

 Queen Chrysalis
Overt Operations 1

START

 CHANGELING • ROYALTY
Home Limit 4

Main Phase: Pay ③ to turn this card over.

"Sowing distrust is just the first layer of the plan."

#3 U

 Queen Chrysalis
Overt Operations 3

BOOSTED

 CHANGELING • ROYALTY
Home Limit 4

As an opponent plays their first non-Troublemaker card each turn, they may pay ⑧, where X is that card's cost. If they don't, cancel that card.

As an opponent plays a card, if it is the third card they have attempted to play this turn, turn this card over.

"It's time to drop the facade and attack!"

 Firelight
Bringing Up the Past 1

COST
①
②
②

 FRIEND
UNICORN

When this card enters play, if you didn't play it from your hand, put two +1 power counters on this card.

You may play this card from your discard pile by banishing another card from your discard pile as an additional cost.

"It's all about the history and what happened in it!"

#68 U

 Firelight
Bringing Up the Past 1

COST
①
②
②

 FRIEND
UNICORN

When this card enters play, if you didn't play it from your hand, put two +1 power counters on this card.

You may play this card from your discard pile by banishing another card from your discard pile as an additional cost.

"It's all about the history and what happened in it!"

#68 U

 Burnt Oak
Long Stories 3

COST
③
③
③

 FRIEND
EARTH PONY

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

"I knew your Pa back when we were both colts, and Celestia knows we got into trouble together."

#67 R

 Burnt Oak
Long Stories 3

COST
③
③
③

 FRIEND
EARTH PONY

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

"I knew your Pa back when we were both colts, and Celestia knows we got into trouble together."

#67 R

 Lotus Blossom
Full-Coat Scrub 2

COST
②

 FRIEND
EARTH PONY

When this card enters play, choose one of your characters and a color. That character has that color until the end of the turn.

"Seaweed wrap and mud bath coming right up!"

#76 C

 Lotus Blossom
Full-Coat Scrub 2

COST
②

 FRIEND
EARTH PONY

When this card enters play, choose one of your characters and a color. That character has that color until the end of the turn.

"Seaweed wrap and mud bath coming right up!"

#76 C

 Lotus Blossom
Full-Coat Scrub 2

COST
②

 FRIEND
EARTH PONY

When this card enters play, choose one of your characters and a color. That character has that color until the end of the turn.

"Seaweed wrap and mud bath coming right up!"

#76 C

Snack Stand 2

COST
2



RESOURCE • ASSET

Play to your home.
As this card enters play, choose a color.
Immediate: Exhaust this card to pay 1 less to play your next Friend with the chosen color this turn.

"What flavor do you want? I got blue raspberry, orange, bubble gum, grape, mint and mango!" – Bulk Biceps

#123 U

Snack Stand 2

COST
2



RESOURCE • ASSET

Play to your home.
As this card enters play, choose a color.
Immediate: Exhaust this card to pay 1 less to play your next Friend with the chosen color this turn.

"What flavor do you want? I got blue raspberry, orange, bubble gum, grape, mint and mango!" – Bulk Biceps

#123 U

Snack Stand 2

COST
2



RESOURCE • ASSET

Play to your home.
As this card enters play, choose a color.
Immediate: Exhaust this card to pay 1 less to play your next Friend with the chosen color this turn.

"What flavor do you want? I got blue raspberry, orange, bubble gum, grape, mint and mango!" – Bulk Biceps

#123 U

Summoning Bell 5

COST
1
2



RESOURCE • ACCESSORY

Play on one of your Friends.
Main Phase: Exhaust this card to put a 1 Unicorn Friend token with **Prepared** into play at that Friend's Problem.

Being a high society pony does have its perks.

#125 C

Summoning Bell 5

COST
1
2



RESOURCE • ACCESSORY

Play on one of your Friends.
Main Phase: Exhaust this card to put a 1 Unicorn Friend token with **Prepared** into play at that Friend's Problem.

Being a high society pony does have its perks.

#125 C

Pie Family Rock Quarry 5

COST
2
1



RESOURCE • LOCATION

Play to your home.
Main Phase: Pay 1 to exhaust this card. When this card readies, put a 3 Rock Friend token into play.

Please allow 4-6 weeks for delivery.

#120 U

Pie Family Rock Quarry 5

COST
2
1



RESOURCE • LOCATION

Play to your home.
Main Phase: Pay 1 to exhaust this card. When this card readies, put a 3 Rock Friend token into play.

Please allow 4-6 weeks for delivery.

#120 U

Applejack
Apple Jewel 1

COST
1
1
1



FRIEND
EARTH PONY

Handy (When this card enters play, you may ready or exhaust a Resource.)
Opposing exhausted Resources lose and can't have abilities.

"Ah'm sorry darlin', but that dress just don't work on you."

