Ghost Princess



Choose any number of players to put 3 random cards from their discard pile into their hand, revealing any Creatures. For each one, they heal 2 HP. Finally, they shuffle their discard piles into their decks. (Limit: Once per game.)

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Big Foot



Rainbow Creature

FLOOP >>> Flip target facedown Landscape you control face up.

1 4

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0

Big Foot



Rainbow Creature

FLOOP >>> Flip target facedown Landscape you control face up.

1 4

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Snake Eye Ring



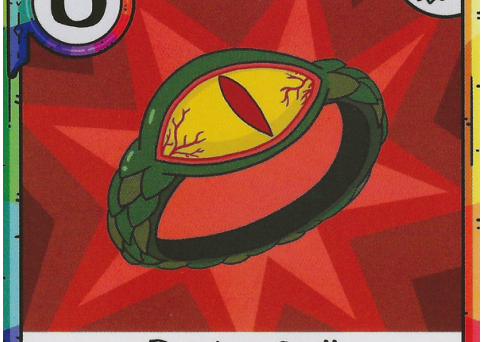
Rainbow Spell

Return a random Useless Swamp Creature from your discard pile to your hand.

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Snake Eye Ring



Rainbow Spell

Return a random Useless Swamp Creature from your discard pile to your hand.

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Unempty Coffin



Rainbow Spell

Reduce the cost of the next Creature you play this turn by 2 actions.

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Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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Goat



Rainbow Creature

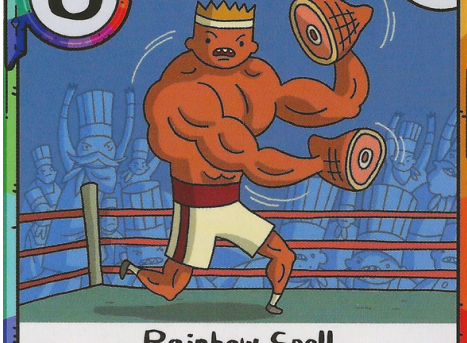
If Goat replaces a Creature, draw a card.

1 4

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Ham Fist



Rainbow Spell

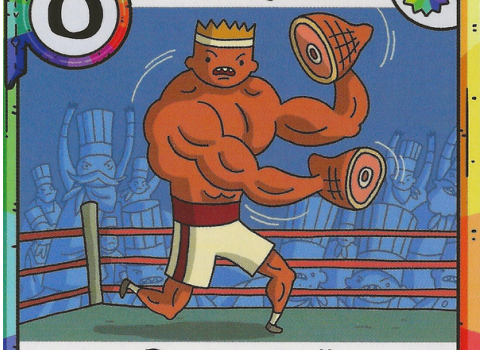
Target Creature you control has -5 ATK this turn.

Draw a card.

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0

Ham Fist



Rainbow Spell

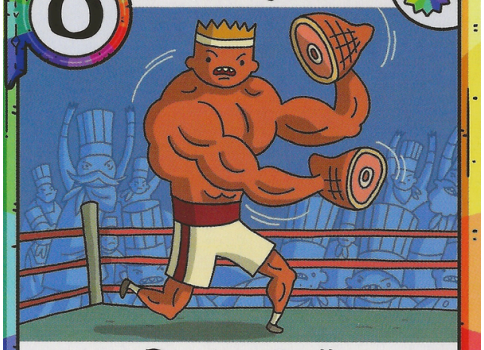
Target Creature you control has -5 ATK this turn.

Draw a card.

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0

Ham Fist



Rainbow Spell

Target Creature you control has -5 ATK this turn.

Draw a card.

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0

Cute Overload



Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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0

Cute Overload



Rainbow Spell

Destroy any number of your Creatures. Draw a card for each Creature destroyed this way.

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0

Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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0

Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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0

Void Thimble



Rainbow Spell

Lose 2 hit points, gain 1 action.

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1

TailGator



Useless Swamp Creature

When TailGator enters play, draw a card for each Creature placed into your discard pile this turn.

2

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2v2

6

1

TailGator



Useless Swamp Creature

When TailGator enters play, draw a card for each Creature placed into your discard pile this turn.

2

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2v2

6

1

TailGator



Useless Swamp Creature

When TailGator enters play, draw a card for each Creature placed into your discard pile this turn.

2

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2v2

6

0

Tandem Bike



Rainbow Spell

Choose a Creature you control and put it into its owner's hand. Then choose another player. That player chooses a Creature they control and puts it into its owner's hand.

