

My Little Pony Collectible Card Game Official Card Reference

Version 7.0

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"Princess Mi Amore Cadenza" (Canterlot Nights-156 R)

Troublemaker; 2, 5

Main Phase: Pay [4 actions] 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 non-blue], [5 wild], 2

Resources played on characters here have their costs reduced by [1].

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

Problem;

[4 blue] + [3 non-blue], [8 wild], 2

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

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.

This card has received errata

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 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 yellow] + [3 purple], [8 wild], 1

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

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

Vexing (If an opponent would confront this card's Problem, you may retire this card instead.) <P> Play on a Problem. <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 non-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 non-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 action] 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 Yellow 2 Blue, 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 your deck.

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

Blue

Friend - Pegasus; 3, 3 Blue, 3

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)

Blue White

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

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.

Ace, Oh Rally (Absolute Discord-29 R)

Pink

Friend - Earth Pony; 2, 2 Pink, 2

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)

White

Friend - Earth Pony; 4, 0, 3

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.

Adventures in Foalsitting (Premiere-169 C)

Problem;

[2 pink] + [1 non-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, Oppressive (Absolute Discord-75 R)

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

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

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.

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].

Aloe, Magic Touch (Equestrian Odysseys-63 C)

White

Friend - Earth Pony; 1, 0, 1

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)

Yellow

Friend - Earth Pony; 3, 2 Yellow, 2

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

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

Yellow

Friend - Earth Pony; 3, 2 Yellow, 2

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

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

Purple

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

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

Amethyst Star, Animal Leader (Premiere-80 C)

Yellow

Friend - Unicorn; 2, 2 Yellow, 2

Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends)

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

Yellow

Friend - Unicorn; 2, 2 Yellow, 1

Teamwork <P> Troublemakers here have -1 power.

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

Purple

Friend - Unicorn; 3, 1 Purple, 2

Meticulous 1

Ancient Research (Canterlot Nights-167 U)

Problem;

[2 purple] + [2 non-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, Best Bunny (Marks In Time-49 C)

Yellow

Friend - Critter; 3, 3

While with another one of your [yellow] Friends, this card has Persistent.

Angel, Bossy Pet (Crystal Games-78 C)

Yellow

Friend - Critter; 3, 1 Yellow, 2

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

Angel, Brushie Brushie (High Magic-55 C)

Yellow

Friend - Critter; 2, 2

While your Mane Character is [yellow], this card has Calming 2.

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

Yellow

Friend - Critter; 3, 2 Yellow, 3

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)

Yellow

Friend - Critter; 2, 3 Yellow, 1

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)

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

Yellow

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

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, Bloomception (Equestrian Odysseys-22 SR)

Orange

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

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)

Orange

Friend - Earth Pony, Foal; 3, 3

While your Mane Character is [orange], this card has Diligent 2.

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

Orange

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

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

Orange

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

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> Your Cutie Marked Friends have +1 power. <P> While this card is Cutie Marked, it has Diligent 2.

Apple Bloom, Overdressed (Absolute Discord-53 C)

White

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

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

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

Orange

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

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

Apple Bloom, Showstopper (Crystal Games-19 C)

Orange

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

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

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 Brown Betty, Pastry Chef (Premiere-36 C)

Pink

Friend - Earth Pony; 3, 0, 3

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

Orange

Friend - Earth Pony; 2, 2 Orange, 3

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)

Orange

Friend - Earth Pony; 1, 1 Orange, 1

Stubborn (This card can still apply its power during faceoffs and the Score Phase even if exhausted.)

Apple Juice Break (Crystal Games-94 C)

Event; 1, 3 Orange, 4

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

Apple Stars, Fruit Prodigy (Premiere-51 R)

Purple

Friend - Unicorn; 4, 2 Purple, 3

Studious (When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].)

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

Orange

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

Reaction: After an opponent moves a character to this card's Problem, you may pay [1 action] 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 non-orange], [5 wild], 1

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

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

Orange

Friend - Earth Pony; 4, 3 Orange, 4

Your Orange characters have +2 power while exhausted.

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

Orange

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

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 Teeny (Absolute Discord- Pf)

Orange

Friend - Earth Pony; 2, 2 Orange, 1

Opposing [Earth Pony] characters here have -1 power.

Applejack, Apple Vendor (Canterlot Nights-2 U)

Orange

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

Front: At the start of your Score Phase, you may pay [2 actions] 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 (This card can still apply its power during faceoffs and the Score Phase even if exhausted.)<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)

Orange

Friend - Earth Pony; 3, 3 Orange, 2

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)

Orange

Friend - Earth Pony; 3, 2 Orange, 2

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

Applejack, Breeziefied (Crystal Games-20 U)

Orange

Friend - Breezie; 0, 2 Orange, 0

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

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

Orange

Friend - Earth Pony; 3, 4 Orange, 4

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

Applejack, Crystallized (Crystal Games-21 U)

Orange

Friend - Crystal; 3, 3 Orange, 1

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

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

Orange

Friend - Earth Pony; 4, 0, 4

Applejack, Discorded (Absolute Discord-76 U)

Friend - Earth Pony; 3, 2 White, 2

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

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

Orange

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

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)

Orange Purple

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

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

Applejack, Farm Foremare (Premiere-pf2 P)

Orange

Friend - Earth Pony; 3, 1 Orange, 3

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, Growing Up (Marks In Time-16 C)

Orange

Friend - Earth Pony, Foal; 1, 1

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> While this card is Cutie Marked, it has +1 power and Diligent 1.

Applejack, Lasso Champion (Absolute Discord-195 UR)

Orange

Friend - Earth Pony; 4, 4 Orange, 5

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)

Orange

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

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

Applejack, Plant Leader (Premiere-23 C)

Orange

Friend - Earth Pony; 3, 2 Orange, 2

Stubborn (This card can still apply its power during faceoffs and the Score Phase even if exhausted.) <P> When you win a faceoff involving this card, your opponent discards a random card.

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

Orange Yellow

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

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)

Orange

Friend - Earth Pony; 1, 2 Orange, 2

[blank]

Applejack, Reunion Organizer (Canterlot Nights-Pf3 P)

Purple

Friend - Earth Pony; 3, 1 Purple, 2

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)

Orange

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

Front: When you confront this card's Problem with more power than required, turn this card over. Back: Stubborn. (This card can still apply its power during faceoffs and the Score Phase even if exhausted.) <P> When one of your Friends here would be dismissed, you may put that Friend on top of its owner's deck instead.

This card has received errata

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

Orange

Friend - Earth Pony; 2, 1 Orange, 2

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

Applejack, Tree Whisperer (High Magic-16 U)

Orange

Friend - Earth Pony; 3, 2 Orange, 3

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

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.

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 Pink 2 orange, 4

Main Phase: Choose one: Increase a Problem's confront requirements by 2 [wild] 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.

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.

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 Orange, Distant Cousin (Equestrian Odysseys-64 C)

White

Friend - Earth Pony; 1, 2 White, 1

Showy 1

Auntie Applesauce, Gum Flapper (Premiere-25 U)

Orange

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

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

This card has received errata

Aura, Really Rambunctious (Canterlot Nights-39 C)

Pink

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

Random (During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.)

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)

Blue

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

This card has +1 power for each frightened Friend. <P> Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked 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.

This card has received errata

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

Pink

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

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

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 Where You Began (Premiere-106 R)

Event; 1, 2 Purple, 5

Main Phase: Move an opponent's character.

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

Yellow

Friend - Pegasus; 4, 3 Yellow, 2

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)

Orange

Friend - Unicorn; 2, 0, 1

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

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)

White

Friend - Buffalo; 2, 4 White, 2

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 wild] to confront this Problem.

Balloonoculars (Equestrian Odysseys-145 R)

Resource - Asset, Unique; 3, 2 Pink 2 orange, 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 opponent draws an Event, you may draw a card.

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

Yellow

Friend - Breezie; 2, 1 Yellow, 2

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

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.

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

Yellow

Friend - Critter; 1, 1 Yellow, 1

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.

Beauty and the Beast (Absolute Discord-89 R)

Event; 1, 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.

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 Yellow 3 White, 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.

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.

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

Pink

Friend - Earth Pony; 2, 0, 1

When you play this card, draw a card.

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

Pink

Friend - Earth Pony; 2, 1 Pink, 2

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)

Pink

Friend - Earth Pony; 2, 1 Pink, 2

Eccentric 1

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

Pink

Friend - Earth Pony; 4, 4

While your Mane Character is [pink], this card has Eccentric 2.

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

Pink

Friend - Earth Pony; 3, 4 Pink, 3

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

Bessie, Bathtime (Absolute Discord-18 U)

Orange

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

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

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

Yellow

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

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)

Orange

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

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

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

Orange

Friend - Earth Pony; 4, 3 Orange, 4

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)

Big Mac, Immense Apple (Premiere-199 UR)

Orange

Friend - Earth Pony; 5, 2 Orange, 4

Stubborn (This card can still apply its power during faceoffs and the Score Phase even if exhausted.) <P> During faceoffs involving this card, flip an additional card.

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

Orange

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

Diligent 2 <P> Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked 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)

Orange

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

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 Mix-up (Equestrian Odysseys-114 R)

Event; 2, 3 Yellow 3 White, 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)

White

Friend - Pegasus; 2, 1 White, 2

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

This card has received errata

Big Top, Silly Pony (Premiere-38 F)

Pink

Friend - Earth Pony; 4, 2 Pink, 3

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.

Bloomberg, Deep Roots (Absolute Discord-19 C)

Orange

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

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

Blossomforth, Too Flexible (Canterlot Nights-84 R)

Yellow

Friend - Pegasus; 1, 3 Yellow, 1

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 actions] 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)

Yellow

Friend - Critter; 2, 0, 2

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

Purple

Friend - Unicorn; 2, 0, 2

Bolt, Pivot (Crystal Games-5 U)

Blue

Friend - Earth Pony; 4, 3 Blue, 4

Teamwork <P> Main Phase: Pay [2 actions] to ready this card.

Bon Bon, Candy Expert (Absolute Discord-41 C)

Purple

Friend - Earth Pony; 2, 0, 2

Bon Bon, Minty Fresh (Marks In Time-5 R)

Blue

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

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)

Orange Yellow

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

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)

Pink

Friend - Earth Pony; 3, 0, 2

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 action] 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 non-blue], [5 wild], 1

Starting Problem.<P>While involved in a faceoff, this card's owner's Mane Character has +1 power.

Boulder (Crystal Games-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.

Braeburn, Appleloosan Apple (Crystal Games-22 C)

Orange

Friend - Earth Pony; 3, 5 Orange, 2

Teamwork, Supportive 2

Braeburn, Good Seed (High Magic-17 C)

Orange

Friend - Earth Pony; 1, 3 Orange, 2

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)

Pink

Friend - Earth Pony; 2, 3 Pink, 4

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

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)

Purple

Friend - Unicorn; 3, 0, 2

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)

Yellow

Friend - Crystal; 2, 3 Yellow, 2

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

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>

Immediate: 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.

This card has received errata

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

Yellow

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

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.

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)

Blue

Friend - Pegasus; 3, 4 Blue, 4

Main Phase: Exhaust this card to move it.

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

White Pink

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

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)

Blue Orange

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

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)

Blue

Friend - Pegasus; 4, 3 Blue, 4

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

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

White

Friend - Pegasus; 2, 0, 2

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

Blue

Friend - Pegasus; 2, 4 Blue, 2

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.

Bunny Breakout (Premiere-164 U)

Problem;

[1 yellow] + [1 non-yellow], [4 wild], 1

Starting Problem

Bunny Stampede (Premiere-165 C)

Problem;

[2 yellow] + [2 non-yellow], [5 wild], 2

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

Burst of Speed (Crystal Games-95 R)

Event; 0, 4 Blue, 4

Faceoff: Gain [3 actions]. 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.

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

The first time each turn you put a +1 power counter on a character here, 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)

Yellow

Friend - Critter; 2, 3 Yellow, 2

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)

Purple

Friend - Unicorn; 2, 4 Purple, 1

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 action].

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

Caramel, Cheerful Worker (Absolute Discord-20 C)

Orange

Friend - Earth Pony; 3, 3 Orange, 3

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.

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;

[3 white] + [2 purple], [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, 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.

Cerberus, Tartarus Guard (High Magic-117 R)

Troublemaker; 0, 5

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

Cerberus (Crystal Games-157 R)

Troublemaker; 2, 5

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

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)

Blue

Friend - Pegasus; 1, 1 Blue, 1

Swift (You may move this card for 1 fewer action tokens.)

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

Pink

Friend - Earth Pony; 2, 1 Pink, 2

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

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 Drone, Fear Eater (Absolute Discord-6 F)

Blue

Friend - Changeling; 2, 2 Blue, 2

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 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.

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.

This card has received errata

Charge! (Crystal Games-169 R)

Problem;

[4 blue] + [3 not-blue], [9 wild], 2

Main Phase: Pay [1 action] 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)

Pink

Friend - Earth Pony; 3, 0, 2

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.

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)

Purple

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

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

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

Purple

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

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

Cheerilee, Foal Herder (High Magic-35 C)

Purple

Friend - Earth Pony; 2, 1 Purple, 2

Prepared

Cheerilee, Homeroom Teacher (Crystal Games-47 F)

Purple

Friend - Earth Pony; 4, 4 Purple, 2

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

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

Purple

Friend - Earth Pony; 2, 3 Purple, 2

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

Cheering Up a Friend (Canterlot Nights-171 C)

Problem;

[2 pink] + [1 non-pink], [4 wild], 2

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

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

Blue

Friend - Earth Pony; 2, 0, 2

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

Blue Pink

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

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

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

Pink

Friend - Earth Pony; 3, 3 Pink, 3

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

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

Pink

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

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. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> When this card becomes Cutie marked, you may replace its Problem.

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

Pink

Friend - Earth Pony; 2, 1 Pink, 1

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

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

Pink

Friend - Earth Pony; 2, 3 Pink, 2

This card enters play exhausted.<p>Main Phase: Exhaust this card and put it into its owner's hand to dismiss an exhausted Friend.

This card has received errata

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 Fizzy, Stalwart Soldier (Canterlot Nights-29 C)

Orange

Friend - Earth Pony; 5, 3 Orange, 4

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

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

Orange

Friend - Earth Pony; 1, 0, 1

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 action] 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)

Blue

Friend - Buffalo; 3, 3 Blue, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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)

Blue

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

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 action] to choose a color, then exhaust all characters involved in that faceoff that have only that color.

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.

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

Blue

Friend - Unicorn; 3, 1 Blue, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<P>At the start of each player's turn, if this card has at least 1 card beneath it, you may ready it.

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

Pink

Friend - Unicorn; 4, 3 Pink, 3

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.

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 non-blue], [4 wild], 1

Starting Problem.

Cloudchaser, Flexible Flier (Premiere-11 R)

Blue

Friend - Pegasus; 2, 0, 1

Main Phase: Exhaust this card to reduce by [1 action] the cost of the next Friend you play this turn.

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

Blue

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

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)

Blue

Friend - Pegasus; 2, 3 Blue, 2

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.

Cloudy Quartz, Concerned Mother (Canterlot Nights-30 C)

Orange

Friend - Earth Pony; 1, 1 Orange, 0

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)

Clover the Clever, Equestrian Founder (Marks In Time-33 C)

Purple

Friend - Unicorn; 4, 1 Purple, 4

Prepared

Cockatrice (Crystal Games-159 U)

Troublemaker; 2, 2

When an opponent challenges this card, they retire one of their Friends here.

