, 8 Wild, 3

If there are at least 3 White characters at this Problem, characters without White can't move away from this Problem.

Whoa Nelly, Bargain Hunter (Fond Memories-28 U)

Friend - Unicorn; 4, 4 Pink, 4 Pink

While you have 7 or more cards in your discard pile, this card has +3 power. <P> While this card is in your discard pile, your hand limit is increased by 2.

Whoa There Nelly! (Premiere-128 R)

Event - Gotcha; 0, 3 Orange, 5

Reaction: Play when one of your Friends has been dismissed. Put it into its owner's hand.

Wild Fire, Hot Tempered (Defenders of Equestria-13 U)

Friend - Pegasus; 3, 3 Blue, 3 Blue

Competitive 2 <P> When this card enters play, you may discard a card to challenge an opposing Troublemaker with this card.

Wild Fire, Speed Racer (Premiere-10 R)

Friend - Pegasus; 2, 2 Blue, 2 Blue

When you move this card to a Problem, you may move another one of your characters to the same Problem.

Wild Manticore (Premiere-159 U)

Troublemaker; 2, 4

During faceoffs involving this card, flip an additional card.

Wilderness Camping (Leaders and Legends-134 C)

Problem; 4 Orange + 4 Wild, 7 Wild, 2

You need -1 power to confront this Problem for each card type among cards in your discard pile.

Wind Rider, Dirty Pool (Marks In Time-140 UR)

Friend - Pegasus; 4, 2 Blue + 2 White, 4 Blue + White

Competitive 2 <P> When this card enters play, you may move an opposing Troublemaker. If you do, you may challenge that Troublemaker with all your characters at its Problem.

Wind Sprint, Living the Game (Leaders and Legends-23 C)

Friend - Pegasus, Foal; 2, 1 Orange, 2 Orange

Diligent 1

Windigo (Crystal Games-166 R)

Troublemaker; 1, 3

At the end of your Troublemaker Phase, put a Unity counter on this card. <P> This card can only be challenged by a number of characters up to the number of Unity counters on this card.

Wing Bling (Leaders and Legends-119 C)

Resource - Accessory; 2, 1 Pink, 3

Play on a Mane Character. <P> When that character becomes involved in a faceoff, you may draw a card.

Wink! (New Dawn-106 U)

Event; 0, 4 White, 5

Immediate: Your opponent must pay +[1] to play their next card this turn. <P> Unity 7 White: Your opponent must pay +[2] to play their next card this turn instead.

Winona, Best Dog (Marks In Time-22 C)

Friend - Critter; 3, 0, 3 Orange

While with another one of your Orange Friends, this card has Stubborn.

Winona, Dependable Pet (Crystal Games-32 C)

Friend - Critter; 3, 2 Orange, 3 Orange

While with your Applejack, this card has +1 power.

Winona, Good Girl! (High Magic-23 C)

Friend - Critter; 2, 1 Orange, 2 Orange

Persistent

Winona, On the Scent (Premiere-94 C)

Friend - Critter; 1, 0, 1 Yellow

Main Phase: Exhaust this card to look at a face-down Troublemaker at its Problem.

Winona, Workout Buddy (Leaders and Legends-24 U)

Friend - Critter; 3, 1 Orange, 3 Orange

While this card has 3 or less power, it has Diligent 1. <P> While this card has 4 or more power, it can't be retired or dismissed except to home limit.

Winter is Coming (Equestrian Odysseys-201 R)

Problem; 3 Blue + 3 Purple, 8 Wild, 1

When you confront this Problem, you may dismiss a frightened Friend.

Winter Start Up (Equestrian Odysseys-202 C)

Problem; 8 Wild, 10 Wild, 2

Starting Problem.

Winterzilla, Giant Gremlin (Leaders and Legends-126 U)

Troublemaker; 1, 4

When this card is turned face-up, you may pay [1] to dismiss an opposing Resource.

Wishing Flower (New Dawn-122 R)

Resource - Artifact, Unique; 2, 1 Purple + 1 White, 4

Play to your home. <P> When an opponent plays an Event, you may retire this card and pay [1] to copy that Event's effects. <P> When an opponent plays a Resource, you may retire this card and pay [1] to put a token copy of that Resource into play.

