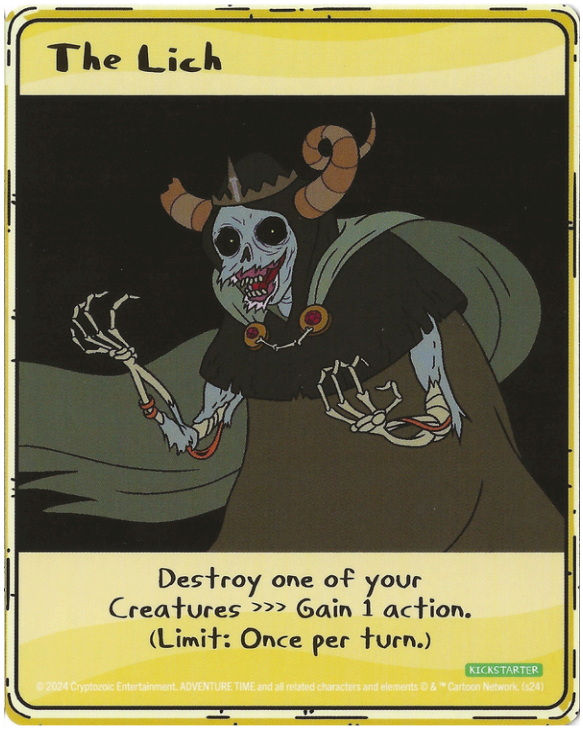

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
Useless Swamp
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Landscape
Useless Swamp
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The Lich
Destroy one of your
Creatures >>> Gain 1 action.
(Limit: Once per turn.)
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0

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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1

Gnome Snot



Blue Plains Spell

Draw 3 cards.

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0

Snake Eye Ring



Rainbow Spell

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

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0

Snake Eye Ring



Rainbow Spell

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

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0

Snake Eye Ring



Rainbow Spell

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

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0

Unempty Coffin



Rainbow Spell

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

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0

Unempty Coffin



Rainbow Spell

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

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1

Blueberry Djinni



Blue Plains Creature

If Blueberry Djinni replaces a Creature, draw 2 cards.

2 6

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1

Blueberry Djinni



Blue Plains Creature

If Blueberry Djinni replaces a Creature, draw 2 cards.

2 6

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0

Dogboy



Rainbow Creature

Discard a card >>> Dogboy has +2 ATK this turn.
(Limit: Once per turn.)

0 5

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0

Dogboy



Rainbow Creature

Discard a card >>> Dogboy has +2 ATK this turn.
(Limit: Once per turn.)

0 5

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0

Dogboy



Rainbow Creature

Discard a card >>> Dogboy has +2 ATK this turn.
(Limit: Once per turn.)

0 5

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0

Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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1

Grape Djinni



Blue Plains Creature

If Grape Djinni replaces a Creature, you may put a card from your discard pile on top of your deck.

1 6

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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



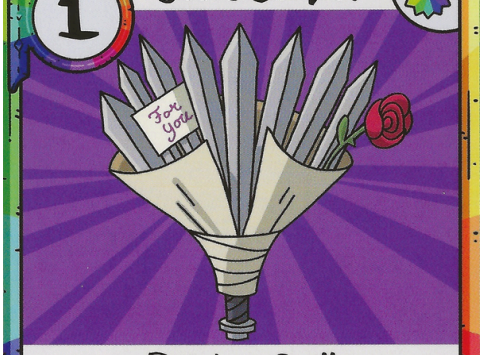
Rainbow Spell

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

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1

Sword Bouquet



Rainbow Spell

Deal 1 damage to target Creature for every card you have drawn this turn.

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1

Glorious Gramophone



Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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1

Glorious Gramophone



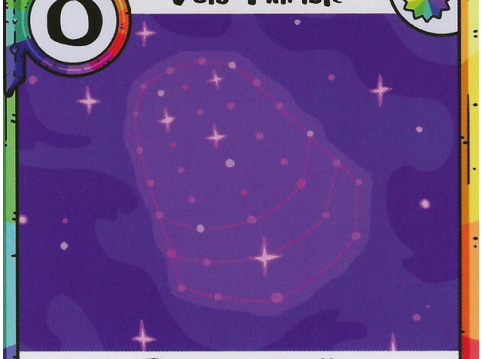
Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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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

6

2v2

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0

Clone



Rainbow Spell

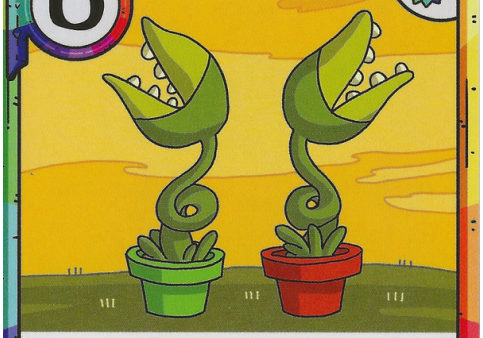
Play your next Creature or Building for free if a Creature or Building with that name is in play.

2v2

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0

Clone



Rainbow Spell

Play your next Creature or Building for free if a Creature or Building with that name is in play.

2v2

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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

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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KICKSTARTER

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 4

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KICKSTARTER

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 4

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KICKSTARTER

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.

3 4

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KICKSTARTER

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.

3 4

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KICKSTARTER

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.

3 4

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1

Bog Cyclone



Useless Swamp Spell

Shuffle your discard pile. Put 2 random cards from it into your hand and the rest on the bottom of your deck. Then remove this card from the game.

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KICKSTARTER

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.

2 7

KICKSTARTER

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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.

2 7

KICKSTARTER

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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


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.
KICKSTARTER


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.
KICKSTARTER


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.
KICKSTARTER