Cockatrice on the Loose (Canterlot Nights-172 R)

Problem;

[4 yellow] + [3 non-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)

Orange

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

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)

Orange

Friend - Earth Pony; 3, 0, 2

When you uncover a Troublemaker at this card's Problem, an opponent discards 2 random cards.

This card has received errata

Coco Pommel, Caring Assistant (Absolute Discord-67 C)

Yellow

Friend - Earth Pony; 2, 0, 2

Coco Pommel, Fashion Apprentice (Canterlot Nights-69 C)

White

Friend - Earth Pony; 4, 1 White, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<P>Main Phase: Spend a card from beneath this card to give another character +4 power until the end of the turn.

Coco Pommel, Refurbisher (Crystal Games-62 R)

White

Friend - Earth Pony; 3, 3 White, 3

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

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

Purple White

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

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

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 action] 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.

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)

White

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

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. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.)

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

White

Friend - Earth Pony; 2, 1 White, 2

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.

Combat Hat (Canterlot Nights-137 U)

Resource - Accessory; 1, 2 White, 5

Play on one of your Friends.<P>Your opponent must pay +[1 action] to move a character to that Friend's Problem.<P>Main Phase: Pay [1 action] to reattach this card to another one of your Friends.

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

Blue

Friend - Unicorn; 3, 2 Blue, 3

Main Phase: Pay [1 action] 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)

Purple

Friend - Unicorn; 1, 0, 1

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

Purple

Friend - Unicorn; 2, 1 Purple, 2

Troublemakers here have +1 power.

Comforting Critters (Canterlot Nights-173 U)

Problem;

[2 yellow] + [2 non-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)

Blue

Friend - Pegasus; 2, 1 Blue, 2

Immediate: Pay [2] to move this card.

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

Purple

Friend - Pegasus; 2, 2 Purple, 3

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.

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

White

Friend - Unicorn; 3, 3 White, 2

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)<P>Opponents can't move this card or your Mane Character.

Cracking the Case (Marks In Time-79 R)

Event; 1, 2 White, 5

Immediate: Banish a Troublemaker.

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

White

Friend - Dragon; 4, 3 White, 4

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

Cranky & Matilda, Dedicated Couple (Equestrian Odysseys-27 U)

Orange

Friend - Donkey; 5, 2 Orange, 5

Diligent 1

Cranky Doodle Donkey, Crankiest of Creatures (Crystal Games-23 R)
Orange

Friend - Donkey; 2, 1 Orange, 0

Players can't score points during faceoffs involving this card.

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)

Yellow White

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

When you confront this card's Problem, you may retire a Critter here to score an additional point.

Creepy Creeping Crystals (Crystal Games-128 U)

Resource - Condition; 1, 4 Yellow, 3

Play on an a Problem. <p> Opponents must pay +[1 actions] to rally Friends here.

Crème de la Crème (Premiere-107 U)

Event - Gotcha; 0, 3 Whe, 5

Problem Faceoff Reaction: Play when you win a Problem faceoff by at least 5 power. Score an additional point.

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 Cuisine (Premiere-134 U)

Resource - Asset; 2, 2 Yellow, 3

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

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 actions] to banish this card. Any player may activate this ability.

Crystal Guard, On Duty (Crystal Games-8 R)

Blue

Friend - Crystal; 3, 2 Blue, 3

When you move this card to a Problem, you may exhaust this card and pay [1 action] to frighten an opponent's Friend there.

Cult of Personality (Equestrian Odysseys-183 U)

Problem;

[4 wild], [6 wild], 1

Players need +1[wild] to confront this Problem for each color among their characters here.

Cutie Mark Crusaders, Ponyville Flag Carriers (Crystal Games-1 F)

Pink

Mane Character - Earth Pony, Pegasus, Unicorn, Foal; Home Limit 3/Home Limit 4, 1/3
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 actions] to replace it.

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)

Orange

Friend - Earth Pony; 2, 1 Orange, 2

Random

Daisy, Mousy Mare (Canterlot Nights-31 U)

Orange

Friend - Earth Pony; 3, 0, 2

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

This card has received errata

Daisy, Lily, & Roseluck, Wilt Under Pressure (Equestrian Odysseys-65 U)

White

Friend - Earth Pony; 1, 4 White, 1

While there are no opposing characters here, this card has +3 power.

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)

White

Friend - Earth Pony; 2, 2

When you play a Song card, give another character +2 power until the end of the turn.

Dance Fever, Disco King (Premiere-40 C)

Pink

Friend - Earth Pony; 1, 2 Pink, 1

Random (During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.)

Dangerous Mission Outfit (High Magic-106 R)

Resource - Accessory, Unique; 1, 3 Yellow 3 Blue, 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 Do, Adventure Time (Equestrian Odysseys-210 UR)

Blue Purple

Friend - Pegasus; 4, 3 Blue 3 Purple, 4

Meticulous <P> When this card enters play, you may frighten a Friend. <P> Your Troublemakers have +1 power for each frightened Friend.

Daring Do, Professional Heroine (Crystal Games-9 R)

Blue

Friend - Pegasus; 3, 3 Blue, 3

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)

White

Friend - Pegasus; 3, 4 White, 4

Prepared

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]."

Dark Dank Dungeon (Canterlot Nights-175 U)

Problem;

[4 yellow] + 3 [white], [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 actions] to play Events.

Dark Moon, Moonlit Colt (Canterlot Nights-11 C)

Blue

Friend - Unicorn; 3, 0, 2

Main Phase: Exhaust one of your Resources at home to ready this card.

Davenport, Low Low Prices! (High Magic-73 U)

Orange White

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

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)

Yellow White

Friend - Earth Pony; 3, 4 Yellow 4 White, 3

Opponents pay +[1] to play Friends with at least 3 printed power.

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.

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.

Defenders of Equestria, Royal Pony Sisters (Promotional-9 F)

Orange

Friend - Alicorn, Royalty; 3, 2 Orange, 5

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.

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.

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.

Diamond Dog (Rock and Rave-11 F)
Troublemaker; 1, 4
When this card is defeated, gain [2 actions]

Diamond Tiara, Breaking News (High Magic-77 U)
Purple Pink
Friend - Earth Pony, Foal; 2, 2 Purple 2 Pink, 2
When a Friend here is dismissed, you may exhaust this card to gain [1].

Diamond Tiara, Newfound Friend (Marks In Time-42 C)
White
Friend - Earth Pony, Foal; 3, 1 White, 3
This card has +1 power for each of your Cutie Marked Friends.

Diamond Tiara (Crystal Games-160 C)
Troublemaker; 1, 4
This card has +1 power for each Foal character at its Problem.

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.

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.

Discord, +1 (Equestrian Odysseys-66 SR)
White
Friend - Draconequus, Chaotic; 3, 3 White, 3
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, Artiste de Anarchy (Absolute Discord-57 C)

White

Friend - Draconequus, Chaotic; 3, 0, 2

Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the faceoff.

Discord, Down to Earth (Absolute Discord-23 C)

Orange

Friend - Earth Pony, Draconequus, Chaotic; 3, 0, 2

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)

Pink

Friend - Draconequus; 2, 4 Pink, 2

Hasty <P> When this card enters play, you may uncover a Troublemaker.

Discord, General Disarray (Absolute Discord-9 C)

Blue

Friend - Draconequus, Chaotic; 3, 0, 2

Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the faceoff.

Discord, Gone Cuckoo (Absolute Discord-68 C)

Yellow

Friend - Critter, Draconequus, Chaotic; 3, 0, 2

Chaos: When this card is flipped, one of your cards involved in the faceoff gets +2 power until the end of the 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)

Yellow

Mane Character - Draconequus; Home Limit 3/Home Limit 4, 1/3

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)

Purple Pink

Friend - Draconequus, Unique; 2, 3 Purple 3 Pink, 2

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.

This card has received errata

Discord, Sneaky Snake (Marks In Time-68 U)

Pink Yellow

Friend - Critter, Draconequus; 2, 1 Pink 1 Yellow, 2

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)

Purple

Friend - Draconequus, Chaotic; 3, 0, 2

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)

Pink

Friend - Draconequus, Chaotic; 3, 2 Pink, 7

Chaos: When this card is flipped, you may put it into play. <P> This card has -3 power.

Discord, Trickster (Absolute Discord-30 C)

Pink

Friend - Draconequus, Chaotic; 3, 0, 2

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 as though it were in that player's hand.

Discord, Wrathful (Equestrian Odysseys-207 UR)

Purple

Friend - Draconequus, Chaotic; 2, 3 Purple, 2

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.

Discord - Start, Bending the Rules (Absolute Discord-4 F)

Pink

Mane Character - Draconequus; Home Limit 4/Home Limit 4, 3/1

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 - start, Give or Take (Absolute Discord-192 UR)

Purple

Mane Character - Draconequus; Home Limit 3/Home Limit 4, 1/3

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 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.

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.

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, Breakdown (Equestrian Odysseys-40 F)

Pink

Friend - Unicorn; 2, 3 Pink, 2

Main Phase: Exhaust this card to dismiss an exhausted Friend.

DJ Pon-3, Everypony's Shufflin' (Canterlot Nights-194 UR)

Pink

Friend - Unicorn; 4, 4 Pink, 3

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.

This card has received errata

DJ Pon-3, Flippant DJ (Crystal Games-pf12)

Pink

Friend - Unicorn; 2, 2 Pink, 2

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)

Pink

Friend - Unicorn; 1, 4 Pink, 2

When this card is dismissed, dismiss all other Friends at its Problem.

DJ Pon-3, Party Starter (Rock and Rave-f2 F)

Pink

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

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.

This card has received errata

DJ Pon-3 & Octavia, Crowd Pleasers (High Magic-46 SR)

White

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

Showy 2 <P> When an opposing Friend enters play here, you may put a [1 white]

Unicorn Friend token with Prepared into play.

Doc Top, Pony Pediatrician (Canterlot Nights-32 C)

Orange

Friend - Earth Pony; 3, 2 Orange, 3

Main Phase: Exhaust this card.<P>While this card is exhausted, you pay [1 action] less to rally your Friends (to a minimum of [1 action]).

Doctor Horse, M.D. (Canterlot Nights-85 F)

Yellow

Friend - Unicorn; 2, 2 Yellow, 2

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.) <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.

Double Diamond, Air Drop (Equestrian Odysseys-205 UR)

Orange

Friend - Earth Pony; 4, 4 Orange, 2

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, Ski Champ (High Magic-18 C)

Orange

Friend - Earth Pony; 4, 4 Orange, 3

Competitive 3, 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 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.

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)

Blue

Friend - Earth Pony; 3, 1 Blue, 2

Competitive 2

Dr. Hooves, All in Due Time (High Magic-69 R)

Yellow Blue

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

At the start of your Troublemaker Phase, you may turn over an opposing Troublemaker here. (This does not cover or uncover it.)

Dr. Hooves, Experienced Equine (Crystal Games-10 R)

Blue

Friend - Earth Pony; 1, 1 Blue, 0

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)

Blue

Friend - Earth Pony; 4, 4 Blue, 3

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, Time Loop (Marks In Time-66 R)

Orange Purple

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

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)

Purple

Friend - Earth Pony; 2, 0, 2

Dr. Hooves, Too Splashy (Crystal Games-f4 P)

Blue

Friend - Earth Pony; 2, 2 Blue, 2

When you confront this card's Problem, you may draw 2 cards and discard 2 cards.

Dr. Hooves, Unblinking (Premiere-197 UR)

Blue

Friend - Earth Pony; 5, 3 Blue, 4

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.

This card has received errata

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].

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)

Orange

Friend - Pegasus; 4, 2 Orange, 3

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. This card has received errata

Eagle, Soaring Raptor (Canterlot Nights-86 U)

Yellow

Friend - Critter; 3, 1 Yellow, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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)

Orange

Friend - Earth Pony; 3, 1 Orange, 2

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.

Eclair Crème, Vicarious Listener (Canterlot Nights-13 F)

Blue

Friend - Earth Pony; 2, 3 Blue, 2

Score Phase: Exhaust another one of your Friends and pay [1 action] 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, Muckraker (Premiere-69 R)

White

Friend - Pegasus; 2, 2 White, 1

Main Phase: Exhaust this card and pay [1 action] to search your discard pile for an Event and put it into your hand.

Elbow Grease, Street Sweeper (Crystal Games-24 C)

Orange

Friend - Crystal; 3, 0, 2

While with another of your Crystal characters, this card has Stubborn.

Elizabeak, Spring Chicken (High Magic-57 C)

Yellow

Friend - Critter; 1, 3 Yellow, 1

Swift

Emerald Green, Cider Aficionado (Premiere-12 C)

Blue

Friend - Earth Pony; 2, 0, 2

Emergency Dress Order (Premiere-170 U)

Problem;

[1 white] + [1 non-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-pf1 P)

Friend - Pegasus; 3, 0, 2

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.

Equestrian Mailmare, Special Delivery (Crystal Games-80 C)

Yellow

Friend - Pegasus; 3, 0, 2

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)

Yellow Purple

Friend - Pegasus; 3, 4 Yellow 4 Purple, 3

When you play this card, put a token copy of each of your token Friends into play.

Extreme Sledding (Equestrian Odysseys-120 C)

Event; 2, 2 Blue, 4

Main Phase: Move up to two of your characters.

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 action] 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)

Yellow

Friend - Critter; 1, 1 Yellow, 1

When you move this card to a Problem, you may move one of your [Critter] Friends to that Problem for free.

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)

White

Friend - Unicorn; 4, 4 White, 4

Teamwork, Supportive 1

Fancy Pants, Race Fan (Equestrian Odysseys-11 C)

Blue

Friend - Unicorn; 3, 3 Blue, 3

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)

White

Friend - Unicorn; 3, 3 White, 2

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.

This card has received errata

Fancy Pants, Trendsetter (Canterlot Nights-198 UR)

White

Friend - Unicorn; 3, 2 White, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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 Disaster (Equestrian Odysseys-153 R)

Resource - Asset, Unique; 3, 3 White 3 Pink, 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 non-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.

This card has received errata

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 action] 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)

Orange

Friend - Pegasus; 2, 3 Orange, 2

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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.

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.

Featherweight, Editor-in-Chief (Premiere-67 R)

White

Friend - Pegasus, Foal; 3, 0, 2

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.

This card has received errata

Featherweight, Overeager Photog (Equestrian Odysseys-104 U)

White Pink

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

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;

[3 pink] + [2 orange], [7 wild], 2

Players may look at face-down Troublemakers here.

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 Faddle, Country Twang (Premiere-68 R)

White

Friend - Earth Pony; 2, 2 White, 2

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

This card has received errata

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.

Filthy Rich, Cold Hard Cash (High Magic-5 U)

Blue

Friend - Earth Pony; 3, 3 Blue, 3

Hasty, Diligent 1

Find the Music in You (Equestrian Odysseys-121 R)

Event - Song; 1, 2 Yellow 2 White, 4

Main Phase: Choose one: Each opponent loses [2], reduce the confront requirements of a Problem by 2 [wild] until the end of the turn, or put a Friend with printed power of 1 or less into play from your discard pile.

