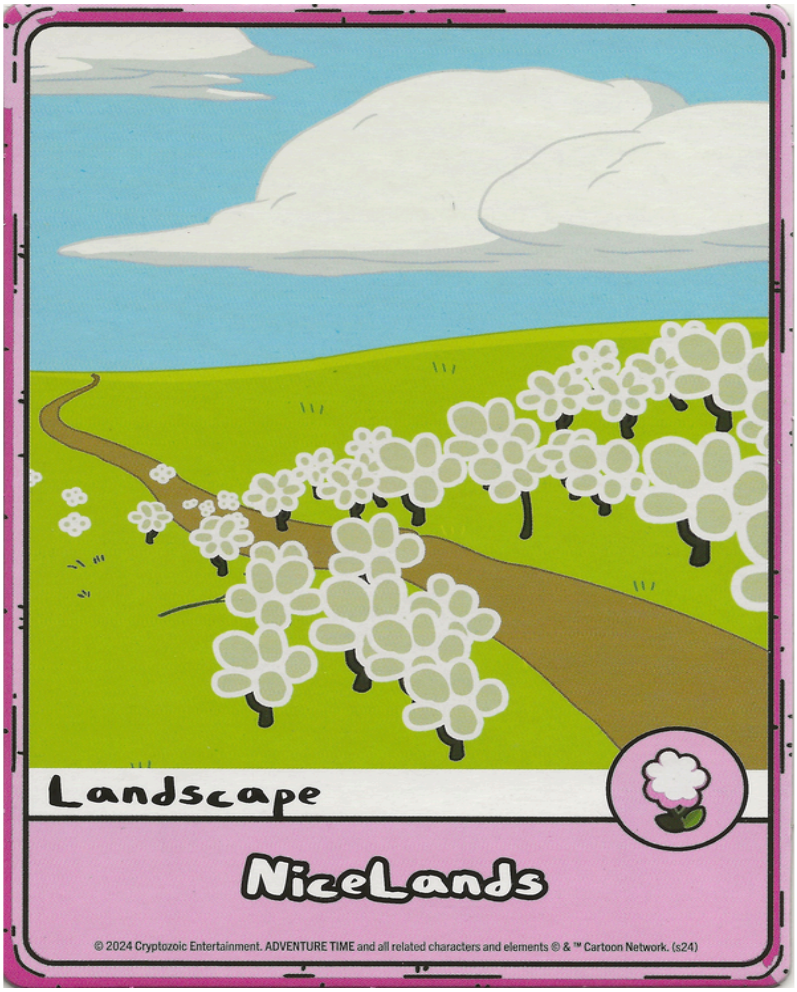
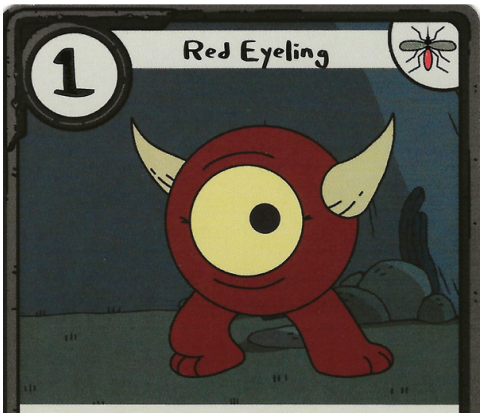

Landscape
Cornfield
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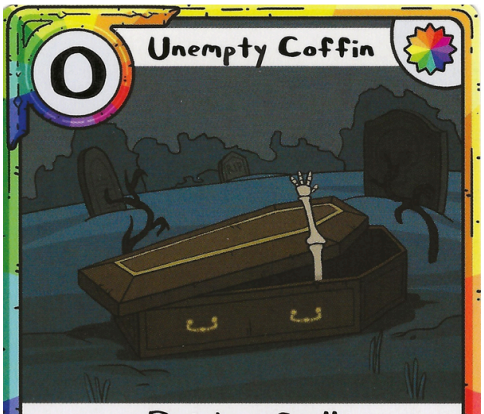