#64 U

Applejack
Apple Jewel 1

COST
1
1
1



FRIEND
EARTH PONY

Handy (When this card enters play, you may ready or exhaust a Resource.)
Opposing exhausted Resources lose and can't have abilities.

"Ah'm sorry darlin', but that dress just don't work on you."

#64 U

Applejack
Apple Jewel

COST
1
1
1

FRIEND
EARTH PONY

Handy (When this card enters play, you may ready or exhaust a Resource.)
Opposing exhausted Resources lose and can't have abilities.

"Ah'm sorry darlin', but that dress just don't work on you."

#64 U

Princess Combo Meal

COST
1
4

EVENT

Immediate: Exhaust an opposing character or Resource.

"Double triple hayburger deluxe on a raft, four by four Appleosa style, extra shingles with a shimmy and a squeeze, light axle grease, make it cry, burn it and let it swim."
— Princess Twilight Sparkle

#92 C

Princess Combo Meal

COST
1
4

EVENT

Immediate: Exhaust an opposing character or Resource.

"Double triple hayburger deluxe on a raft, four by four Appleosa style, extra shingles with a shimmy and a squeeze, light axle grease, make it cry, burn it and let it swim."
— Princess Twilight Sparkle

#92 C

Princess Combo Meal

COST
1
4

EVENT

Immediate: Exhaust an opposing character or Resource.

"Double triple hayburger deluxe on a raft, four by four Appleosa style, extra shingles with a shimmy and a squeeze, light axle grease, make it cry, burn it and let it swim."
— Princess Twilight Sparkle

#92 C

Costume Change

COST
0
2

EVENT

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

"Show's on girls! Break a leg!" — Cheerilee

#84 C

Costume Change

COST
0
2

EVENT

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

"Show's on girls! Break a leg!" — Cheerilee

#84 C

All Under Control

COST
3
3

EVENT

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

"I don't mean to alarm you but..." — Sassy Saddles
"Already taken care of." — Rarity

#80 C

All Under Control

COST
3
3

EVENT

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

"I don't mean to alarm you but..." — Sassy Saddles
"Already taken care of." — Rarity

#80 C

Globe Trotter
First in Line

COST
3

FRIEND
EARTH PONY

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

"Somewhere new to go and see? Just show me where I can get tickets!"

#17 C

Globe Trotter
First in Line 3

COST
3



FRIEND
EARTH PONY

If you control no 👉 Friends, you may pay 1 less to play this card.

"Somewhere new to go and see? Just show me where I can get tickets!"

#17 C

Globe Trotter
First in Line 3

COST
3



FRIEND
EARTH PONY

If you control no 👉 Friends, you may pay 1 less to play this card.

"Somewhere new to go and see? Just show me where I can get tickets!"

#17 C

Bon Bon
Activation Signal 2

COST
3
2



FRIEND
EARTH PONY

Handy (When this card enters play, you may ready or exhaust a Resource.)
Main Phase: If you exhausted a card this turn, you may pay 1 to put this card from your hand into play.

"Secret agent Sweetie Drops reporting in. What's the mission, Big C?"

#16 C

Bon Bon
Activation Signal 2

COST
3
2



FRIEND
EARTH PONY

Handy (When this card enters play, you may ready or exhaust a Resource.)
Main Phase: If you exhausted a card this turn, you may pay 1 to put this card from your hand into play.

"Secret agent Sweetie Drops reporting in. What's the mission, Big C?"

#16 C

Bon Bon
Activation Signal 2

COST
3
2



FRIEND
EARTH PONY

Handy (When this card enters play, you may ready or exhaust a Resource.)
Main Phase: If you exhausted a card this turn, you may pay 1 to put this card from your hand into play.

"Secret agent Sweetie Drops reporting in. What's the mission, Big C?"

#16 C

Rarity
Disturbing the Peace 3

COST
3
1



FRIEND
UNICORN

Showy 1 (Opponents must pay +1 to move characters to this card's Problem.)
Prepared (When an opponent starts a faceoff here, gain 1.)

"Dear, just because I am a Lady does not mean I do not, how did you put it, 'know how to rock out.'"

#43 C

Rarity
Disturbing the Peace 3

COST
3
1



FRIEND
UNICORN

Showy 1 (Opponents must pay +1 to move characters to this card's Problem.)
Prepared (When an opponent starts a faceoff here, gain 1.)

"Dear, just because I am a Lady does not mean I do not, how did you put it, 'know how to rock out.'"

#43 C

Rarity
Disturbing the Peace 3

COST
3
1



FRIEND
UNICORN

Showy 1 (Opponents must pay +1 to move characters to this card's Problem.)
Prepared (When an opponent starts a faceoff here, gain 1.)

"Dear, just because I am a Lady does not mean I do not, how did you put it, 'know how to rock out.'"

#43 C

Rushed Makeover 3

COST
1



EVENT

Main Phase: Choose a color. One of your characters has that color until the end of the turn.
You may pay 1 less to play your next card this turn whose play requirement includes the chosen color.