Fine Line, Au Pair (Canterlot Nights-87 C)

Yellow

Friend - Unicorn; 2, 2 Yellow, 2

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)

Blue

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

Swift (You may move this card for 1 fewer action tokens.)

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.

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)

Yellow

Friend - Critter; 2, 3 Yellow, 1

Teamwork, Supportive 1

Fleetfoot, Natural Born Winner (High Magic-70 U)

Yellow Blue

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

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)

Yellow

Friend - Pegasus; 3, 1 Yellow, 2

Swift

Fleur Dis Lee, Canterlot Socialite (Equestrian Odysseys-67 C)

White

Friend - Unicorn; 2, 1 White, 2

Showy 1

Fleur Dis Lee, Trendy Follower (Canterlot Nights-70 C)

White

Friend - Unicorn; 3, 3 White, 2

Supportive 1 (+1 power while at a Problem with your Mane Character that shares a color with this card.)<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, Shrewd Schemers (Absolute Discord-77 R)

Friend - Unicorn, Unique; 2, 0, 2

Players can't confront more than one Problem per turn.

Flitter, Flutterer (High Magic-25 C)

Pink

Friend - Pegasus; 3, 2 pink, 2

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)

Pink

Friend - Pegasus; 1, 0, 1

While involved in a Troublemaker faceoff, this card gets +1 power.

Flitter, Sitter (Absolute Discord-70 C)

Yellow

Friend - Pegasus; 3, 1 Yellow, 2

Caretaker <P> Main Phase: Pay [1] to move this card to a Problem where you have a [Critter] or Foal Friend.

Flitter & Cloudchaser, Prancing Pair (Marks In Time-25 U)

Pink

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

When one of your Friends becomes Cutie Marked, you may draw a card. <P> Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> While this card is Cutie Marked, your maximum hand size is increased by 2.

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)

Pink

Friend - Pegasus; 3, 2 Pink, 3

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, Ambassador of Kindness (Equestrian Odysseys-8 U)

Yellow

Mane Character - Pegasus; Home Limit 4/Home Limit 5, 0, 1/3

FRONT: When you confront this card's Problem, turn it 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)

Yellow

Friend - Pegasus; 3, 2 Yellow, 2

Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends.) <P>

When you play this card, the cost of your next [yellow] Friend this turn is reduced by [1 action].

Fluttershy, Backup Vocals (Equestrian Odysseys-80 R)

Yellow

Friend - Pegasus, Pony Tone; 4, 2 Yellow, 2

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, Beastmaster (Premiere-6 F)

Yellow

Mane Character - Pegasus; Home Limit 3/Home Limit 5, 1/3

Front: When you confront this card's Problem, if you have a [Critter] Friend at that Problem, turn this card over. Back: Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends). <P> At the start of a faceoff involving this card, you may move a [Critter] Friend to this card's Problem.

Fluttershy, Breeziefied (Crystal Games-82 U)

Yellow

Friend - Breezie; 0, 2 Yellow, 0

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)

Yellow

Friend - Pegasus; 1, 3 Yellow, 2

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)

Yellow

Friend - Pegasus; 2, 3 Yellow, 2

[Critter] Friends don't count towards your home limit.

Fluttershy, Crystallized (Crystal Games-83 U)

Yellow

Friend - Crystal; 3, 3 Yellow, 3

Prismatic <P> Main Phase: Exhaust this card and pay [1 action] 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)

Yellow

Friend - Pegasus; 4, 0, 4

Fluttershy, Discorded (Absolute Discord-78 U)

Friend - Pegasus; 3, 2 Pink, 3

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)

Yellow

Friend - Pegasus, Unique; 6, 6 Yellow, 5

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, Flutterguy (Absolute Discord- Pf)

Yellow

Friend - Pegasus; 2, 2 Yellow, 2

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, Friend to Animals (Canterlot Nights-7 U)

Yellow

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

Front: Main Phase: Pay [3 actions] 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(+1 power while at a Problem with at least one of your [Critter] Friends)<P>Main Phase: Pay [1 action] to move this card to a Problem that has one of your [Critter] Friends there.

Fluttershy, Growing Up (Marks In Time-51 C)

Yellow

Friend - Pegasus, Foal; 1, 1

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> While this card is Cutie Marked, it has +1 power and Calming 1.

Fluttershy, Guidance Counselor (Premiere-83 R)

Yellow

Friend - Pegasus; 3, 3 Yellow, 3

Reaction: When an opponent receives at least [1 action], you may exhaust this card. If you do, that opponent loses [1 action].

Fluttershy, Hide and Squeak (Absolute Discord-200 UR)

Yellow

Friend - Pegasus; 2, 3 Yellow, 2

At the start of the turn, you may retire this card to skip the next Troublemaker Phase.

Fluttershy, Leader of the Pack (Marks In Time-138 UR)

Yellow

Friend - Pegasus; 4, 4 Yellow, 4

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)

Yellow

Friend - Pegasus; 4, 4 Yellow, 2

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.

This card has received errata

Fluttershy, Rainbow Chaser (Canterlot Nights-Pf11 P)

Blue

Friend - Pegasus; 3, 1 Blue, 2

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)

Yellow

Friend - Pegasus; 1, 2 Yellow, 2

[blank]

Fluttershy, Reliable Racer (Crystal Games-200 UR)

Yellow

Friend - Pegasus; 3, 3 Yellow, 3

During faceoffs involving this card, players flip 1 fewer cards.

Fluttershy, Saddle Rager (High Magic-147 UR)

Yellow

Friend - Pegasus, Power Pony; 3, 3 Yellow, 3

Immediate: Banish a Troublemaker from your hand to dismiss a Troublemaker here.

Fluttershy, Safe Haven (Premiere-pf6 P)

Yellow

Friend - Pegasus; 3, 1 Yellow, 2

Caretaker <P> While this card is in your home, your home limit is increased by 2.

Fluttershy, Stare Master (Equestrian Odysseys-82 SR)

Yellow

Friend - Pegasus; 2, 4 Yellow, 2

Immediate: Exhaust this card to give each opposing character here -1 power until the end of the turn.

Fluttershy - Start, Reformer (Absolute Discord-5 F)

Yellow

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

Front: When you confront this card's Problem, turn this card over. Back: Troublemakers here lose and can't have abilities.

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.

Foal Free Press (Premiere-136 C)

Resource - Asset; 1, 2 Blue, 3

Play to your home. <P> When you uncover a Troublemaker, the next card you play that turn has its cost reduced by [1 action].

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)

White

Friend - Pegasus, Elder; 2, 2 White, 2

You may play this card 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)

Yellow

Friend - Critter; 1, 0, 0

Each of your other characters at a Problem with this card gets +1 power.

Four Step, Dance Teacher (Canterlot Nights-56 C)

Purple

Friend - Unicorn; 2, 0, 1

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;

[3 pink] + [2 orange], [7 wild], 2

When a player plays a Troublemaker here, that player may pay [2] to uncover it.

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 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 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].

Frown Town (Canterlot Nights-177 U)

Problem;

[4 pink] + [3 non-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 opposing character.

Fruit Bat Roundup (Canterlot Nights-178 R)

Problem;

[2 orange] + [1 non-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)

Orange

Friend - Earth Pony; 4, 0, 4

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)

Yellow

Friend - Critter; 2, 3 Yellow, 1

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.

Gala Appleby, Refined Farmer (Premiere-21 R)

Orange

Friend - Earth Pony; 1, 1 Orange, 1

When you move this card to a Problem, it gets +1 power until the end of the turn.

Get Lost (Equestrian Odysseys-186 R)

Problem;

[3 white] + [3 pink], [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.

Gilda, Amended Friend (High Magic-66 U)

Blue Pink

Friend - Griffon; 4, 2 Blue 2 Pink, 2

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, Feather Ruffler (Equestrian Odysseys-12 R)

Blue

Friend - Griffon; 2, 2 Blue, 2

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, Out of the Nest (Marks In Time-7 U)

Blue

Friend - Griffon; 3, 3 Blue, 3

When this or another Friend is frightened, you may put a [1 blue] Pegasus Friend token with Swift into play.

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.

Giselle, Thrillseeker (Crystal Games-36 C)

Pink

Friend - Griffon; 2, 0, 2

Pumped <P> Main Phase: Spend a card from beneath this card to uncover a Troublemaker.

Glamour Gleam, Deep Clean (Crystal Games-64 U)

White

Friend - Crystal; 3, 2 White, 2

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 Yellow 2 Purple, 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, Sight Seer (Canterlot Nights-42 U)

Pink

Friend - Earth Pony; 3, 1 Pink, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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)

White

Friend - Unicorn; 3, 2 White, 3

Main Phase: Pay [1 action] to exhaust this card. <P> While this card is exhausted, your opponent must pay +[1 action] to play or move a character to this card's Problem.

Golden Harvest, Beyond Her Garden (Canterlot Nights-35 C)

Orange

Friend - Earth Pony; 2, 1 Orange, 2

Stubborn (This card can still apply its power during faceoffs and the Score Phase even if exhausted.)

Golden Harvest, Bountiful Crop (Equestrian Odysseys-98 U)

Orange Yellow

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

When this card enters play, put a +1 power counter on each of your other Friends here.

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 action] 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 Wheat, Happy to Help (Crystal Games-84 C)

Yellow

Friend - Crystal; 3, 0, 2

While with another of your Crystal characters, this card has Caretaker.

Goldengrape, Popular Punster (Premiere-43 R)

Pink

Friend - Earth Pony; 2, 0, 1

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

This card has received errata

Goldie Delicious, Cat Hoarder (Canterlot Nights-90 R)

Yellow

Friend - Earth Pony, Elder; 3, 4 Yellow, 2

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)

Yellow

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

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)

Yellow

Friend - Earth Pony, Elder; 2, 1 Yellow, 1

When this card enters play at a Problem, you may choose a [critter] Friend from your discard pile with cost [1 action] or less and put it into play at that Problem.

Gone Batty (High Magic-109 R)

Resource - Condition, Unique; 1, 2 Yellow 2 Purple, 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 actions] 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 non-pink], [5 wild], 1

Starting Problem. 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.

Grampa Gruff, Griffonstone Historian (Equestrian Odysseys-53 C)

Purple

Friend - Griffon, Elder; 3, 0, 3

Granny Smith, Apple Elder (Premiere-28 C)

Orange

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

When you play this card, you may reattach a Resource from one Friend to another.

This card has received errata

Granny Smith, Apple Matriarch (Equestrian Odysseys-28 C)

Orange

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

Diligent 1

Granny Smith, Family Founder (Marks In Time-17 C)

Orange

Friend - Earth Pony; 3, 3 Orange, 3

Diligent 3

Granny Smith, Fit as a Fiddle (High Magic-19 SR)

Orange

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

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)

Orange

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

When you confront this card's Problem you may pay [1 Action] to choose an opponent.

That opponent chooses and discards a card.

Granny Smith, Respect Your Elders (Absolute Discord-24 F)

Orange

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

While an opponent's Mane Character is boosted, this card has +2 power and Stubborn.

Gravy Boat, Hot Stuff (Absolute Discord-71 U)

Yellow

Friend - Critter; 3, 2 Yellow, 2

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.

Green Dragon (Crystal Games-163 C)

Troublemaker; 2, 4

Faceoff: Pay [1 action] 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 non-purple], [4 wild], 1

Main Phase: Pay [1 action] to move your opponent's Mane Character here. Any player may activate this ability.

Griffonstone (Equestrian Odysseys-154 U)

Resource - Location; 3, 4 Pink, 4

Vexing (If an opponent would confront this card's Problem, you may retire this card instead.) <P> Play on a Problem. <P> When this card is retired, you may pay [1] to dismiss a Friend here.

Growing Pains (Absolute Discord-133 R)

Resource - Report; 1, 3 Purple, 5

Play on a Problem. <P> Troublemakers here have +2 power.

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)

Pink

Friend - Critter; 2, 0, 2

Gummy, Best Gator (Marks In Time-26 C)

Pink

Friend - Critter; 3, 3

While with another one of your [pink] Friends, this card has Eccentric 2.

Gummy, Fun Pet (Crystal Games-37 C)

Pink

Friend - Critter; 2, 3 Pink, 2

While with your Pinkie Pie, this card has +1 power.

Gummy, Things Just Got Real (Absolute Discord--2 UR)

Yellow

Friend - Critter; 2, 4 Yellow, 1

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.

Gyro, Poindexter (Premiere-56 R)

Purple

Friend - Earth Pony; 1, 3 Purple, 1

When you play this card, you may search your deck for an Event, reveal it, put it into your hand, and shuffle your deck.

This card has received errata

Hairpin Turn, Blocker (Canterlot Nights-14 C)

Blue

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

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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

The first time you move a character to this Problem 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)

Yellow

Friend - Critter; 5, 2 Yellow, 5

Calming 3

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.

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)

Purple

Friend - Pegasus, Elder; 1, 3 Purple, 1

When you lose a Problem faceoff involving this card, gain [1 action].

Hayseed Turnip Truck, "A" For Effort (Canterlot Nights-36 U)

Orange

Friend - Earth Pony; 3, 3 Orange, 2

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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.

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.

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 actions].

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.

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)

White

Friend - Pegasus; 4, 4 White, 2

Teamwork <P> When you win a Problem faceoff involving this card, you may exhaust this card and pay [2 actions] to banish a Friend at that Problem.

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 Rollers, Let's Go Bowling (Equestrian Odysseys-42 R)

Pink

Friend - Earth Pony; 3, 3 Pink, 3

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)

Pink

Friend - Pegasus; 1, 0, 1

Highly Contagious (Absolute Discord-183 U)

Problem;

[4 white] + [3 orange], [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)

Orange White

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

You may play Friends and Resources from your discard pile as though they were in your hand. <P> If a card would enter your discard pile from play, banish it instead.

Hoity Toity, Fashion Critic (Canterlot Nights-73 R)

White

Friend - Earth Pony; 3, 3 White, 3

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)

White

Friend - Earth Pony; 3, 2 White, 2

Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.)

Holder's Boulder, Key Stone (Marks In Time-18 R)

Orange

Friend - Ally, Rock; 3, 4 Orange, 3

Your token Friends can't be frightened.

Holly Dash, Flighty Filly (Premiere-13 F)

Blue

Friend - Unicorn; 4, 2 Blue, 4

When you move this card to a Problem, you may move another one of your characters to the same Problem for free.

Hondo Flanks, Big Daddy (Canterlot Nights-45 C)

Pink

Friend - Unicorn; 4, 2 Pink, 2

Supportive 4 (+4 power while at a Problem with your Mane Character that shares a color with this card.)

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)

Pink

Friend - Pegasus, Chaotic; 2, 4 Pink, 2

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)

Yellow

Friend - Critter; 1, 0, 1

Hughbert Jellius, Sticks Around (Absolute Discord-25 R)

Orange

Friend - Earth Pony; 2, 3 Orange, 2

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)

Yellow

Friend - Critter; 3, 2 Yellow, 3

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)

Yellow

Friend - Critter; 1, 4 Yellow, 1

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 non-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 non-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.

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 non-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 action] to move an opponent's character away from that Problem.

I Need Answers (Premiere-175 U)

Problem;

[3 purple] + [2 non-purple], [6 wild], 2

Main Phase: Dismiss one of your Friends here to gain [1 action]. Any player may activate this ability.

This card has received errata

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, Pebble Pusher (Premiere-29 C)

Orange

Friend - Earth Pony; 1, 2 Orange, 1

When you play this card, it gets +1 power until the end of the turn.