Landscape
Useless Swamp
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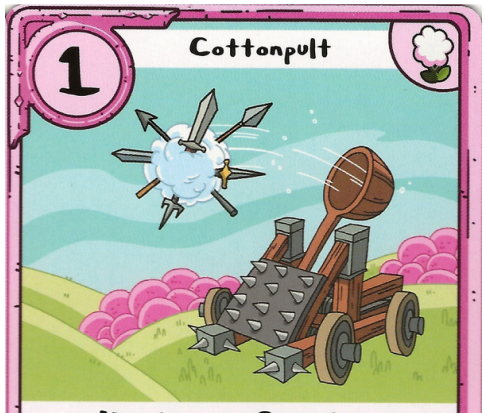

Landscape
NiceLands
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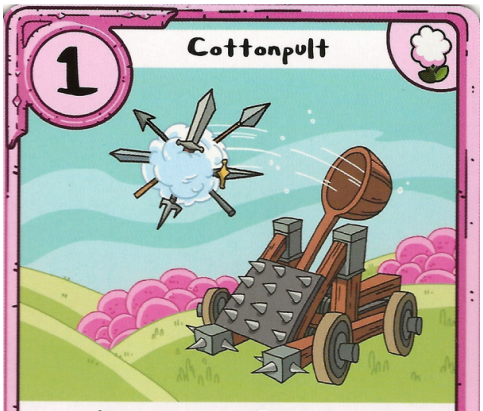

Landscape
LavaFlats
© 2025 Cryptozoic Entertainment. ADVENTURE TIME and all related characters and elements © & ™ Cartoon Network. (s25)

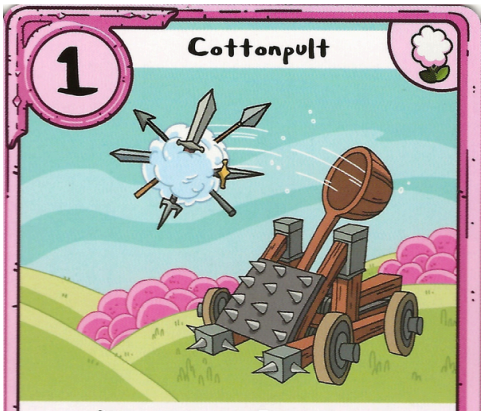

Vampire King
When you would heal damage from a Creature, you may instead deal that much damage to any Creature.
KICKSTARTER
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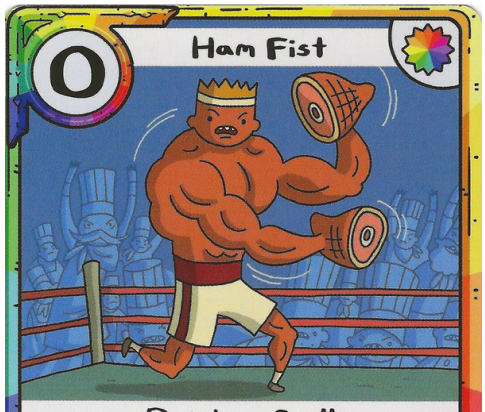
1
Red Eyeling

Useless Swamp Creature
FLOOP >>> Return a card with cost 0 from your discard pile to your hand.
2
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6

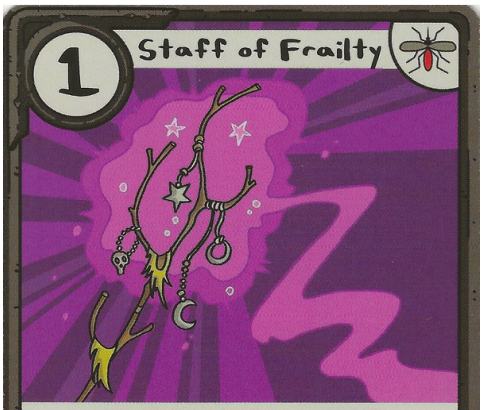
0
Unempty Coffin

Rainbow Spell
Reduce the cost of the next Creature you play this turn by 2 actions.
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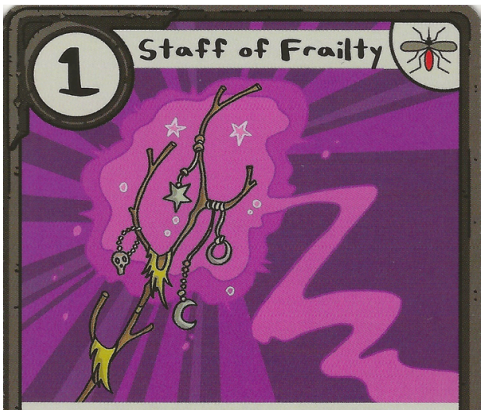
1
Cottonpult

