

Flutter shy
Hidden Strength

1

START

PEGASUS
Home Limit 3

At the start of a Problem faceoff, turn this card over.

"I'm so scared and I just want to go home!"

#149 U

Flutter shy
Hidden Strength

3

BOOSTED

PEGASUS
Home Limit 4

When one of your Dilemmas enters play for the first time each turn, gain **1** and draw a card.

"There's no problem I can't solve when I can solve it on my terms."

#149 U

The Great Seedling
Bountiful Trickster

2

COST
2

2

FRIEND
ALLY

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may distribute two +1 power counters among up to 2 of your Friends with printed power 2 or less.

"The Great Seedling ain't no mare's tale!"
— Goldie Delicious

#73 R

The Great Seedling
Bountiful Trickster

2

COST
2

2

FRIEND
ALLY

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may distribute two +1 power counters among up to 2 of your Friends with printed power 2 or less.

"The Great Seedling ain't no mare's tale!"
— Goldie Delicious

#73 R

The Great Seedling
Bountiful Trickster

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COST
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2

FRIEND
ALLY

Talented: When you play an Event whose play requirement includes at least one of this card's colors, you may distribute two +1 power counters among up to 2 of your Friends with printed power 2 or less.

"The Great Seedling ain't no mare's tale!"
— Goldie Delicious

#73 R

Sunburst & Cranky
Wired And Tired

3

COST
3

3

FRIEND
UNICORN • DONKEY

Diligent 2 (When you win a faceoff involving this card, you may put two +1 power counters on this card.)

If you would put any number of +1 power counters on this card, you may put that many -1 power counters on an opposing Friend instead.

"Rule 57.6! SLEEPING!" — Twilight Sparkle

#69 R

Sunburst & Cranky
Wired And Tired

3

COST
3

3

FRIEND
UNICORN • DONKEY

Diligent 2 (When you win a faceoff involving this card, you may put two +1 power counters on this card.)

If you would put any number of +1 power counters on this card, you may put that many -1 power counters on an opposing Friend instead.

"Rule 57.6! SLEEPING!" — Twilight Sparkle

#69 R

Sunburst & Cranky
Wired And Tired

3

COST
3

3

FRIEND
UNICORN • DONKEY

Diligent 2 (When you win a faceoff involving this card, you may put two +1 power counters on this card.)

If you would put any number of +1 power counters on this card, you may put that many -1 power counters on an opposing Friend instead.

"Rule 57.6! SLEEPING!" — Twilight Sparkle

#69 R

Battle Plan

4

COST
2

3

RESOURCE • DILEMMA

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

"Listen up! Each of you has a job to do and I don't want to hear excuses!"
— General Discard

BONUS
1

#108 C

Battle Plan 4

COST 2

3

RESOURCE • DILEMMA

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

"Listen up! Each of you has a job to do and I don't want to hear excuses!"
— General Discord

Bonus 1

#108 C

Battle Plan 4

COST 2

3

RESOURCE • DILEMMA

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

"Listen up! Each of you has a job to do and I don't want to hear excuses!"
— General Discord

Bonus 1

#108 C

Cockatrice Migration 2

COST 1

1

EVENT

Main Phase: Put 2 1 Critter Friend tokens into play. At the end of the turn, if no player has 8 or more points, retire 2 Critter Friends.

"I thought these were supposed to be solitary!"
— Starlight Glimmer

#88 C

Cockatrice Migration 2

COST 1

1

EVENT

Main Phase: Put 2 1 Critter Friend tokens into play. At the end of the turn, if no player has 8 or more points, retire 2 Critter Friends.

"I thought these were supposed to be solitary!"
— Starlight Glimmer

#88 C

Stop Short 4

COST 2

2

EVENT

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

Unity 7: Until the start of your next turn, that card's owner can't play Friends with that name.

"I hope Patagium is OK..." — Thorax
"She's fine. I heard groaning through the squeaking noises." — Pharynx

#101 C

Stop Short 4

COST 2

2

EVENT

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

Unity 7: Until the start of your next turn, that card's owner can't play Friends with that name.

"I hope Patagium is OK..." — Thorax
"She's fine. I heard groaning through the squeaking noises." — Pharynx

#101 C

Flutterby 2

Professor of Kindness

COST 2

FRIEND
PEGASUS

While a player has 8 or more points, your Critter Friends have +1 power.

"I love introducing students to all kinds of critters!"

#53 C

Flutterby 2

Professor of Kindness

COST 2

FRIEND
PEGASUS

While a player has 8 or more points, your Critter Friends have +1 power.

"I love introducing students to all kinds of critters!"