Igneous Rock & Cloudy Quartz, Rock Ranchers (Marks In Time-19 R)

Orange

Friend - Earth Pony; 1, 4 Orange, 2

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.

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.

Impress the Inspector (Canterlot Nights-181 U)

Problem;

[4 purple] + [3 blue], [9 wild], 2

The first time a player plays a Friend here each turn, that player may ready another Friend here.

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 action] and draw a card. Otherwise, draw a card. (0 counts as even.)

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.

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.

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)

Orange

Friend - Ally, Minotaur; 2, 4 Orange, 3

Stubborn <P> Opposing Friends here lose and can't have abilities.

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, 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 non-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.

This card has received errata

It's Alive! (Premiere-177 U)

Problem;

[1 purple] + [1 non-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.

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.

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)

Blue

Friend - Pegasus; 3, 1 Blue, 2

While involved in a faceoff, this card gets +2 power.

Jewel Joy, Fair Feaster (Crystal Games-38 C)

Pink

Friend - Crystal; 3, 0, 2

While with another of your Crystal characters, this card has Random.

Joe, Con Mane (Equestrian Odysseys-68 C)

White

Friend - Unicorn; 2, 3 White, 2

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)

Orange

Friend - Unicorn; 2, 0, 1

Main Phase: Exhaust this card and pay [1 action] 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)

Orange White

Friend - Unicorn; 1, 2 Orange 2 White, 2

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.

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.

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)

Yellow

Friend - Earth Pony; 1, 3 Yellow, 2

Calming 1

Kevin, Fitting In (High Magic-84 C)

Friend - Changeling; 2, 2

As this card enters play, name a color. This card is that color.

King Sombra, Slave Driver (Absolute Discord-201 UR)

Friend - Unicorn, Royalty, Unique; 3, 4

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].

King Sombra (Crystal Games-205 UR)

Troublemaker - Epic; 2, 5

Villain <P> When this card is uncovered, you may pay [2 actions]. If you do, dismiss each Friend here with cost 2 or less.

Kitchen au Flambé (Premiere-163 C)

Problem;

[2 white] + [2 non-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.

This card has received errata

Lady Justice, Judge & Jury (Premiere-63 F)

Purple

Friend - Earth Pony; 4, 0, 3

Your opponent's characters at this card's Problem each get -1 power during faceoffs.

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.

Lemon Hearts, Animancer (Absolute Discord-72 R)

Yellow

Friend - Unicorn, Chaotic; 2, 3 Yellow, 2

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)

Purple Pink

Friend - Unicorn; 3, 1 Purple 1 Pink, 3

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)

Yellow

Friend - Unicorn, Foal; 2, 1 Yellow, 2

Immediate: Retire this card to dismiss an opposing Resource.

Lemon Hearts, Sweetheart (Canterlot Nights-91 C)

Yellow

Friend - Unicorn; 1, 1 Yellow, 1

Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends)

Lemony Gem, Sour Grapes (Premiere-57 R)

Purple

Friend - Unicorn; 2, 1 Purple, 1

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.

Letrotski, Taking it Easy (Absolute Discord-73 R)

Yellow

Friend - Earth Pony; 3, 3 Yellow, 1

This card has +1 power for each of your action tokens.

Let's Get This Party Started (Premiere-114 U)

Event; 1, 2 Pink, 3

Main Phase: Draw 3 cards.

Lie Low (Equestrian Odysseys-125 U)

Event; 2, 3 Yellow, 3

Main Phase: Put an opposing Friend into its owner's hand.

Lightning Dust, Last Resort (Absolute Discord-10 U)

Blue

Friend - Pegasus; 4, 2 Blue, 4

When you play the last card in your hand, you may frighten a Friend here.

Lightning Dust, Ruthless Racer (Equestrian Odysseys-13 C)

Blue

Friend - Pegasus; 2, 1 Blue, 2

Main Phase: Retire another Friend to move this card.

Lightning Dust (Canterlot Nights-160 C)

Troublemaker; 1, 4

When this card is uncovered, you may move it to another Problem.

Lilac Links, Superstitious (Premiere-88 R)

Yellow

Friend - Earth Pony; 2, 1 Yellow, 1

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.

This card has received errata

Lilac Luster, Beautiful Beautician (Crystal Games-66 C)

White

Friend - Crystal; 3, 0, 2

While with another of your Crystal characters, this card has Inspired.

Lily, Panicked Pony (Canterlot Nights-43 U)

Pink

Friend - Earth Pony; 2, 0, 2

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)

Pink

Friend - Earth Pony; 2, 1 Pink, 2

Stubborn

Limestone Pie, Captain Grumpy (Marks In Time-67 U)

Orange Purple

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

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.

Little Strongheart, Herd Tactics (High Magic-71 U)

Yellow Blue

Friend - Buffalo; 2, 2 Yellow 2 Blue, 2

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)

Blue

Friend - Buffalo; 3, 1 Blue, 3

While an opponent's Mane Character is boosted, this card has Swift.

Liza Doolots, Boundless Energy (Canterlot Nights-92 C)

Yellow

Friend - Unicorn, Foal; 2, 0, 1

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

Vexing (If an opponent would confront this card's Problem, you may retire this card instead.)<P> Play on a Friend <P> You need -2 [wild] 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 non-blue], [4 wild], 1

Starting Problem. When a player defeats a Troublemaker at this Problem, that player scores an additional point.

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 (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.

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 non-purple], [8 wild], 2

When a player confronts this Problem, that player moves a character here home.

Lotus Blossom, Masseuse (Absolute Discord-58 U)

White

Friend - Earth Pony, Chaotic; 2, 4 White, 2

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)

White

Friend - Earth Pony; 4, 3 White, 2

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)

Pink

Friend - Earth Pony; 2, 1 Pink, 2

While an opponent's Mane Character is at home, this card has +1 power.

Lucky Streak, One in a Million (Premiere-41 R)

Pink

Friend - Earth Pony; 1, 1 Pink, 1

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.

Lyra, Candy Fiend (Marks In Time-27 R)

Pink

Friend - Unicorn, Foal; 3, 2 Pink, 3

Main Phase: Exhaust this card to search your deck for a Bon Bon card and put it into your hand.

Lyra, Good Posture (Absolute Discord-26 C)

Orange

Friend - Unicorn; 2, 0, 2

Lyra, Handy (Equestrian Odysseys-0 UR)

Pink

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

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, draw cards until you reach your maximum hand size.

Lyra, Ponyville's Got Talent (Equestrian Odysseys-43 R)

Pink

Friend - Unicorn; 2, 2 Pink, 2

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, Very Excitable (Crystal Games-39 R)

Pink

Friend - Unicorn; 3, 3 Pink, 1

When you play an [earth] Friend here, you may exhaust this card and pay [1 action] to dismiss an opponent's Friend here.

Lyra & Bon Bon, Better Halves (High Magic-67 R)

Blue Pink

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

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 Heartstrings, Bonafide (Premiere-201 UR)

Pink

Friend - Unicorn; 5, 3 Pink, 4

Reaction: After your opponent draws a card, exhaust this card to draw 2 cards.

Madame le Flour (Absolute Discord-137 C)

Resource - Asset; 1, 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.

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 action].

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;

[3 yellow] + [2 pink], [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 White 2 Pink, 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, 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)

Yellow

Friend - Earth Pony; 2, 3 Yellow, 1

Caretaker (+1 power while at a Problem with at least one of your [Critter] Friends) <P>

When you play this card to a Problem, you may move one of your [critter] Friends to the same Problem for free.

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)

Yellow

Friend - Critter; 4, 2 Yellow, 3

When this card enters play, dismiss a Resource.

Marble Pie, Quiet as a Stone (Marks In Time-53 U)

Yellow

Friend - Earth Pony; 1, 2 Yellow, 3

This card can't contribute its power to faceoffs.

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 [wild] to confront that Problem.

Matilda, Full of Hope (Crystal Games-67 U)

White

Friend - Donkey; 2, 2 White, 2

When this card enters play, the player with the fewest points scores a point.

Maud Pie, Having a Blast (Absolute Discord-34 C)

Pink

Friend - Earth Pony; 2, 0, 2

Maud Pie, Just a Pebble (Marks In Time-20 U)

Orange

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

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. (Put a +1 power counter on it and it becomes Cutie Marked. You can't Cutie Mark a Cutie Marked 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-14 P)

Orange

Friend - Earth Pony; 2, 2 Orange, 2

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)

Orange

Friend - Earth Pony; 4, 4 Orange, 4

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)

Orange

Friend - Earth Pony; 2, 2 Orange, 2

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)

Orange

Friend - Earth Pony; 3, 4 Orange, 2

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, Rockin' (Rock and Rave-fl F)

Orange

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

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.

May the Best Pet Win (Premiere-179 U)

Problem;

[4 yellow] + [3 non-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)

Purple

Friend - Earth Pony; 2, 2 Purple, 1

Main Phase: Pay [3 actions] to move an opponent's character.

Mayor Mare, Lawmaker (High Magic-82 U)

Yellow Purple

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

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)

Purple

Friend - Earth Pony; 2, 2 Purple, 2

When you play an Event, you may exhaust this card to banish a Resource.

Mayor Mare, Vote of Confidence (Equestrian Odysseys-54 C)

Purple

Friend - Earth Pony; 1, 1 Purple, 1

When you put a card on top of your deck, this card gets +1 power until the end of the turn.

Mean Meanie Pants (Premiere-172 C)

Problem;

[2 pink] + [2 non-pink], [5 wild], 2

When this Problem is played, each player draws a card.

Mega Mare, Watch Your Step (High Magic-27 U)

Pink

Friend - Pegasus; 5, 4 Pink, 5

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.

Mercury, Crystal Messenger (Crystal Games-40 U)

Pink

Friend - Crystal; 3, 1 Pink, 1

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 action] to put a card from beneath this card to beneath a Friend with Pumped.

Method Mares, Convincing Act (Marks In Time-43 R)

White

Friend - Earth Pony; 2, 4 White, 2

Main Phase: Pay [2] and retire this card to gain control of an opposing Friend.

Mint Jewelup, A Cut Above (Premiere-55 C)

Purple

Friend - Unicorn; 2, 2 Purple, 1

Studios (When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].)

Minuette, Clocked Up (Canterlot Nights-57 R)

Purple

Friend - Unicorn; 2, 3 Purple, 2

Reaction: At the end of a Troublemaker Phase, you may retire this card to start a new Troublemaker Phase.

Minuette, Fast Forward (Absolute Discord-45 R)

Purple

Friend - Unicorn; 2, 3 Purple, 2

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)

Pink

Friend - Unicorn; 2, 2 Pink, 2

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)

Pink

Friend - Unicorn, Foal; 3, 1 Pink, 2

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)

Purple

Friend - Unicorn; 2, 1 Purple, 2

Main Phase: Exhaust this card and pay [1] to draw 2 cards, then put a card from your hand on top of your deck.

Missed Teleport (Absolute Discord-103 C)

Event - Gotcha; 1, 4 Purple, 5

Reaction: After an opposing Friend enters play, move it.

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 non-purple], [8 wild], 3

Starting Problem. Report Resources played on this Problem have their costs reduced by [1 action].

Monster of a Minotaur (Premiere-183 C)

Problem;

[4 yellow] + [3 non-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 action] 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 actions] to turn a Troublemaker face-down.

Moondancer, Detail-Oriented (Marks In Time-143 UR)

Purple White

Friend - Unicorn, Foal; 4, 4 Purple 4 White, 4

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 as though it were in your hand. If you do and it would enter your discard pile, banish it instead.

Moondancer, Page Turner (High Magic-36 SR)

Purple

Friend - Unicorn; 3, 2 Purple, 3

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.

Moving Mare, Crash on Delivery (Equestrian Odysseys-44 SR)

Pink

Friend - Pegasus; 1, 4 Pink, 2

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.

Mr. & Mrs. Cake, Busy Parents (Equestrian Odysseys-86 C)

Yellow

Friend - Earth Pony; 3, 1 Yellow, 3

Calming 1

Mr. Beaverton Beaverteeth, Dam Builder (Premiere-90 R)

Yellow

Friend - Critter; 3, 3 Yellow, 3

Main Phase: Exhaust this card to dismiss a Resource in your opponent's home.

Mr. Breezy, Fan Fan (Premiere-91 R)

Yellow

Friend - Earth Pony; 3, 3 Yellow, 3

When you play this card, an opponent loses [1 action].

Mr. Cake, Loving Father (Crystal Games-41 C)

Pink

Friend - Earth Pony; 2, 3 Pink, 1

Teamwork, Supportive 1

Mr. Turnip (Absolute Discord-140 C)

Resource - Asset; 1, 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)

Purple

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

During your opponent's Score Phase, this card has -3 power.

Mrs. Cake, Dessertier (Canterlot Nights-94 C)

Yellow

Friend - Earth Pony; 3, 3 Yellow, 3

Supportive 1 (+1 power while at a Problem with your Mane Character that shares a color with this card.)<P>Your Mane Character has +1 power while at a Problem with this card.

Ms. Harshwhinny, Games Administrator (Equestrian Odysseys-56 U)

Purple

Friend - Earth Pony; 4, 2 purple, 4

Meticulous 1

Ms. Harshwhinny, Officious Official (Crystal Games-50 R)

Purple

Friend - Earth Pony; 4, 4 Purple, 2

Teamwork <P> When you confront this card's Problem, you may exhaust this card and pay [1 action] to move an opposing character at this card's Problem home.

Muffin Mare, Sharing is Caring (Equestrian Odysseys-3 F)

Orange

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

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 [wild] to confront this Problem for each Chorus counter on this card.

My Pinkie Sense is Tingling (Premiere-184 U)

Problem;

[4 pink] + [3 non-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.

This card has received errata

Mystery Mare, In Costume (Marks In Time-60 U)

Blue Orange

Friend - Pegasus; 1, 3 Blue 3 Orange, 2

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.

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)

Blue

Friend - Pegasus; 2, 4 Blue, 2

Swift <P> This card has Competitive 1 for each of your characters here.

Night Glider, Overpowering (Equestrian Odysseys-204 UR)

Blue

Friend - Pegasus; 2, 3 Blue, 2

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)

Blue

Friend - Pegasus; 2, 1 Blue, 2

Hasty

Night Light, Devoted Dad (Crystal Games-51 C)

Purple

Friend - Unicorn; 3, 4 Purple, 3

Teamwork, Supportive 1

Night Watch, Vigilant Patrol (Premiere-35 R)

Orange

Friend - Earth Pony; 2, 2 Orange, 1

During faceoffs involving this card, flip an additional 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

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, 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 (Premiere-210 UR)

Troublemaker - Epic; 3, 7

Villain <P> When this card is uncovered, all players discard their hands and draw 3 cards. <P> At the start of each player's Troublemaker Phase, that player discards a random card.

This card has received errata

Nightmare Moon, Mistress of the Night (Absolute Discord-2 F)

Blue

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

Front: When you confront this card's Problem, turn this card over. Back: When you confront this card's Problem, you may pay [2 actions] to frighten an opponent's Friend there.

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;

[2 pink] + [3 blue], [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)

White

Friend - Earth Pony; 1, 0, 1

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)

Yellow

Friend - Earth Pony; 3, 4 Yellow, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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)

Yellow

Friend - Earth Pony; 1, 1 Yellow, 1

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)

Yellow

Friend - Earth Pony; 3, 1 Yellow, 2

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.