Wonderbolt Academy Invitations (Crystal Games-155 R)

Resource - Asset; 2, 3 Blue, 5

Play to your home. <P> Reaction: After the start of any phase, you may exhaust this card to ready one of your Friends. At the end of the phase, retire that Friend.

Wonderbolts Reserve Exam (Crystal Games-190 R)

Problem; 4 Purple + 3 not-Purple, 8 Wild, 0

The first player to confront this Problem may pay [3] to score 2 points.

Wonderbolts Runway (Defenders of Equestria-114 R)

Resource - Location; 1, 2 Blue, 4

Play to your home. <P> At the start of your turn, put a Trainee counter on this card. <P> When you put a Trainee counter on this card, if there are 5 or more Trainee counters on this card, retire it. <P> When this card leaves play, for each Trainee counter on it, put a 1 Blue Pegasus Friend token with Swift into play.

Wonderbolts Stadium (Marks In Time-110 R)

Resource - Location, Unique; 1, 1 Blue + 1 Orange, 4

Play to your home. <P> Main Phase: Exhaust this card to pay [1] less to play your next card this turn.

Working Together (Premiere-129 R)

Event; 1, 0, 4

Faceoff: If you have Applejack or Fluttershy involved in this faceoff, flip an additional card. If you have Applejack and Fluttershy involved in this faceoff, flip 2 additional cards instead.

Worn Out (Prize Wheel-10 C)

Event; 1, 1 Purple, 3

Immediate: Move an opposing character. Until the end of the turn, you can't play Events.

Wrapping Up Winter (Premiere-196 U)

Problem; 4 Purple + 3 not-Purple, 8 Wild, 3

The first player to play a Friend to this Problem gains [2].

Wrath of Gilda (Fond Memories-106 R)

Event; 4, 3 Blue + 3 Pink, 5

If an opponent has more Friends than you, you may pay [1] less to play this card. <P> Main Phase: Frighten all Friends, then dismiss all Friends.

Yak-Strength Hug (Leaders and Legends-120 U)

Resource - Condition; 2, 3 White + 3 Yellow, 3

Play on a Friend. <P> When this card enters play, banish an opposing Friend. <P> When this card leaves play, put any cards banished this way into their owners' hands.

Yay! (Premiere-130 U)

Event; 0, 2 Yellow, 5

Faceoff: Each of your characters at an opponent's Problem gets +1 power until the end of the faceoff.

Yellow Parasprite (Premiere-160 C)

Troublemaker; 1, 4

At the start of your opponent's Troublemaker Phase, they discard a random card.

Yickslurbertfest (Friends Forever-130 C)

Problem; 2 Pink + 2 Wild, 5 Wild, 1

At the end of your turn, if you have a character with the highest power, draw a card.

Yoink! (Crystal Games-124 R)

Event - Gotcha; 0, 3 Pink, 3

Faceoff: Dismiss a Friend with power greater than its cost.

Yona & Sandbar, Smashing Fashion (New Dawn-71 R)

Friend - Ally, Earth Pony, Yak; 3, 2 Pink + 2 White, 3 Pink + White

Showy 1 <P> Opponents must pay +[1] to play cards to Problems with one or more of your characters with Showy.

Yona, Cheerleader (New Dawn-57 C)

Friend - Ally, Yak, Cheerleader; 2, 1 Yellow, 2 Yellow

Competitive 1 <P> When this card enters play, if you have a Cheerleader Friend with a different name, you may dismiss a Resource.

Yona, Friend of Spiders (Leaders and Legends-57 C)

Friend - Ally, Yak; 1, 1 Yellow, 1 Yellow

When you put a 1 Yellow Critter Friend token into play, you may exhaust this card to put a 1 Yellow Critter Friend token into play.

Yona, Friendship or Else (Friends Forever-58 R)

Friend - Ally, Yak; 2, 4 Yellow, 2 Yellow

Persistent <P> Swift <P> When you confront this card's Problem, you may put an opposing Friend with 3 or more power into its owner's hand.

Yona, Make a Path (Fond Memories-53 R)

Friend - Ally, Yak; 3, 3 Yellow, 2 Yellow

Eager <P> At the start of the Score Phase, you may exhaust this card and choose a Problem. Until the end of the turn, this card contributes its power towards confronting that Problem.

Yona, Student of Friendship (Friends Forever-57 C)

Friend - Ally, Yak; 3, 1 Yellow, 3 Yellow

When this card enters play, you may turn a Troublemaker face-down.