NiceLands Creature
FLOOP >>> Deal 1 damage to target Creature. If Cottonpult has 5 or more damage on it, ready it and heal 1 damage.
1
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ADVENTURE TIME and all related characters and elements © & ™ Cartoon Network. (s24)
8

1
Cottonpult

NiceLands Creature
FLOOP >>> Deal 1 damage to target Creature. If Cottonpult has 5 or more damage on it, ready it and heal 1 damage.
1
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8

1
Cottonpult

NiceLands Creature
FLOOP >>> Deal 1 damage to target Creature. If Cottonpult has 5 or more damage on it, ready it and heal 1 damage.
1
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8

0
Ham Fist

Rainbow Spell
Target Creature you control has -5 ATK this turn.
Draw a card.
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1
Staff of Frailty

Useless Swamp Spell
Add damage to target Creature until it has 1 DEF remaining.
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2v2

1
Staff of Frailty

Useless Swamp Spell
Add damage to target Creature until it has 1 DEF remaining.
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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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1

Gold Ninja



Cornfield Creature

When Gold Ninja enters play, deal 1 damage to target Creature for each different Landscape type you control.

2

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COMMON
FtG

6

1

Gold Ninja



Cornfield Creature

When Gold Ninja enters play, deal 1 damage to target Creature for each different Landscape type you control.

2

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COMMON
FtG

6

1

Gold Ninja



Cornfield Creature

When Gold Ninja enters play, deal 1 damage to target Creature for each different Landscape type you control.

2

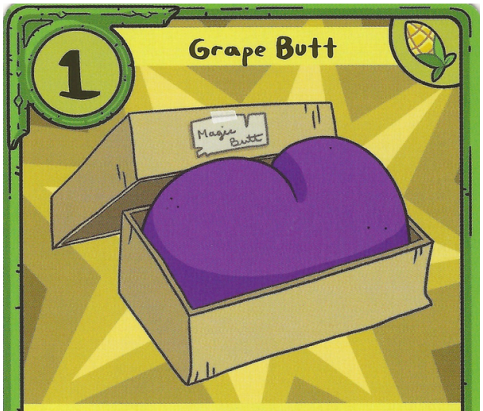
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COMMON
FtG

6

1

Grape Butt



Cornfield Spell

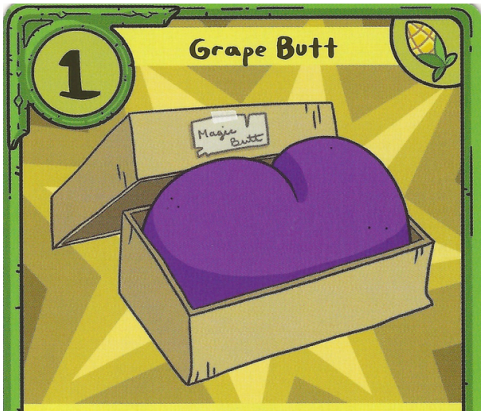
Play only if you played a non-Cornfield card this turn. Deal 5 damage to target Creature.

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RARE
FtG

1

Grape Butt



Cornfield Spell

Play only if you played a non-Cornfield card this turn. Deal 5 damage to target Creature.

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RARE
FtG

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Raise the Dead



Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Raise the Dead



Useless Swamp Spell

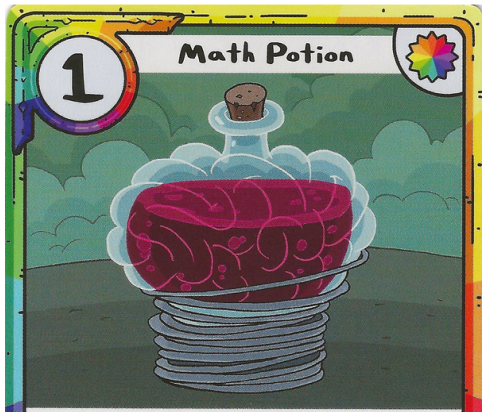
Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Math Potion



Rainbow Spell

Draw 3 cards, then put 1 card from your hand on top of your deck.

1

PropaGator



Useless Swamp Creature

When PropaGator enters play, name a card. Reveal the top card of your deck. If it is the named card, discard it and gain 2 actions.