Octavia, Harsh Judge (Equestrian Odysseys-69 R)

White

Friend - Earth Pony; 2, 2 White, 2

As this card enters play, name a card. <P> Cards with that name can't be played.

Octavia, Serious Musician (Crystal Games-pf6)

White

Friend - Earth Pony; 3, 2 White, 2

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.

This card has received errata

Octavia, Standing Ovation (Equestrian Odysseys-6 F)

White

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

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)

White

Friend - Earth Pony; 2, 0, 1

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)

White

Friend - Earth Pony; 3, 3 White, 2

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, Virtuoso (Premiere-205 UR)

White

Friend - Earth Pony; 5, 2 White, 4

Your opponent must pay +[2 actions] 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)

Pink

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

Your opponent needs +[1 wild] to confront this card's Problem.

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 Purple 2 Pink, 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)

White

Friend - Critter; 3, 3

While with another one of your [White] Friends, this card has Prepared.

Opalescence, Curtain Shredder (Premiere-92 C)

Yellow

Friend - Critter; 2, 0, 1

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)

Yellow White

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

Opponents pay +[1] to play cards during faceoffs.

Opalescence, Royal Edict (High Magic-48 R)

White

Friend - Critter, Chaotic; 2, 2 White, 2

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)

White

Friend - Critter; 3, 1 White, 2

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

Open Skies & Clear Skies, Cloud Movers (Equestrian Odysseys-30 R)

Orange

Friend - Pegasus, Chaotic; 3, 3 Orange, 3

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.

Orange, You Glad (High Magic--1 U)

Yellow Purple

Friend - Critter; 2, 2 Yellow 2 Purple, 2

When this card enters play during your turn, an opponent loses [1] and you gain [1].

Orange Swirl, Dizzy Daredevil (Canterlot Nights-15 C)

Blue

Friend - Pegasus; 1, 2 Blue, 2

Orchard Blossom, Delicate Flower (Marks In Time-61 U)

Blue Orange

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

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)

Yellow

Friend - Critter; 4, 4 Yellow, 3

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 non-orange], [4 wild], 1

When this Problem is solved, dismiss a random Friend here.

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 action].

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.

Owlowiscious, Astute Avian (Equestrian Odysseys-57 C)

Purple

Friend - Critter; 1, 3 Purple, 1

Meticulous 1

Owlowiscious, Best Owl (Marks In Time-34 C)

Purple

Friend - Critter; 3, 3

While with another one of your [Purple] Friends, this card has Meticulous 1.

Owlowiscious, Reshelfer (High Magic-37 C)

Purple

Friend - Critter; 2, 2

While your Mane Character is [purple], this card has Meticulous 1.

Owlowiscious, Tome Retriever (Absolute Discord-47 U)

Purple

Friend - Critter, Chaotic; 3, 2 Purple, 3

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)

Purple

Friend - Critter; 2, 1 Purple, 1

While with your Twilight Sparkle, this card has +1 power.

Parasprite, Calm Before the Swarm (Marks In Time-54 C)

Yellow

Friend - Critter; 1, 1 Yellow, 1

Calming 1

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.

Parcel Post, Pushing the Envelope (Crystal Games-88 C)

Yellow

Friend - Earth Pony; 2, 3 Yellow, 2

While you have at least one Mailbox Resource in play, this card has +2 power.

Party Bomb (Crystal Games-138 R)

Resource - Asset; 0, 1 Pink, 3

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)

Pink

Friend - Unicorn; 2, 4 Pink, 2

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)

Pink

Friend - Unicorn; 2, 3 Pink, 2

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 Filly, Bubble Burster (Marks In Time-29 U)

Pink

Friend - Pegasus, Foal; 2, 2 Pink, 2

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> When this card becomes Cutie Marked, dismiss an opposing Friend.

Party Hard (Equestrian Odysseys-130 R)

Event; 1, 2 Pink 2 Orange, 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 of One (Equestrian Odysseys-131 R)

Event; 4, 3 White 3 Pink, 5

Main Phase: Choose a Friend. Banish each other Friend.

Peachy Pitt, Suave Salesmare (Crystal Games-89 C)

Yellow

Friend - Unicorn; 2, 1 Yellow, 2

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.

Pearly Stitch, Crotchety Crocheter (Premiere-73 C)

White

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

Your opponents can't move this card.

This card has received errata

Peewee, Firestarter (Equestrian Odysseys-88 C)

Yellow

Friend - Critter; 1, 1 Yellow, 1

When this card enters play, an opponent loses [1].

Pegasus Royal Guard, Elite Sentry (Premiere-14 C)

Blue

Friend - Pegasus; 1, 1 Blue, 1

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)

Purple

Friend - Earth Pony; 3, 2 Purple, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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)

Blue

Friend - Crystal; 3, 0, 2

While with another of your Crystal characters, this card has Swift.

Pet Primping (Equestrian Odysseys-193 R)

Problem;

[3 yellow] + [3 white], [8 wild], 1

At the start of your turn, you may put a Critter from your discard pile into your hand.

Petstrosity, Nightmare Fuel (Absolute Discord-74 U)

Yellow

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

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.

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.

Philomena, Bird of a Feather (Premiere-207 UR)

Yellow

Friend - Critter; 2, 2 Yellow, 1

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)

Yellow

Friend - Critter; 1, 3 Yellow, 2

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)

White

Friend - Earth Pony; 4, 1 White, 4

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)

White

Friend - Earth Pony; 3, 2 White, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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)

White

Friend - Earth Pony; 3, 3 White, 3

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

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.

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.

This card has received errata

Pie Sisters, Two of a Kind (Promotional-7)

Orange

Friend - Earth Pony; 4, 1 Orange, 3

Stubborn, Random <P> Main Phase: Exhaust this card to give it [pink] until the end of the turn. <P> This card is both a Pinkie Pie and a Maud 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, 4

Main Phase: Choose a [pink] or [orange] character. That character gets +[1 pink] and+[1 orange] until the end of phase.

Pinkie Pie, Ambassador of Laughter (Equestrian Odysseys-4 U)

Pink

Mane Character - Earth Pony; Home Limit 4/Home Limit 5, 1/3

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-7 P)

Orange

Friend - Earth Pony; 3, 1 Orange, 2

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)

Pink

Friend - Breezie; 0, 2 Pink, 0

Reaction: After the start of the Score Phase, you may retire this card. If you do, your opponent needs +[2 wild] to confront this card's Problem this turn.

Pinkie Pie, Clonie Pie (Canterlot Nights-195 UR)

Pink

Friend - Earth Pony; 3, 3 Pink, 2

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)<P>Faceoff Reaction: After you flip a card, you may pay [1 action] to ignore that card's power and flip a new card.

Pinkie Pie, Crystallized (Crystal Games-43 U)

Pink

Friend - Crystal; 3, 3 Pink, 3

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)

Pink

Friend - Earth Pony; 4, 0, 4

Pinkie Pie, Discorded (Absolute Discord-80 U)

Friend - Earth Pony; 2, 2 Yellow, 2

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)

Pink

Friend - Earth Pony; 3, 3 Pink, 3

During the Score Phase, if this card is exhausted, opposing Friends here have -2 power.

Pinkie Pie, Ear to Ear (Premiere-pf3 P)

Pink

Friend - Earth Pony; 3, 2 Pink, 2

Random <P> Main Phase: Exhaust this card to draw a card.

Pinkie Pie, Element of Laughter (Canterlot Nights-46 R)

Pink

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

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)

Pink

Friend - Earth Pony; 2, 4 Pink, 2

When this card enters play, search your deck for a Friend, reveal it, put it into your hand, and shuffle your deck.

Pinkie Pie, Fili-Second (High Magic-142 UR)

Pink

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

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)

Pink

Friend - Earth Pony, Foal; 1, 1

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked 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, Ice Cutter (Premiere-46 C)

Pink

Friend - Earth Pony; 4, 1 Pink, 3

Random (During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.) <P> When your opponent confronts this card's Problem, draw a card.

Pinkie Pie, Life of the Party (Absolute Discord-35 U)

Pink

Friend - Earth Pony; 2, 2 Pink, 2

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, One Filly Party (Marks In Time-142 UR)

Pink Yellow

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

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)

Pink

Mane Character - Earth Pony; Home Limit 3/Home Limit 5, 1/3

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 (During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.) <P> Your opponent needs +[1 wild] to confront this card's Problem.

Pinkie Pie, Pinkie "Responsibility" Pie (Premiere-45 R)

Pink

Friend - Earth Pony; 4, 2 Pink, 2

When you play this card to a Problem, dismiss an opponent's Friend at that Problem.

Pinkie Pie, Rainbow Powered (High Magic-30 C)

Pink

Friend - Earth Pony; 1, 2 Pink, 2

[blank]

Pinkie Pie, Remix Master (Equestrian Odysseys-208 UR)

White

Friend - Earth Pony; 4, 3 White, 4

If this card's Problem would be replaced, you may exhaust this card instead.

Pinkie Pie, Spittie Pie (Absolute Discord- Pf)

Pink

Friend - Earth Pony; 2, 2 Pink, 2

When you play this card, you may stick out your tongue. If you do, each player draws a card.

Pinkie Pie, Whole Hog (High Magic-31 F)

Pink

Friend - Earth Pony; 2, 1 Pink, 2

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 Pie, Pokey Pony (Canterlot Nights-3 U)

Pink

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

Front: When you end your turn, if this card is at home or a Problem with at least 3 of your Friends, turn it over. Back: Random (During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.) <P>When you confront this card's Problem, you may retire one of your Friends there to dismiss an opponent's Friend there.

Pinkie the Party Planner (High Magic-92 R)

Event - Song; 1, 2 Purple 2 Pink, 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 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)

Pink

Friend - Unicorn; 3, 1 Pink, 2

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)

Pink

Friend - Unicorn; 2, 4 Pink, 1

Random (During a faceoff involving this card, if you flip a card with 1 power, you may ignore it and flip a new card.) <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)

Blue

Friend - Earth Pony, Foal; 3, 1 Blue, 3

Competitive 2 <P> Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> When this card becomes Cutie Marked, you may challenge a Troublemaker here with your characters here.

Pipsqueak, Scrappy Squirt (Canterlot Nights-16 R)

Blue

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

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)

Pink

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

Eccentric 1

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.

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.

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)

Pink

Friend - Earth Pony; 1, 1 Pink, 1

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.

Ponynapped! (Premiere-193 U)

Problem;

[4 white] + [3 non-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 non-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.

Pound Cake & Pumpkin Cake, Foalin' Around (Equestrian Odysseys-48 U)

Pink

Friend - Pegasus, Unicorn, Foal; 3, 2 Pink, 3

Eccentric 2

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 Pony Up! (High Magic-93 C)

Event; 1, 3 Orange, 3

Immediate: Unfrighten up to two Friends.

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)

Pink

Friend - Unicorn; 3, 4 Pink, 0

Teamwork <P> While this card is ready, your opponent needs +[1 wild] to confront this card's Problem.

Prim Hemline, Precise Pony (Crystal Games-69 C)

White

Friend - Earth Pony; 2, 2 White, 2

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)

White

Friend - Earth Pony; 2, 4

This card can't contribute its power to confronting Problems.

Prim Posy, Fond of Fronds (Canterlot Nights-76 C)

White

Friend - Pegasus; 1, 2 White, 2

Prince Blueblood, Loudmouth (Absolute Discord-59 R)

White

Friend - Unicorn, Royalty; 2, 1 White, 2

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)

White

Friend - Unicorn; 3, 2 White, 3

Showy 1

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 Rutherford, Quick to Judge (High Magic-7 R)

Blue

Friend - Ally, Yak, Royalty; 2, 4 Blue, 2

Hasty <P> When this card enters play, you may frighten a Friend.

Princess Cadance, Best Foalsitter Ever (Marks In Time-31 C)

Pink

Friend - Alicorn, Royalty; 2, 2 Pink, 2

Hasty

Princess Cadance, Crystal Princess (Crystal Games-198 UR)

White

Friend - Alicorn, Crystal, Royalty; 4, 4 White, 4

Troublemakers can't be uncovered here.

Princess Cadance, Everlasting Love (Equestrian Odysseys-105 R)

White Pink

Friend - Alicorn, Royalty; 2, 1 White 1 Pink, 2

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, Loving Ruler (Crystal Games-3 F)

White

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

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 actions] to play Friends here.

Princess Cadance, On Vacation (Absolute Discord-37 C)

Pink

Friend - Alicorn, Royalty; 4, 2 Pink, 4

When this card enters play, draw 2 cards.

Princess Cadance, Spa Day (High Magic-50 SR)

White

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

While there are no opposing characters here, this card has Showy 2.

Princess Celestia, Bane of Evil (Crystal Games-90 R)

Yellow

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

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)

Yellow

Friend - Alicorn, Royalty; 4, 2 Yellow, 3

When this card enters play at a Problem, you may unfrighten or ready a Friend.

Princess Celestia, Equestrian General (Marks In Time-55 SR)

Yellow

Friend - Alicorn, Royalty; 2, 1 Yellow, 2

Opposing Friends with 3 or more printed power have -1 power during your turn.

Princess Celestia, Fair but Firm (Absolute Discord-12 U)

Blue

Friend - Alicorn, Royalty, Chaotic; 4, 2 Blue, 3

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-pf1 1)

Purple

Friend - Alicorn, Royalty; 2, 2 Purple, 2

Reaction: After an opponent dismisses another one of your Friends, retire this card to gain [4 actions].

Princess Celestia, Hoof Shaker (Canterlot Nights-f4 F)

Yellow

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

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.

This card has received errata

Princess Celestia, Protector of Equestria (Canterlot Nights-200 UR)

Yellow

Friend - Alicorn, Royalty; 3, 2 Yellow, 3

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, Ray of Sunshine (Premiere-208 UR)

Yellow

Friend - Alicorn, Royalty; 5, 3 Yellow, 3

Studios, Swift <P> While this card is at a Problem, each of your other [yellow] characters at that Problem gets +1 power.

Princess Celestia, Royal Decree (Equestrian Odysseys-89 SR)

Yellow

Friend - Alicorn, Royalty; 2, 4 Yellow, 2

Opponents can't play Friends with 3 or more power here.

Princess Celestia, Smite Makes Right (Equestrian Odysseys-90 R)

Yellow

Friend - Alicorn, Royalty, Chaotic; 3, 3 Yellow, 3

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 Serenity (High Magic-62 SR)

Yellow

Friend - Alicorn, Royalty; 3, 2 Yellow, 3

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)

Yellow

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

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)

Yellow

Friend - Alicorn, Royalty; 4, 3 Yellow, 2

When you play a Friend, you may draw a card.

Princess Celestia, Equestrian Leader (Canterlot Nights-190 UR)

Yellow

Mane Character - Alicorn, Royalty; Home Limit 4/Home Limit 4, 1/3

Front:Main Phase: Pay [3 actions] 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 Luna, A Nightmare Come True (Marks In Time-35 R)

Purple

Friend - Alicorn, Royalty; 2, 1 Purple, 2

Main Phase: Pay [2] and exhaust this card to put a [2 purple] Figment Friend token into play.

Princess Luna, Dream Warrior (High Magic-139 UR)

Blue

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

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)

Yellow

Friend - Alicorn, Royalty; 4, 4 Yellow, 2

When this card enters play, put a Friend at its Problem into its owner's hand.