#53 C

Flutterby 2

Professor of Kindness

COST 2

FRIEND
PEGASUS

While a player has 8 or more points, your Critter Friends have +1 power.

"I love introducing students to all kinds of critters!"

#53 C

Applejack
Professor of Honesty

2

COST
2

FRIEND
EARTH PONY

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

"It's hardly workin' when y'all are workin' with friends!"

#17 C

Applejack
Professor of Honesty

2

COST
2

FRIEND
EARTH PONY

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

"It's hardly workin' when y'all are workin' with friends!"

#17 C

Applejack
Professor of Honesty

2

COST
2

FRIEND
EARTH PONY

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

"It's hardly workin' when y'all are workin' with friends!"

#17 C

Queen Novo
Swayed Seapony

3

COST
3

1

FRIEND
SEAPONY • ROYALTY

Unity 5: Persistent (If this card would leave play, you may frighten it instead.)
Unity 10: When an opposing character enters play here or is moved here, that character gets -2 power until the end of the turn.

"One small thing turned out to be quite a lot, and it's time to repay our friends for everything."

#54 C

Queen Novo
Swayed Seapony

3

COST
3

1

FRIEND
SEAPONY • ROYALTY

Unity 5: Persistent (If this card would leave play, you may frighten it instead.)
Unity 10: When an opposing character enters play here or is moved here, that character gets -2 power until the end of the turn.

"One small thing turned out to be quite a lot, and it's time to repay our friends for everything."

#54 C

Queen Novo
Swayed Seapony

3

COST
3

1

FRIEND
SEAPONY • ROYALTY

Unity 5: Persistent (If this card would leave play, you may frighten it instead.)
Unity 10: When an opposing character enters play here or is moved here, that character gets -2 power until the end of the turn.

"One small thing turned out to be quite a lot, and it's time to repay our friends for everything."

#54 C

Cotton Sky
Pegasus Leader

1

COST
1

FRIEND
PEGASUS • CHAOTIC

Chaos: When this card is flipped, one of your characters gets +2 power and has until the end of the turn.
Unity 7: This card has +2 power. (While you have characters with total power 7 or greater, this card has the preceding text.)

"There's a storm over our friends' heads and it's up to us to make the sun shine instead."

#49 C

Cotton Sky
Pegasus Leader

1

COST
1

FRIEND
PEGASUS • CHAOTIC

Chaos: When this card is flipped, one of your characters gets +2 power and has until the end of the turn.
Unity 7: This card has +2 power. (While you have characters with total power 7 or greater, this card has the preceding text.)

"There's a storm over our friends' heads and it's up to us to make the sun shine instead."

#49 C

Ember
Dragon Leader

1

COST
1

FRIEND
DRAGON • ROYALTY • CHAOTIC

Chaos: When this card is flipped, one of your characters gets +2 power and has until the end of the turn.
Unity 7: This card has +2 power. (While you have characters with total power 7 or greater, this card has the preceding text.)

"We're all going to go help. Not because I said so, but because our friends need all of us."

#15 C

 **Ember**
Dragon Leader

1 

COST
1



FRIEND
DRAGON • ROYALTY • CHAOTIC

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

Unity 7: This card has +2 power. (While you have  characters with total power 7 or greater, this card has the preceding text.)

"We're all going to go help. Not because I said so, but because our friends need all of us."

#15 C

 **Winterzilla**
Giant Gremlin

4

Points
1



TROUBLEMAKER

When this card is turned face-up, you may pay **1** to dismiss an opposing Resource.

"Does EVERYPONY other than me know that winterchillas turn into winterzillas after dark?!" – Rainbow Dash

#126 U

 **Winterzilla**
Giant Gremlin

4

Points
1



TROUBLEMAKER

When this card is turned face-up, you may pay **1** to dismiss an opposing Resource.

"Does EVERYPONY other than me know that winterchillas turn into winterzillas after dark?!" – Rainbow Dash

#126 U

 **Winterzilla**
Giant Gremlin

4

Points
1



TROUBLEMAKER

When this card is turned face-up, you may pay **1** to dismiss an opposing Resource.

"Does EVERYPONY other than me know that winterchillas turn into winterzillas after dark?!" – Rainbow Dash

#126 U

 **Queen Chrysalis**
Meddler

5

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**
Meddler

5

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**
Meddler

5

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

 **Fluttershy**
Bad Hare Day

2 

COST
2

2 



FRIEND
CRITTER • PEGASUS

Swift (You pay **-1** to move this card.)
When an opponent confronts a Problem, you may put this card from your hand into play at that Problem.