KICKSTARTER

2 7

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1

Trial by Fire



LavaFlats Spell

Reveal the top 2 cards of your deck. Discard 1 and play the other for free. If you have 1 or fewer cards in hand, you may put the discarded card into your hand instead.

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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

Crystal Ball



Rainbow Spell

Name a card and reveal the top card of your deck. If it is the named card, play it for free.

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1

Scorchpion



LavaFlats Creature

FLOOP >>> Burn Scorchpion. You may play a Spell with cost 1 from your hand for free.

1 7

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UNCOMMON LoL

1

Scorchpion



LavaFlats Creature

FLOOP >>> Burn Scorchpion. You may play a Spell with cost 1 from your hand for free.

1 7

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UNCOMMON LoL

1

Scorchpion



LavaFlats Creature

FLOOP >>> Burn Scorchpion. You may play a Spell with cost 1 from your hand for free.

1 7

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UNCOMMON LoL

1

Pyre Dance



LavaFlats Spell

Put a Creature from your discard pile into play, then add damage to it until it has 1 DEF remaining.

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UNCOMMON LoL

1

Pyre Dance



LavaFlats Spell

Put a Creature from your discard pile into play, then add damage to it until it has 1 DEF remaining.

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UNCOMMON LoL

1
Pyre Dance



LavaFlats Spell

Put a Creature from your discard pile into play, then add damage to it until it has 1 DEF remaining.

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UNCOMMON

LoL

0
Friendship Potion



Rainbow Spell

Heal 3 damage from target Creature you control and 3 damage from target Creature you do not control.

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COMMON

LoL

0
Friendship Potion



Rainbow Spell

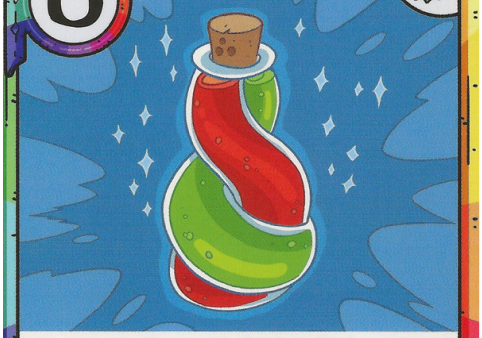
Heal 3 damage from target Creature you control and 3 damage from target Creature you do not control.

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COMMON

LoL

0
Friendship Potion



Rainbow Spell

Heal 3 damage from target Creature you control and 3 damage from target Creature you do not control.

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COMMON

LoL

1
Probably Too Many Unicorns



Useless Swamp Creature

When this Creature enters play, reveal the bottom 4 cards of target player's deck. Put all Creatures revealed into their discard pile and the rest on top of their deck in any order. If this Creature is defeated, put it on the bottom of your deck.

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LIMITED PROMO

1 9

1
Probably Too Many Unicorns



Useless Swamp Creature

When this Creature enters play, reveal the bottom 4 cards of target player's deck. Put all Creatures revealed into their discard pile and the rest on top of their deck in any order. If this Creature is defeated, put it on the bottom of your deck.

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LIMITED PROMO

1 9

1
Probably Too Many Unicorns



Useless Swamp Creature

When this Creature enters play, reveal the bottom 4 cards of target player's deck. Put all Creatures revealed into their discard pile and the rest on top of their deck in any order. If this Creature is defeated, put it on the bottom of your deck.

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LIMITED PROMO

1 9

1
Hay Girl



Cornfield Creature

Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)

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1 5

1
Hay Girl



Cornfield Creature

Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)

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1 5

1

Hay Girl



Cornfield Creature

Destroy Hay Girl >>> Move an opposing Creature from Hay Girl's Lane to your Landscape in that Lane and gain control of it. (Do not ready it.)

1 5

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1

Mortal Maize Walker



Cornfield Creature

If Mortal Maize Walker is on a non-Cornfield Landscape, put an on it for each damage it receives.

2 7

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1

Mortal Maize Walker



Cornfield Creature

If Mortal Maize Walker is on a non-Cornfield Landscape, put an on it for each damage it receives.

2 7

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1

Mortal Maize Walker



Cornfield Creature

If Mortal Maize Walker is on a non-Cornfield Landscape, put an on it for each damage it receives.

2 7

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