Princess Luna, Good Night's Sleep (Crystal Games-53 R)

Purple

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

When this card enters play, banish one of your Friends. At the end of the turn, put that Friend into play.

Princess Luna, Mare in the Moon (Canterlot Nights-196 UR)

Purple

Friend - Alicorn, Royalty; 3, 3 Purple, 2

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, Night Mare (Canterlot Nights-59 U)

Purple

Friend - Alicorn, Royalty; 4, 4 Purple, 3

When this card enters play at a Problem, frighten a Friend there.

Princess Luna, Night's Steward (Equestrian Odysseys-99 R)

Orange Yellow

Friend - Alicorn, Royalty; 4, 3 Orange 3 Yellow, 5

Your other Friends here have Diligent 1.

Princess Luna, The Party's Over (Canterlot Nights-4 U)

Purple

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

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)

Orange

Friend - Alicorn, Royalty, Chaotic; 3, 3 Orange, 4

Chaos: When this card is flipped, exhaust a character with 2 or less power involved in the faceoff. <P> When this card enters play, you may exhaust a character.

Princess Luna, The Setting Moon (Celestial Solstice-2 F)

Purple

Friend - Alicorn, Royalty; 4, 5 Purple, 2

If you would draw a card during a Main Phase, you may exhaust one of your Friends to gain [1 action] instead.

Princess Luna, Wax and Wane (Equestrian Odysseys-58 R)

Purple

Friend - Alicorn, Royalty; 3, 2 Purple, 3

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)

Purple

Friend - Alicorn, Royalty; 2, 2 Purple, 2

Meticulous 1 <P> When you play an Event, you may pay [1] to put a [2 purple] Figment Friend token into play.

Princess Luna, Dream Catcher (Canterlot Nights-189 UR)

Purple

Mane Character - Alicorn, Royalty; Home Limit 4/Home Limit 4, 1/2

Front: Main Phase: Pay [3 actions] 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, Princess of the Night (Canterlot Nights-f2 F)

Purple

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

Front: When you confront this card's Problem, you may pay [2 actions] to turn this card over. Back: Studious<P>Faceoff: Discard an Event to give this card +3 power until the end of the faceoff.

Princess Luna, Dream Guide (Absolute Discord-3 F)

Orange

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

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]

This card has received errata

Princess Platinum, Equestrian Founder (Marks In Time-45 C)

White

Friend - Unicorn, Royalty; 5, 1 White, 5

Showy 2

Princess Twilight Sparkle, A Born Leader (Equestrian Odysseys-59 SR)

Purple

Friend - Alicorn, Royalty; 4, 4 purple, 4

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)

Purple

Mane Character - Alicorn, Royalty; Home Limit 3/Home Limit 5, 1/3

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].

This card has received errata

Princess Twilight Sparkle, Cover to Cover (High Magic-40 F)

Purple

Friend - Alicorn, Royalty; 2, 3 Purple, 0

Meticulous 1, Prepared <P> Main Phase: Exhaust this card to gain [1].

Princess Twilight Sparkle, Masked Matter-Horn (High Magic-143 UR)

Purple

Friend - Alicorn, Royalty, Power Pony; 4, 2 Purple, 4

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, Princess of Friendship (Crystal Games-0 UR)

Purple

Friend - Alicorn, Royalty; 5, 3 Purple, 3

Studios, Swift <P> When you play this card, gain [1] for each opposing character at this card's Problem.

Princess Twilight Sparkle, Rainbow Powered (High Magic-39 C)

Purple

Friend - Alicorn, Royalty; 1, 2 Purple, 2

[blank]

Princess Twilight Sparkle, Star Swirl Enthusiast (Absolute Discord-48 U)

Purple

Friend - Alicorn, Royalty, Chaotic; 4, 3 Purple, 4

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, Time Patrol (Marks In Time-141 UR)

Orange Purple

Friend - Alicorn, Royalty; 2, 2 Orange 2 Purple, 2

Prepared <P> Your Troublemakers have Diligent 2.

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)

Yellow

Friend - Pegasus; 2, 1 Yellow, 2

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 action] to move that face-down Troublemaker to another Problem.

Professor Neigh, Algebraic! (Premiere-52 C)

Purple

Friend - Earth Pony; 1, 1 Purple, 1

While at a Problem with a Report Resource, this card gets +1 power.

Protect and Serve (Absolute Discord-185 U)

Problem;

[3 yellow] + [2 blue], [7 wild], 2

Players must pay +[1] to play a Troublemaker here.

Puppet Show (Equestrian Odysseys-133 R)

Event; 1, 3 Pink, 4

Immediate: Choose a Problem. Opponents need +2 [wild] 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)

Pink

Friend - Pegasus; 1, 2 Pink, 2

-PURPOSELY BLANK-, -PURPOSELY BLANK- (Absolute Discord--3 U)

Friend - Chaotic, Unique; 1, 3

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

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 action] to move a character to this card's Problem.

Queen Chrysalis, Changeling Pretender (Equestrian Odysseys-203 UR)

Mane Character - Changeling, Royalty; Home Limit 3/Home Limit 4, 1/3

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.
This card has received errata

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, 3

As this card enters play, choose a non-Unique Friend. This card has the printed abilities of that Friend.

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, Commanding Queen (Absolute Discord-193 UR)

White

Mane Character - Changeling, Royalty; Home Limit 3/Home Limit 4, 1/3

Front: Main Phase: Pay [3] to gain control of an opposing Friend and turn this card over.

Back: [no text]

Raccoon, Scrounger (Canterlot Nights-97 C)

Yellow

Friend - Critter; 2, 0, 1

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

Vexing (If an opponent would confront this card's Problem, you may retire this card instead.) <P> Play on a Friend. If that Friend is yours, you may move it.

Rainbow Blaze, Dashing Mentor (Canterlot Nights-17 C)

Blue

Friend - Pegasus; 3, 2 Blue, 2

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)

Rainbow Dash, Ambassador of Loyalty (Equestrian Odysseys-1 U)

Blue

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

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)

Blue

Friend - Pegasus; 2, 1 Blue, 2

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)

Blue

Friend - Pegasus; 3, 3 Blue, 3

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)

Blue

Friend - Breezie; 0, 2 Blue, 0

Troublemaker Phase: Retire this card to move one of your Friends to this card's Problem.

Rainbow Dash, Crystallized (Crystal Games-13 U)

Blue

Friend - Crystal; 3, 3 Blue, 2

Prismatic <P> Main Phase: Exhaust this card and pay [2 actions] to move a Friend you control for each color this card has.

Rainbow Dash, Cutie Mark Consultant (Equestrian Odysseys-15 C)

Blue

Friend - Pegasus; 4, 0, 4

Rainbow Dash, Discorded (Absolute Discord-81 U)

Friend - Pegasus; 3, 2 Purple, 4

At the start of the Score Phase, you may move this card home.

Rainbow Dash, Dressing in Style (Canterlot Nights-Pf13 P)

White

Friend - Pegasus; 3, 1 White, 2

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)

Blue

Friend - Pegasus, Unique; 6, 6 Blue, 5

Reaction: After an opponent takes an action during their Main Phase, you may pay [1 action] to move this card.

Rainbow Dash, Flier Extraordinaire (Premiere-1 F)

Blue

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

Front: When you confront this card's Problem, if you have a Troublemaker at that Problem, turn this card over. Back: Swift (You may move this card for 1 fewer action tokens.) <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, Goosebump Giver (Canterlot Nights-18 C)

Blue

Friend - Pegasus; 2, 2 Blue, 1

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)

Blue

Friend - Pegasus, Foal; 1, 1

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> While this card is Cutie Marked, it has +1 power and Swift.

Rainbow Dash, Hanging Out (Canterlot Nights-1 U)

Blue

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

Front: Any Phase: While there are at least 2 [Pegasus] Friends at this card's Problem, you may turn this card over. Back: Swift (You may move this card for 1 fewer action tokens.) <P> At the start of a faceoff involving this card, you may ready an exhausted Friend at this card's Problem.

Rainbow Dash, On Even Ground (Equestrian Odysseys-16 R)

Blue

Friend - Pegasus; 2, 2 Blue, 2

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)

Blue Orange

Friend - Pegasus; 3, 2 Blue 2 Orange, 3

Competitive 3 <P> This card can't be frightened.

Rainbow Dash, Rainbow Crash (Absolute Discord- Pf)

Blue

Friend - Pegasus; 2, 2 Blue, 1

Opposing [Pegasus] characters here have -1 power.

Rainbow Dash, Rainbow Powered (High Magic-8 C)

Blue

Friend - Pegasus; 1, 2 Blue, 2

[blank]

Rainbow Dash, Relay Racer (Crystal Games-14 R)

Blue

Friend - Pegasus; 4, 3 Blue, 4

When you lose a faceoff involving this card, you may move this card to a Problem.

Rainbow Dash, Sonic Rainboom (Absolute Discord-194 UR)

Blue

Friend - Pegasus; 3, 4 Blue, 2

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-pf1 P)

Blue

Friend - Pegasus; 4, 2 Blue, 3

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.

This card has received errata

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)

Blue

Friend - Pegasus; 3, 2 Blue, 2

Main Phase: Exhaust this card to ready another one of your cards.

Rainbow Dash, Winged Wonder (Premiere-198 UR)

Blue

Friend - Pegasus; 3, 2 Blue, 2

Swift (You may move this card for 1 fewer action tokens.) <P> When you play this card to a Problem, you may move up to 3 of your Friends to that Problem for free.

Rainbow Dash, Zapp (High Magic-140 UR)

Blue

Friend - Pegasus, Power Pony, Chaotic; 3, 3 Blue, 4

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.

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.

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 your 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.

Rainbowshine, Cloud Wrangler (Premiere-16 C)

Blue

Friend - Pegasus; 2, 1 Blue, 2

When you move this card to a Problem, ready one of your characters there.

Randolph, High-Flying Earth Pony (Crystal Games-15 C)

Blue

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

While with at least one of your [Pegasus] characters, this card has Swift.

Rare Find, A Real Gem (Premiere-59 R)

Purple

Friend - Unicorn; 1, 2 Purple, 1

This card gets +1 power for each of your opponent's characters at its Problem.

Rarity, Ambassador of Generosity (Equestrian Odysseys-7 U)

White

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

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)

White

Friend - Unicorn; 3, 4 White, 3

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

Rarity, Big Sister (Canterlot Nights-5 P)

Yellow

Friend - Unicorn; 3, 1 Yellow, 2

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, Breeziefied (Crystal Games-70 U)

White

Friend - Breezie; 0, 2 White, 0

When you win a faceoff involving this card, you may retire it to score a point.

Rarity, Crystallized (Crystal Games-71 U)

White

Friend - Crystal; 3, 3 White, 3

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)

White

Friend - Unicorn; 4, 0, 4

Rarity, Dazzling Fashionista (Premiere-5 F)

White

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

Front: When you score at least 2 points with this card during one Score Phase, turn this card over. Back: Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.) <P> Your opponent must pay +[1 action] to move a character to this card's Problem.

This card has received errata

Rarity, Discarded (Absolute Discord-82 U)

Friend - Unicorn; 3, 2 Orange, 2

At the end of each opponent's turn, that player discards a card.

Rarity, Dragon Charmer (Canterlot Nights-77 U)

White

Friend - Unicorn; 4, 2 White, 3

Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.)<P>When you win a Troublemaker faceoff involving this card, score an additional point.

Rarity, Dragon Charmer (Premiere-pf5 P)

White

Friend - Unicorn; 4, 2 White, 3

Inspired <P> When you win a Troublemaker faceoff involving this card, score an additional point.

Rarity, Dressmaker (Canterlot Nights-6 U)

White

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

Front: When you play a Resource on one of your Friends, turn this card over. Back:

Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.)<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)

White

Friend - Unicorn, Unique; 6, 6 White, 5

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, Equestria Games Designer (Crystal Games-72 R)

White

Friend - Unicorn; 2, 3 White, 2

While this card has power higher than any other Friend here, you may pay [1 action] less to play Accessories.

Rarity, Growing Up (Marks In Time-46 C)

White

Friend - Unicorn, Foal; 1, 1

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> While this card is Cutie Marked, it has +1 power and Showy 1.

Rarity, Hairity (Absolute Discord- Pf)

White

Friend - Unicorn; 2, 2 White, 1

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)

Blue White

Friend - Unicorn; 3, 1 Blue 1 White, 4

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)

White

Friend - Unicorn; 3, 3 White, 3

This card has +2 power for each opponent's Troublemaker in play.

Rarity, Mover and Shaker (Canterlot Nights-8 U)

White

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

Front: When you confront this card's Problem with at least 2 other [white] characters, turn this card over. Back: Your opponent pays +[1 action] to play Events.

Rarity, Nest Weaver (Premiere-77 U)

White

Friend - Unicorn; 3, 3 White, 2

Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.) <P> When you play this card, you may search your discard pile for a card and put it into your hand.

Rarity, Radiance (High Magic-145 UR)

White

Friend - Unicorn, Power Pony; 4, 4 White, 4

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)

White

Friend - Unicorn; 1, 2 White, 2

[blank]

Rarity, Soprano (Equestrian Odysseys-212 UR)

Pink White

Friend - Unicorn, Pony Tone; 2, 1 Pink 1 White, 2

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)

White

Friend - Unicorn, Chaotic; 1, 0, 1

Chaos: When this card is flipped, banish a Friend involved in the faceoff, then banish this card.

Rarity, Truly Outrageous (Premiere-206 UR)

White

Friend - Unicorn; 3, 2 White, 2

When you confront this card's Problem, you may move this card home to score points equal to that Problem's bonus.

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.

Raven, Event Organizer (Crystal Games-54 C)

Purple

Friend - Unicorn; 2, 2 Purple, 2

Teamwork <P> When you play an Event, this card gets +1 power until the end of the turn.

Raze This Barn (Premiere-189 U)

Problem;

[4 orange] + [3 non-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.

Red Dragon (Canterlot Nights-163 U)

Troublemaker; 2, 6

At the start of your opponent's Troublemaker Phase, they may pay [2 actions] to turn this card face-down.

Red Gala, Favorite Cousin (Premiere-33 C)

Orange

Friend - Earth Pony; 2, 0, 2

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.

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.

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.

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.

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)

White

Friend - Unicorn; 1, 1 White, 1

Main Phase: Exhaust this card to uncover a Troublemaker at its Problem.

This card has received errata

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.

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.

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] characters here flips an additional card.

Rocky (Absolute Discord-143 C)

Resource - Asset; 1, 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 pink] + [3 orange], [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)

Purple

Friend - Crystal; 3, 0, 2

While with another of your Crystal characters, this card has Studious.

Roseluck, Fainthearted Filly (Canterlot Nights-79 U)

White

Friend - Earth Pony; 4, 0, 3

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)

White

Friend - Earth Pony; 1, 1 White, 1

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 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 action].

Royal Dress Rehearsal (Canterlot Nights-184 U)

Problem;

[2 white] + [1 non-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)

Orange

Friend - Pegasus; 2, 4 Orange, 1

At the end of your turn, draw a card from the bottom of your deck.

Royal Riff, Songster (Premiere-78 C)

White

Friend - Earth Pony; 1, 3 White, 1

Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.)

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.

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].