You'll Play Your Part (Fond Memories-107 R)

Event - Song; 3, 3 Purple, 6

Main Phase: Gain [1] for each of your non-token Alicorn characters, then choose one: look at the top 5 cards of your deck and put them on the top or bottom of your deck in any order, or banish up to one card of each card type from your opponent's discard pile.

You're Locked In Here With Me (Fond Memories-146 U)

Problem; 2 Pink + 2 not-Pink, 5 Wild, 2

If this Problem would be replaced and it isn't a Dilemma, banish it, then put it into play as a Dilemma instead of putting it on the bottom of its owner's Problem deck.

You've Been Up All Night (Canterlot Nights-128 R)

Event; 3, 3 Purple, 4

Main Phase: Put an exhausted Friend on top of its owner's deck.

Zap Apples (High Magic-116 R)

Resource - Asset; 1, 2 Orange, 5

Play to your home. <P> Immediate: Exhaust this card and banish a card from your discard pile to give one of your Friends +3 power until the end of the turn.

Zecora, Brewing a Plan (Defenders of Equestria-40 U)

Friend - Zebra; 3, 2 Purple, 3 Purple

Eccentric 3 <P> At the end of each opponent's turn, if this card's Problem was not confronted, gain [1].

Zecora, Curative Cache (Leaders and Legends-41 SR)

Friend - Zebra; 4, 4 Purple, 2 Purple

When this card enters play, banish up to 4 cards from your hand face-down, then draw that many cards. <P> You may play cards which you own that have been banished face-down by Friends named Zecora, Curative Cache.

Zecora, Everfree Guru (Premiere-204 UR)

Friend - Zebra; 3, 3 Purple, 1 Purple

Main Phase: Exhaust this card to draw 2 cards, then put a card from your hand on top of your deck.

Zecora, Flashing Back (Absolute Discord-52 C)

Friend - Zebra; 3, 3 Purple, 3 Purple

At the start of your Main Phase, you may put a card from your hand on the top of your deck.

Zecora, Forest Shaman (High Magic-43 C)

Friend - Zebra; 3, 2 Purple, 3 Purple

Immediate: Banish this card from your hand to reduce the play requirements of your cards by 2 Purple until the end of the turn. <P> Opposing Mane Characters here can't contribute their power to faceoffs.

Zecora, Magical Mentor (Canterlot Nights-67 C)

Friend - Zebra; 1, 1 Purple, 1 Purple

Supportive 1

Zecora, Mysterious and Spooky (Equestrian Odysseys-96 R)

Friend - Zebra; 3, 2 Blue + 2 Purple, 3 Blue + Purple

When this card enters play, banish another Friend. At the end of the turn, put that card into play frightened.

Zephyr Breeze, Quitter (Defenders of Equestria-56 SR)

Friend - Pegasus; 2, 3 Yellow, 4 Yellow

Experienced <P> When this card is sent or moved home, retire it.

Zesty Gourmand, Backseat Diner (Defenders of Equestria-47 SR)

Friend - Unicorn; 4, 2 White, 2 White

When you play this card, gain control of an opposing Friend.

Zipporwhill, Pet Collector (Marks In Time-58 R)

Friend - Pegasus, Foal; 1, 3 Yellow, 1 Yellow

Your Critter Friends do not count against your home limit. <P> Main Phase: Pay [2] to Cutie Mark this card. <P> When this card becomes Cutie Marked, put 2 1 Yellow Critter Friend tokens into play.

Zipporwhill, Puppy Addict (High Magic-83 R)

Friend - Pegasus, Foal; 3, 3 Purple + 3 Yellow, 3 Purple + Yellow

When one of your Critters enters play here, you may move an opposing character.

Zipporwhill, Puppy Dog Eyes (Fond Memories-157 UR)

Friend - Pegasus, Foal; 2, 3 Purple + 3 Yellow, 2 Purple + Yellow

When this card leaves play, if it wasn't put into its owner's discard pile, an opponent loses [2].

Zomponies, Terrifying Infestation (Defenders of Equestria-64 R)

Friend - Ally; 5, 3 Blue + 3 White, 5 Blue + White

When you confront this card's Problem, you may frighten a Friend. <P> Opponents pay +[1] to rally Friends.