"This poor bunny!" – Dr. Fauna

#50 U

 **Fluttershy**
Bad Hare Day

2 

COST
2

2 



FRIEND
CRITTER • PEGASUS

Swift (You pay **-1** to move this card.)
When an opponent confronts a Problem, you may put this card from your hand into play at that Problem.

"This poor bunny!" – Dr. Fauna

#50 U

Fluttershy
Bad Hare Day

2

COST
2



FRIEND
CRITTER • PEGASUS

Swift (You pay -1 to move this card.)
When an opponent confronts a Problem, you may put this card from your hand into play at that Problem.

"This poor bunny!" — Dr. Fauna

#50 U

Winona
Workout Buddy

3

COST
3



FRIEND
CRITTER

While this card has 3 or less power, it has **Diligent 1**. (When you win a faceoff involving this card, you may put a +1 power counter on this card.)
While this card has 4 or more power, it can't be retired or dismissed except to home limit.

"What's that, girl? You want to go for a walk?"
— Applejack
"Can we please go home now?"
— Applejack, much later

#24 U

Winona
Workout Buddy

3

COST
3



FRIEND
CRITTER

While this card has 3 or less power, it has **Diligent 1**. (When you win a faceoff involving this card, you may put a +1 power counter on this card.)
While this card has 4 or more power, it can't be retired or dismissed except to home limit.

"What's that, girl? You want to go for a walk?"
— Applejack
"Can we please go home now?"
— Applejack, much later

#24 U

PROBLEM

Bonus 1



Gaggle of Geese

Starting Problem. While none of your characters have a color other than **blue**, opponents can't play Troublemakers here.
Peace was never an option.

3 + **2**

#133 C

PROBLEM

Bonus 1



Gaggle of Geese

Starting Problem. While none of your characters have a color other than **blue**, opponents can't play Troublemakers here.
Peace was never an option.

3 + **2**

#133 C

PROBLEM

Bonus 2



Bring Out Your Best

When this Problem enters play, name a trait.
Your characters here with that trait have +1 power.
"You can do it, Sandra! It doesn't matter if you're a wolf or a bunny!" — Fluttershy

4 + **3**

#129 U

PROBLEM

Bonus 2



Bring Out Your Best

When this Problem enters play, name a trait.
Your characters here with that trait have +1 power.
"You can do it, Sandra! It doesn't matter if you're a wolf or a bunny!" — Fluttershy

4 + **3**

#129 U

PROBLEM

Bonus 1



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

PROBLEM

Bonus 1



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

Patagium
Identity Crisis

4

COST
2



FRIEND
CHANGELING

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

This card has -1 power for each color among characters you control.

"It isn't easy going to bed and not knowing what color you'll be when you wake up."

#83 C

Patagium
Identity Crisis

4

COST
2



FRIEND
CHANGELING

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

This card has -1 power for each color among characters you control.

"It isn't easy going to bed and not knowing what color you'll be when you wake up."

#83 C

Patagium
Identity Crisis

4

COST
2



FRIEND
CHANGELING

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

This card has -1 power for each color among characters you control.

"It isn't easy going to bed and not knowing what color you'll be when you wake up."

#83 C

PROBLEM

Bonus 1



Standing Up For Yourself

While you have only one character here, that character can't be moved or frightened.

Smolder doesn't let anypony talk down to her, tenure or not.

5

30 + 2

PROBLEM

#137 U

PROBLEM

Bonus 1



Standing Up For Yourself

While you have only one character here, that character can't be moved or frightened.

Smolder doesn't let anypony talk down to her, tenure or not.

5

30 + 2

PROBLEM

#137 U

PROBLEM

Bonus 2



Wilderness Camping

You need -4 to confront this Problem for each card type among cards in your discard pile.

For once, Rarity isn't the one bringing everything and the kitchen sink.

7

40 + 4

PROBLEM

#134 C

PROBLEM

Bonus 2



Wilderness Camping

You need -4 to confront this Problem for each card type among cards in your discard pile.

For once, Rarity isn't the one bringing everything and the kitchen sink.

7

40 + 4

PROBLEM

#134 C

Melted Expectations

3

COST
2

20



EVENT

Immediate: Choose an opposing character. Exhaust that character.

Choose an opposing character. That character loses and can't have abilities until the end of the turn.

*"Good! I can't stand eating cold things."
- Cranky Doodle Donkey*

#154 C

Melted Expectations

3

COST
2

20



EVENT

Immediate: Choose an opposing character. Exhaust that character.

Choose an opposing character. That character loses and can't have abilities until the end of the turn.

*"Good! I can't stand eating cold things."
- Cranky Doodle Donkey*

#154 C