Rumble, Fast Learner (Canterlot Nights-20 C)

Blue

Friend - Pegasus, Foal; 2, 0, 1

Main Phase: Exhaust this card to move it.

Runaway Cart (Premiere-190 U)

Problem;

[1 orange] + [1 non-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.

Sapphire Shores, Costume Changer (Canterlot Nights-80 C)

White

Friend - Earth Pony; 2, 0, 2

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)

White

Friend - Unicorn, Chaotic; 3, 4 White, 2

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)

White

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

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)

Pink

Friend - Pegasus; 2, 0, 1

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)

White

Friend - Unicorn; 2, 2 White, 2

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 action].

Save the Day (High Magic-131 R)

Problem;

[3 yellow] + [3 blue], [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

Vexing (If an opponent would confront this card's Problem, you may retire this card instead.) <P> Play on a Problem <P> Pay [1] less for your first Event each turn, to a minimum of [1].

Savoir Fare, Snooty Server (Premiere-72 R)

White

Friend - Earth Pony; 2, 2 White, 2

Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.) <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.

Scootaloo, Creature Catcher (Premiere-17 R)

Blue

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

Main Phase: Exhaust this card to play a Troublemaker for free.

Scootaloo, Cutie Mark Crusader (Marks In Time-1 F)

Blue

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

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)

Blue

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

Competitive 2

Scootaloo, Fan Club Founder (Canterlot Nights-21 U)

Blue

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

Supportive 1 (+1 power while at a Problem with your Mane Character that shares a color with this card.)<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)

Blue

Friend - Pegasus, Foal; 1, 3 Blue, 1

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)

Blue

Friend - Pegasus, Foal, Unique; 2, 1 Blue, 2

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> While this card is Cutie Marked, it has Competitive 2. <P> When one of your Friends becomes Cutie Marked, you may move one of your characters to that Friend's Problem.

Scootaloo, Practice Makes Perfect (Absolute Discord-28 R)

Orange

Friend - Pegasus, Foal, Chaotic; 3, 3 Orange, 3

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)

Blue

Friend - Pegasus, Foal, Performer; 2, 1 Blue, 2

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)

Blue

Friend - Pegasus, Foal; 3, 3

While your Mane Character is [blue], this card has Competitive 2.

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.

Scope Things Out (Equestrian Odysseys-136 U)

Event; 1, 4 purple, 4

Immediate: Draw 4 cards, then put 3 cards 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 action] 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.

Screwball, Topsy Turvy (Absolute Discord-38 R)

Pink

Friend - Earth Pony; 3, 3 Pink, 1

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)

Pink

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

Your opponents can't confront this card's Problem unless they have at least 3 characters at that Problem.

This card has received errata

Screwy, One With the Pack (Equestrian Odysseys-91 R)

Yellow

Friend - Earth Pony; 3, 3 Yellow, 2

During faceoffs, this card has +2 power for each of your Critter characters here.

Sea Swirl, Porpoiseful (Premiere-93 R)

Yellow

Friend - Unicorn; 3, 1 Yellow, 2

Main Phase: Exhaust this card at a Problem to move up to 3 of your [Critter] Friends to that Problem.

Seabreeze, Breezie Boss (High Magic-63 R)

Yellow

Friend - Breezie; 2, 2 Yellow, 2

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.

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 action] 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.

Sealed Scroll, Studious Scribe (Canterlot Nights-60 C)

Purple

Friend - Earth Pony; 1, 2 Purple, 1

Studious (When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].)

Secret Mission (Rock and Rave-7 F)

Problem;

[2 pink] + [2 purple], [6 wild], 2

Players need +1 [wild] to confront this Problem for each of their opponent's Friends here.

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.

Sheriff Silverstar, Confident Constable (Crystal Games-27 C)

Orange

Friend - Earth Pony; 3, 0, 3

While an opponent's Mane Character is at home, this card can't be frightened.

Sheriff Silverstar, Search Warrant (Equestrian Odysseys-32 U)

Orange

Friend - Earth Pony; 3, 3 Orange, 2

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)

Blue

Friend - Unicorn, Royalty; 3, 2 Blue, 3

While this card is involved in a faceoff, it has +2 power

Shining Armor, Bastion Brother (Equestrian Odysseys-94 U)

Blue Purple

Friend - Unicorn, Royalty; 2, 1 Blue 1 Purple, 2

Competitive 2 <P> When you win a Troublemaker faceoff, gain [1].

Shining Armor, Captain of the Guard (Canterlot Nights-61 R)

Purple

Friend - Unicorn; 3, 2 Purple, 2

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)

Purple

Friend - Crystal, Royalty; 3, 3 Purple, 0

This card has +1 power for each card in your hand.

Shining Armor, Soldier in Training (Marks In Time-12 C)

Blue

Friend - Unicorn; 3, 4 Blue, 4

Competitive 3

Shining Armor, Team Trainer (High Magic-21 U)

Orange

Friend - Unicorn, Royalty; 3, 3 Orange, 3

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)

Blue

Mane Character - Unicorn, Royalty/Alicorn, Royalty; Home Limit 3/Home Limit 4, 1/3

FRONT: At the start of a Problem faceoff, you may pay [1 action] 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)

Orange

Friend - Pegasus; 3, 2 Orange, 2

Reaction: When you flip a card, exhaust this card to ignore that card and flip another card.

This card has received errata

Shooting Star, Tale Teller (Canterlot Nights-22 C)

Blue

Friend - Earth Pony; 3, 1 Blue, 3

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.

This card has received errata

Silver Frames, Art Curator (Canterlot Nights-81 C)

White

Friend - Earth Pony; 2, 3 White, 2

Inspired (At the start of your Main Phase, look at the top card of an opponent's deck and put it on either the top or the bottom of that deck.)

Silver Shill, Secrets and Lies (High Magic-22 R)

Orange

Friend - Earth Pony; 3, 2 Orange, 3

Vexing <P> When this card leaves play, you may put a +1 counter on a character.

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 action] to exhaust a character. <p> Main Phase: Retire this card to give one of your characters [orange] until the end of the phase.

Silver Spanner, Dumpster Diver (Crystal Games-57 C)

Purple

Friend - Unicorn; 1, 0, 1

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)

Orange

Friend - Unicorn; 3, 1 Orange, 2

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.

This card has received errata

Silver Spoon, High and Mighty (Marks In Time-72 U)

Purple White

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

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)

Orange

Friend - Pegasus; 4, 3 Orange, 3

Stubborn <P> Main Phase: Exhaust one of your [earth pony] characters here to exhaust an opponent's Friend here.

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, 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.

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.

Skunk, Lil Stinker (High Magic-72 U)

Yellow Blue

Friend - Critter; 1, 1 Yellow 1 Blue, 1

Troublemakers here have -2 power.

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.

Smart Cookie, Equestrian Founder (Marks In Time-21 C)

Orange

Friend - Earth Pony; 2, 1 Orange, 2

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, 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.

Snails, Deep Thinker (Canterlot Nights-49 C)

Pink

Friend - Unicorn, Foal; 3, 2 Pink, 2

Main Phase: Exhaust this card.<P>While this card is exhausted, your opponent needs +[2 wild] to confront this card's Problem.

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, Schemer (Canterlot Nights-50 R)

Pink

Friend - Unicorn, Foal; 3, 2 Pink, 2

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<P>Main Phase: Exhaust this card and spend 2 cards from beneath it to dismiss an opponent's Friend at this card's Problem.

Snips & Snails, Dynamic Duo (Premiere-49 R)

Pink

Friend - Unicorn, Foal; 4, 3 Pink, 3

Your opponent needs +[1 wild] to confront this card's Problem.

Snips & Snails, Joined at the Horn (High Magic-32 C)

Pink

Friend - Unicorn, Foal; 3, 1 Pink, 4

Hasty <P> As an additional cost to play this card, retire a Friend.

Snips & Snails, Minor Problem (Equestrian Odysseys-100 U)

Pink Orange

Friend - Unicorn, Foal; 4, 2 Pink 2 Orange, 4

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)

Pink

Friend - Unicorn, Foal; 2, 3 Pink, 3

Main Phase: Exhaust and retire this card to replace its Problem.

Snips & Snails, Stage Magicians (Absolute Discord-39 F)

Pink

Friend - Unicorn, Foal; 3, 3 Pink, 1

This card has +1 power for each card in your opponent's hand.

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)

Blue

Friend - Pegasus; 4, 2 Blue, 4

Competitive 2

Soarin, Pie Powered (High Magic-68 R)

Blue Pink

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

Immediate: Retire a Friend to give this card +2 power until the end of the turn.

Soarin, Team Player (Crystal Games-17 C)

Blue

Friend - Pegasus; 2, 4 Blue, 2

Teamwork, 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 non-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, Enterprising Astronomer (Premiere-19 R)

Blue

Friend - Pegasus; 1, 1 Blue, 1

When you play a [Pegasus] Friend to this card's Problem, you may exhaust this card. If you do, gain [1 action].

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.

Sonata Dusk, Siren's Call (High Magic-33 SR)

Pink

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

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.

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.

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.

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 non-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.

Spike, Assistant Librarian (Canterlot Nights-62 R)

Purple

Friend - Dragon; 2, 2 Purple, 1

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)

Blue

Friend - Dragon; 2, 1 Blue, 0

Swift (You may move this card for 1 fewer action tokens) <P> Main Phase: Pay [1 action] to give this card +1 power until the end of the turn.

Spike, Crystal Hero (Crystal Games-2 F)

Purple

Mane Character - Dragon; Home Limit 3/Home Limit 4, 1/3

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)

Blue

Friend - Dragon; 4, 2 Blue, 4

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, Hum Drum (High Magic-41 R)

Purple

Friend - Dragon; 3, 2 Purple, 3

Vexing <P> When this card leaves play, you may move an opposing character.

Spike, Number One Assistant (Equestrian Odysseys-60 SR)

Purple

Friend - Dragon; 2, 4 purple, 2

Main Phase: Exhaust this card to banish an Event from your discard pile. <P> Main

Phase: Banish this card to put all Events banished this way into your hand.

Spike, Statuesque (Crystal Games-29 R)

Orange

Friend - Dragon; 3, 3 Orange, 3

When this card enters play, it gets +3 power until the end of turn.

Spike, The New Rainbow Dash (Absolute Discord-14 R)

Blue

Friend - Dragon, Chaotic; 2, 2 Blue, 2

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)

White

Friend - Dragon; 2, 0, 2

Spike, Ultimate Host (Marks In Time-69 R)

Pink Yellow

Friend - Dragon; 2, 3 Pink 3 Yellow, 2

When another one of your Friends enters play here, that Friend and this card get +1 power until the end of the turn.

Spike, The Brave and Glorious (Crystal Games-192 UR)

Orange

Mane Character - Dragon; Home Limit 4/Home Limit 4, 1/3

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, Take a Letter (Premiere-124 U)

Event - Gotcha; 0, 2 Purple, 5

Troublemaker Faceoff Reaction: Play when you defeat a Troublemaker. Gain [2 actions].

Spitfire, Cloudsdale Captain (Crystal Games-193 UR)

Blue

Friend - Pegasus; 2, 2 Blue, 1

Teamwork <P> During faceoffs involving this card, this card has +1 power.

Spitfire, On the Wing (Equestrian Odysseys-20 C)

Blue

Friend - Pegasus; 2, 0, 2

Spitfire, Wing Leader (High Magic-12 SR)

Blue

Friend - Pegasus; 3, 3 Blue, 3

When this card enters play, you may put three [1 blue] Pegasus Friend tokens with Swift into play.

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 actions] 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.

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)
Purple White
Friend - Earth Pony; 5, 3 Purple 3 White, 5
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.

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)
Purple
Friend - Earth Pony; 3, 3 Purple, 2
Studios (When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].) <P> This card gets +2 power for each of your opponent's characters at its Problem.

Spring Step, Multitalented (Crystal Games-73 F)
White
Friend - Pegasus; 3, 3 White, 3
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)
Blue
Friend - Pegasus; 4, 2 Blue, 3
Swift (You may move this card for 1 fewer action tokens.)

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.

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.

This card has received errata

Star Spur, Appleoosan Deputy (Equestrian Odysseys-33 C)

Orange

Friend - Earth Pony; 3, 0, 3

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 your deck.

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, Apocalypse Now (Marks In Time-36 SR)

Purple

Friend - Unicorn; 3, 3 Purple, 2

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)

Purple

Friend - Unicorn, Foal; 2, 1 Purple, 2

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

(It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked 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

At the start of your turn, each player reveals and banishes 2 cards from the top of their deck. <P> When a card is 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, Time of Her Life (Marks In Time-135 UR)

Purple

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

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.)

Starry Eyes, Space Cadet (Canterlot Nights-63 C)

Purple

Friend - Pegasus; 2, 0, 1

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.

This card has received errata

Steam Roller, Juggernaut (Canterlot Nights-38 C)

Orange

Friend - Pegasus; 3, 1 Orange, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<P>While this card has at least 1 card beneath it, it can't be dismissed or frightened.

Steven Magnet, Great Guy (Absolute Discord-63 U)

White

Friend - Ally, Sea Serpent; 1, 3 White, 1

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)

White

Friend - Ally, Sea Serpent; 3, 2 White, 3

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.

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.

Storming the Villain's Lair (Canterlot Nights-186 C)

Problem;

[2 blue] + [1 non-blue], [4 wild], 1

When a Troublemaker is played here, its controller may pay [2 actions] 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.

Strut Your Stuff (Equestrian Odysseys-197 U)

Problem;

[2 white] + [4 wild], [6 wild], 1

Friends here with Resources on them have +2 power.

Study Session (Crystal Games-153 R)

Resource - Asset; 2, 2 Purple, 4

Play to your home.<P>Opposing Friends enter play exhausted.

Sugar Belle, Fresh From the Oven (High Magic-34 C)

Pink

Friend - Unicorn; 3, 1 Pink, 2

Hasty <P> When you confront this card's Problem, you may draw a card.

Sugar Belle, Takes the Cake (Equestrian Odysseys-213 UR)

White Pink

Friend - Unicorn; 3, 3 White 3 Pink, 3

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)

White

Friend - Pegasus; 2, 0, 2

Sunny Rays, One Bright Mare (Premiere-62 R)

Purple

Friend - Pegasus; 2, 2 Purple, 2

When you play this card, you may look at the top 2 cards of your deck and put them back in any order.

This card has received errata

Sunny Smiles, Iconic Friend (Premiere-34 R)

Orange

Friend - Earth Pony; 3, 2 Orange, 3

When an opponent discards a card, this card gets +1 power until the end of the turn.

Sunset Shimmer, Clever Girl (Absolute Discord-198 UR)

Purple

Friend - Unicorn; 2, 1 Purple, 2

When an opponent plays a card, you may discard a card that shares a type with that card to gain [1].

Sunset Shimmer (Canterlot Nights-164 R)

Troublemaker; 2, 5

When this Troublemaker is uncovered, you may pay 3 actions. 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.

Sunshower, Storm Spotter (Equestrian Odysseys-92 C)

Yellow

Friend - Pegasus; 2, 0, 2

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, Outta Nowhere (Crystal Games-45 R)

Pink

Friend - Pegasus; 3, 3 Pink, 1

When this card enters play, you may dismiss an opponent's exhausted Friend.

Surprise, Party Pegasus (Premiere-50 R)

Pink

Friend - Pegasus; 3, 3 Pink, 1

When you play this card to a Problem with a face-up Troublemaker, turn that Troublemaker face-down.