It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.

#98 C

Rushed Makeover 3

COST
1



EVENT

Main Phase: Choose a color. One of your characters has that color until the end of the turn.

You may pay 1 less to play your next card this turn whose play requirement includes the chosen color.

It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.

#98 C

Rushed Makeover 3

COST
1



EVENT

Main Phase: Choose a color. One of your characters has that color until the end of the turn.

You may pay 1 less to play your next card this turn whose play requirement includes the chosen color.

It wasn't the fastest complete wardrobe replacement that Rarity has pulled off, but it was close.

#98 C

Claude 2
Dance, Puppets!

COST
2
4



FRIEND
UNICORN • ALLY

Handy (When this card enters play, you may ready or exhaust a Resource.)

When this card enters play, you may put a Puppet counter on a non-attachment Resource.

Resources with Puppet counters on them lose and can't have abilities and are Friends in addition to their other card types.

"Just a simple matter of pulling strings."

#39 U

Claude 2
Dance, Puppets!

COST
2
4



FRIEND
UNICORN • ALLY

Handy (When this card enters play, you may ready or exhaust a Resource.)

When this card enters play, you may put a Puppet counter on a non-attachment Resource.

Resources with Puppet counters on them lose and can't have abilities and are Friends in addition to their other card types.

"Just a simple matter of pulling strings."

#39 U

Sirens 5
Repeat Offenders



Points
1

TROUBLEMAKER

When this card leaves play, if it wasn't a token, put a token copy of this Troublemaker into play face-up.

*"What do you mean 'what's on the other side of the portal they were banished into'?"
— Star Swirl the Bearded*

#131 C

Sirens 5
Repeat Offenders



Points
1

TROUBLEMAKER

When this card leaves play, if it wasn't a token, put a token copy of this Troublemaker into play face-up.

*"What do you mean 'what's on the other side of the portal they were banished into'?"
— Star Swirl the Bearded*

#131 C

Queen Chrysalis 5
Meddler



Points
0

TROUBLEMAKER

You need - (1) to confront this card's Problem for each trait among opposing characters.

"No! This is perfect. Now, do exactly as I tell you..."

#128 U

Queen Chrysalis 5
Meddler



Points
0

TROUBLEMAKER

You need - (1) to confront this card's Problem for each trait among opposing characters.

"No! This is perfect. Now, do exactly as I tell you..."

#128 U

Queen Chrysalis 5
Meddler



Points
0

TROUBLEMAKER

You need - (1) to confront this card's Problem for each trait among opposing characters.

"No! This is perfect. Now, do exactly as I tell you..."

#128 U

Smolder
Percussive Maintenance

2

COST
3

3

FRIEND
DRAGON

Handy (When this card enters play, you may ready or exhaust a Resource.)
When you exhaust a Resource, you may put a +1 power counter on this card.

Smolder takes a very claws-on approach to repair.

#19 U

Smolder
Percussive Maintenance

2

COST
3

3

FRIEND
DRAGON

Handy (When this card enters play, you may ready or exhaust a Resource.)
When you exhaust a Resource, you may put a +1 power counter on this card.

Smolder takes a very claws-on approach to repair.

#19 U

PROBLEM

Bonus 1

8

Tagging Out

When one of your Friends leaves play, if that Friend had any +1 power counters on it, you may put that many +1 power counters on another one of your Friends.

"Looks like I'm out. You're up, sugarcube!" – Applejack

4 **2**

#144 U

PROBLEM

Bonus 1

8

Tagging Out

When one of your Friends leaves play, if that Friend had any +1 power counters on it, you may put that many +1 power counters on another one of your Friends.

"Looks like I'm out. You're up, sugarcube!" – Applejack

4 **2**

#144 U

PROBLEM

Bonus 2

7

Unsparkling Cider

When an opponent discards a card for the first time each turn, they discard another random card.

"It's more slumpin' than anythin' else!" – Applejack

4 **2**

#145 C

PROBLEM

Bonus 2

7

Unsparkling Cider

When an opponent discards a card for the first time each turn, they discard another random card.

"It's more slumpin' than anythin' else!" – Applejack

4 **2**

#145 C

PROBLEM

Bonus 1

7

Prospecting Interruption

Opponents don't score points for confronting this Problem.

"Why didn't y'all tell me there was bats in the cave!" – Applejack

3 **3**

#135 U

PROBLEM

Bonus 1

7

Prospecting Interruption

Opponents don't score points for confronting this Problem.

"Why didn't y'all tell me there was bats in the cave!" – Applejack

3 **3**

#135 U

PROBLEM

Bonus 1

7

Mystery at Hope Hollow

Starting Problem. When this Problem becomes solved, you may search your deck for a card with no play requirement, reveal it, and put it into your hand.

"Is anyone here?"

5

#132 C