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2v2

0

Twinsies



Rainbow Spell

Draw a card and reveal it. Another target player then reveals the top card of their deck. If their costs match, the targeted player draws it.

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2v2

0

Twinsies



Rainbow Spell

Draw a card and reveal it. Another target player then reveals the top card of their deck. If their costs match, the targeted player draws it.

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2v2

2

Creepy Crypt



Blue Plains Building

When your Creature in this Lane leaves play, deal 2 damage to target opponent.

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0

Beach Ball



Rainbow Spell

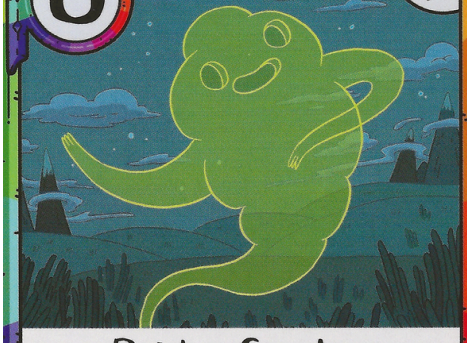
Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card. *(You may only play 1 Beach Ball per turn.)*

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0

Happy Ghost Lucky



Rainbow Creature

When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

1

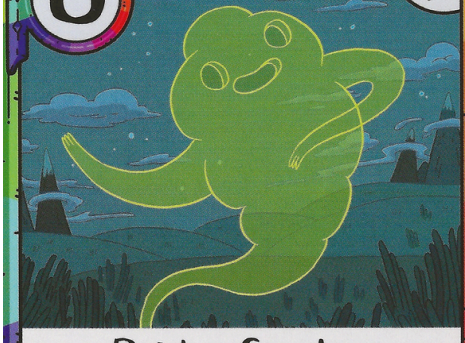
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4

0

Happy Ghost Lucky



Rainbow Creature

When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

1

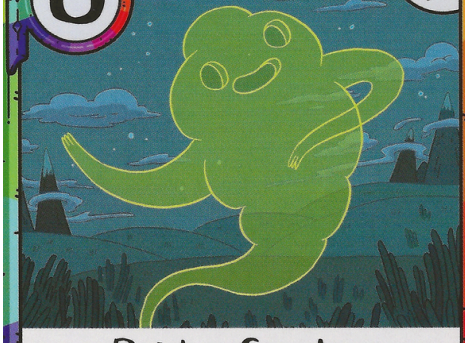
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4

0

Happy Ghost Lucky



Rainbow Creature

When Happy Ghost Lucky enters play and attacks, you may look at the top card of your deck. If it is a Rainbow card, you may put it into your hand.

1

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4

1 AbneGator



Useless Swamp Creature

If this card is discarded from your hand or deck during your turn, gain 1 action. If it is discarded during an opponent's turn, draw a card instead.

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3 4

1 AbneGator



Useless Swamp Creature

If this card is discarded from your hand or deck during your turn, gain 1 action. If it is discarded during an opponent's turn, draw a card instead.

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3 4

1 AbneGator



Useless Swamp Creature

If this card is discarded from your hand or deck during your turn, gain 1 action. If it is discarded during an opponent's turn, draw a card instead.

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3 4

0 Royal Prosperity



Rainbow Spell

Each player draws 2 cards.

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0 Royal Prosperity



Rainbow Spell

Each player draws 2 cards.

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0 Royal Prosperity



Rainbow Spell

Each player draws 2 cards.

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0 X-Ray Specs



Blue Plains Spell

Until end of turn, reveal the top card of your deck. You may play cards revealed in this way. These cards cost 1 additional action for each card that has been played in this way this turn.

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1 Marshuko, the Stalker



Useless Swamp Creature

When you discard Marshuko, you may play it for free.

3 2

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1 Marshuko, the Stalker



Useless Swamp Creature

When you discard Marshuko, you may play it for free.

3 2

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1

Marshuko, the Stalker



Useless Swamp Creature

When you discard Marshuko, you may play it for free.

3 2

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0

Wraithwood Lodge



Useless Swamp Building

When a Creature enters this Lane, its controller discards a card. If they do, they draw a card.

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0

Wraithwood Lodge



Useless Swamp Building

When a Creature enters this Lane, its controller discards a card. If they do, they draw a card.

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0

Wraithwood Lodge



Useless Swamp Building

When a Creature enters this Lane, its controller discards a card. If they do, they draw a card.

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