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.

Svengallop, Heavy-Hooved (Marks In Time-64 U)

Blue White

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

When an opposing Friend enters play here, you may pay [1] to frighten it.

Swan Song, Fun-loving Debutante (Canterlot Nights-52 C)

Pink

Friend - Unicorn; 1, 2 Pink, 1

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<P>This card has +1 power for each card beneath it.

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 action] 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)

Blue

Friend - Unicorn, Foal; 1, 1 Blue, 1

Caretaker

Sweetie Belle, Cutie Mark Crusader (Marks In Time-3 F)

White

Mane Character - Unicorn, Foal; Home Limit 3/Home Limit 4, 1/3

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)

White

Friend - Unicorn, Foal; 2, 1 White, 1

When you win a faceoff involving this card and Rarity, you may exhaust this card to score a point.

Sweetie Belle, Forever a Crusader (Marks In Time-48 SR)

White

Friend - Unicorn, Foal, Unique; 2, 1 White, 2

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. <P> 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.

Sweetie Belle, Forsooth and Anon (High Magic-53 C)

White

Friend - Unicorn, Foal; 2, 2

While your Mane Character is [white], this card has Showy 1.

Sweetie Belle, Just a Snag (Equestrian Odysseys-76 C)

White

Friend - Unicorn, Foal; 2, 1 White, 2

When this card enters play, you may put an Accessory from your discard pile into your hand.

Sweetie Belle, Showstopper (Crystal Games-74 C)

White

Friend - Unicorn, Foal, Performer; 2, 1 White, 2

Main Phase: Exhaust this card and pay [1 action] 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)

White

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

Main Phase: Pay [1] to give this card Showy 3 until the start of your next turn.

Sweetie Drops, Secret Agent (Equestrian Odysseys-31 F)

Orange

Friend - Earth Pony; 2, 2 Orange, 3

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)

Blue

Friend - Pegasus; 1, 0, 1

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.

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.

Tall Order, Council Colt (Canterlot Nights-64 F)

Purple

Friend - Earth Pony; 3, 1 Purple, 3

Pumped (After a faceoff involving this card, you may banish a card you flipped to beneath this card.)<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)

Orange

Friend - Earth Pony; 8, 4 Orange, 6

You may pay [1 action] 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)

Blue

Friend - Critter; 3, 3

While with another one of your [blue] Friends, this card has Competitive 2.

Tank, Burrower (Equestrian Odysseys-21 C)

Blue

Friend - Critter; 2, 0, 2

When this card enters play, you may draw a card and discard a card.

Tank, Flying Tortoise (Absolute Discord-16 U)

Blue

Friend - Critter; 3, 3 Blue, 3

When you play the last card in your hand, you may move this card.

Tank, Loyal Pet (Crystal Games-18 C)

Blue

Friend - Critter; 2, 1 Blue, 1

While with your Rainbow Dash, this card has +1 power.

Tank, Shell Shock (High Magic-13 R)

Blue

Friend - Critter; 3, 2 Blue, 3

Vexing <P> When this card leaves play, you may frighten a Friend.

Tantabus, Night Terror (High Magic-150 UR)

Troublemaker - Chaotic; 0, 4

Chaos: All players lose their action tokens. <P> At the end of each player's turn, that player loses [1].

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.

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.

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.

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 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 wild].

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. 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.

This card has received errata

The Element of Laughter, Tons of Fun (Absolute Discord-204 UR)

Resource - Artifact, Unique; 2, 3 Pink, 7

Play to your home. 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 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.

This card has received errata

The Element of Surprise, Element of Disharmony (Absolute Discord-150 R)

Resource - Artifact, Unique; 2, 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 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

Vexing (If an opponent would confront this card's Problem, you may retire this card instead.) <P> Play on a Friend. If that Friend is not yours, you may exhaust it.

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 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.

This card has received errata

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 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 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 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 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 non-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 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 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)
Yellow
Friend - Ally; 3, 2 Yellow, 3
Calming 2, 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
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, 4
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 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 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 non-yellow], [6 wild], 2

When this Problem is played, its owner may move one of their [Critter] Friends here from home for free.

Threat Against Canterlot (Canterlot Nights-187 U)

Problem;

[4 orange] + [3 non-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, Nerves of Steel (Crystal Games-31 C)

Orange

Friend - Pegasus; 3, 4 Orange, 1

Teamwork <P> This card can't be frightened.

Thunderlane, Unsung Hero (Marks In Time-14 R)

Blue

Friend - Pegasus; 4, 4 Blue, 5

Hasty, Diligent 2 <P> Immediate: Remove a +1 power counter from this card to move this card.

Tight Ship, Meticulous Planner (Crystal Games-58 R)

Purple

Friend - Pegasus; 3, 4 Purple, 3

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 actions] or dismiss it. <P> Your opponent must pay +[2 actions] to play a Friend to this card's Problem

This card has received errata

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 purple] + [3 pink], [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.

Toe-Tapper, Tenor (Equestrian Odysseys-101 U)

Pink Orange

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

When this card enters play, you may draw 3 cards, then discard 1.

Tom, Rolling Rock (Absolute Discord-40 U)

Pink

Friend - Ally, Rock, Chaotic; 3, 4 Pink, 1

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 Pinkie Pies (Canterlot Nights-188 R)

Problem;

[2 pink] + [1 non-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)

Purple

Friend - Unicorn; 2, 1 Purple, 1

This card's Problem has 0 bonus points.

Torch Song, Alto (Equestrian Odysseys-49 C)

Pink

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

When this card enters play, you may search your deck for a Pony Tone card, reveal it, and put it into your hand.

Totally Lost (Equestrian Odysseys-200 C)

Problem;

[5 wild], [7 wild], 1

Starting Problem.

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 white] + [2 orange], [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 at the start of your next turn. <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 action] 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.

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].

This card has received errata

Tree Hugger, Animal Magnetism (High Magic-146 UR)

Yellow

Friend - Earth Pony; 3, 1 Yellow, 3

Immediate: Pay [2] to move up to 2 of your Critter Friends.

Tree Hugger, Calming Auditory Therapy (Equestrian Odysseys-214 UR)

Yellow White

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

Opposing Troublemakers don't prevent you from confronting this card's Problem.

Tree Hugger, Varmint Vocalizations (Marks In Time-57 SR)

Yellow

Friend - Earth Pony; 2, 1 Yellow, 2

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)

Orange White

Friend - Unicorn; 3, 3 Orange 3 White, 3

Showy 1, Diligent 2 <P> Players' home limits are reduced by 1.

Trenderhoof, Trailblazer (Absolute Discord-199 UR)

White

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

Cards in play have Unique.

Trenderhoof, Travel Writer (Crystal Games-75 U)

White

Friend - Unicorn; 2, 2 White, 2

Teamwork <P> When this card leaves play, you may pay [1 action] to put another card from your discard pile into your hand.

Trenderhoof, Trying Too Hard (Equestrian Odysseys-34 C)

Orange

Friend - Unicorn; 2, 4 Orange, 3

Diligent 1

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 action] to choose an opponent's character at a Problem. Move it home.

Trixie, Big Boaster (Absolute Discord-49 U)

Purple

Friend - Unicorn; 2, 1 Purple, 1

While an opponent's boosted Mane Character is here, this card's Problem can't be confronted.

Trixie, Center Stage (High Magic-42 U)

Purple

Friend - Unicorn; 3, 2 Purple, 3

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)

Purple

Friend - Unicorn; 3, 3 Purple, 2

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, Highest Level Unicorn (High Magic-149 UR)

Troublemaker - Epic; 2, 6

Villain <P> Friends here lose and can't have abilities.

Trixie, Rock Farmer (Equestrian Odysseys-35 C)

Orange

Friend - Unicorn; 2, 0, 2

Trixie, The Great and Powerful Showoff (Crystal Games-197 UR)

Purple

Friend - Unicorn; 2, 3 Purple, 2

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)

Purple

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

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.

Trouble Shoes, Rodeo Clown (Equestrian Odysseys-102 R)

Pink Orange

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

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)

Purple

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

When an opponent moves a character, you may exhaust this card to gain [1].

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.

Twilight Sky, Stanchion Stallion (Canterlot Nights-82 R)

White

Friend - Earth Pony; 3, 4 White, 2

When an opponent moves a Friend to this card's Problem, that opponent may pay [1 action]. If they don't, exhaust that Friend.

Twilight Sparkle, All-Team Organizer (Premiere-64 C)

Purple

Friend - Unicorn; 3, 2 Purple, 2

Main Phase: Exhaust this card to gain [1 action] until the end of the phase.

Twilight Sparkle, Break Dancer (Canterlot Nights-9 P)

Pink

Friend - Unicorn; 3, 1 Pink, 2

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)

Purple

Friend - Breezie; 0, 2 Purple, 0

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)

Purple

Friend - Crystal; 3, 3 Purple, 3

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)

Purple

Friend - Unicorn; 4, 0, 4

Twilight Sparkle, Discarded (Absolute Discord-83 U)

Friend - Unicorn; 3, 2 Blue, 2

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)

Purple

Friend - Unicorn, Unique; 6, 6 Purple, 5

You pay [1 action] 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)

Purple

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

Front: When you win a faceoff involving this card, turn this card over. Back: Studious (When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].) <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.

This card has received errata

Twilight Sparkle, Friendship is Magic (Celestial Solstice-f1 F)

Purple

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

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)

Purple

Mane Character - Unicorn; Home Limit 3/Home Limit 4, 1/3

Front: When you play an Event, turn this card over and exhaust it. Back: Studious (When you win a faceoff involving at least one of your characters with this keyword, gain [1 action].) <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)

Purple

Friend - Unicorn, Foal; 1, 1

Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it. You can't Cutie Mark a Cutie Marked card.) <P> While this card is Cutie Marked, it has +1 power and Meticulous 1.

Twilight Sparkle, Noted Speaker (Canterlot Nights-197 UR)

Purple

Friend - Unicorn; 3, 3 Purple, 0

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, Research Student (Premiere-pf4 P)

Purple

Friend - Unicorn; 2, 2 Purple, 1

Studious <P> When you confront this card's Problem, you may move this card home to gain [1 action].

Twilight Sparkle, Twilight Flopple (Absolute Discord- Pf)

Purple

Friend - Unicorn; 2, 2 Purple, 2

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)

Purple

Friend - Unicorn; 3, 3 Purple, 4

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. This card has received errata

Twilight Sparkle, Zeroed Out (Equestrian Odysseys-95 U)

Blue Purple

Friend - Unicorn; 2, 2 Blue 2 Purple, 2

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)

Purple

Friend - Unicorn; 2, 3 Purple, 2

Supportive 2 (+2 power while at a Problem with your Mane Character that shares a color with this card.)

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.

Twinkleshine, Compulsive Helper (Marks In Time-39 U)

Purple

Friend - Unicorn, Foal; 2, 1 Purple, 2

When an opponent confronts this card's Problem, you may exhaust this card to gain [1].

Twinkleshine, Experimental Magic (High Magic-80 U)

Purple Pink

Friend - Unicorn; 2, 2 Purple 2 Pink, 2

Immediate: Retire this card to put a Troublemaker into play face-up at this card's Problem.

Twinkleshine, Outside the Box (Absolute Discord-51 C)

Purple

Friend - Unicorn; 2, 3 Purple, 2

Inspired

Twinkleshine, Overachiever (Rock and Rave-3 F)

Purple

Friend - Unicorn; 3, 1 Purple, 3

While you have at least 3 cards in your hand, this card has +1 power.

Twist, Such a Treat (Crystal Games-46 C)

Pink

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

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 reduce the cost of the next card you play this turn by [2 actions].

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

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 your deck.

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 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)

Pink Yellow

Friend - Ally; 2, 2 Pink 2 Yellow, 2

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.

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.

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 [wild] to confront this 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)

White

Friend - Earth Pony; 4, 3 White, 3

Main Phase: Exhaust this card and pay [1 action] 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.

Want it, Need it! (Premiere-195 U)

Problem;

[3 orange] + [2 non-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.

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.

Weather Mare, Shocking! (Absolute Discord-17 R)

Blue

Friend - Pegasus; 1, 0, 1

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)

Yellow

Friend - Pegasus; 2, 0, 2

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.

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.

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.

This card has received errata

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)

White

Friend - Pegasus; 2, 0, 1

Your [unicorn] characters here can't be moved by opponents.

Whitewash, Amiable Aviator (Canterlot Nights-98 C)

Yellow

Friend - Pegasus; 1, 2 Yellow, 2

Who is Gabby Gums? (Premiere-180 C)

Problem;

[4 white] + [3 non-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 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.

This card has received errata

Wild Fire, Speed Racer (Premiere-10 R)

Blue

Friend - Pegasus; 2, 2 Blue, 2

When you move this card to a Problem, you may move another one of your characters to the same Problem for free.

Wild Manticore (Premiere-159 U)

Troublemaker; 2, 4

During faceoffs involving this card, flip an additional card.

This card has received errata

Wind Rider, Dirty Pool (Marks In Time-140 UR)

Blue White

Friend - Pegasus; 4, 2 Blue 2 White, 4

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.

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.

Winona, Best Dog (Marks In Time-22 C)

Orange

Friend - Critter; 3, 3

While with another one of your [orange] Friends, this card has Stubborn.

Winona, Dependable Pet (Crystal Games-32 C)

Orange

Friend - Critter; 3, 2 Orange, 3

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

Winona, Good Girl! (High Magic-23 C)

Orange

Friend - Critter; 2, 1 Orange, 2

Persistent

Winona, On the Scent (Premiere-94 C)

Yellow

Friend - Critter; 1, 0, 1

Main Phase: Exhaust this card to look at a face-down Troublemaker at its Problem.

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.

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 actions] to score 2 points.

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.

Wrapping Up Winter (Premiere-196 U)

Problem;

[4 purple] + [3 non-purple], [8 wild], 3

The first player to play a Friend to this Problem gains [2 actions].

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.

Yoink! (Crystal Games-124 R)

Event - Gotcha; 0, 3 Pink, 3

Faceoff: Dismiss a Friend with power greater than its cost.

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, Everfree Guru (Premiere-204 UR)

Purple

Friend - Zebra; 3, 3 Purple, 1

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)

Purple

Friend - Zebra; 3, 3 Purple, 3

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)

Purple

Friend - Zebra; 3, 2 Purple, 3

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)

Purple

Friend - Zebra; 1, 1 Purple, 1

Supportive 1 (+1 power while at a Problem with your Mane Character that shares a color with this card.)

Zecora, Mysterious and Spooky (Equestrian Odysseys-96 R)

Blue Purple

Friend - Zebra; 3, 2 Blue 2 Purple, 3

When this card enters play, banish another Friend. At the end of the turn, put that card into play frightened.

Zipporwhill, Pet Collector (Marks In Time-58 R)

Yellow

Friend - Pegasus, Foal; 1, 3 Yellow, 1

Your Critter Friends do not count against your home limit. <P> Main Phase: Pay [2] to Cutie Mark this card. (It becomes Cutie Marked and you put a +1 power counter on it.

You can't Cutie Mark a Cutie Marked card.) <P> When this card becomes Cutie Marked, put 2 [1 yellow] Critter Friend tokens into play.

Zipporwhill, Puppy Addict (High Magic-83 R)

Yellow Purple

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

When one of your Critters enters play here, you may move an opposing character.