
Landscape
Cornfield
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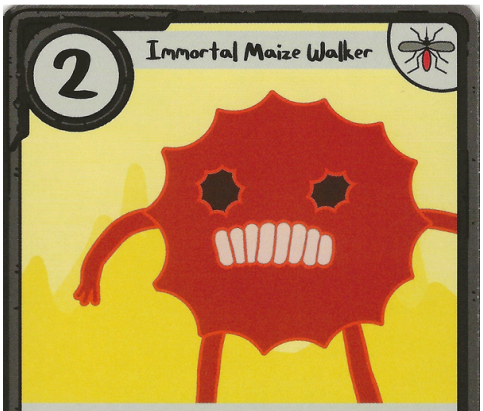

Landscape
Cornfield
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Landscape
Useless Swamp
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Landscape
Useless Swamp
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2

Immortal Maize Walker



Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

2 8

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2

Immortal Maize Walker

Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

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Immortal Maize Walker

Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

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0

Bone Wand



Rainbow Spell

Play only if you control a Useless Swamp Creature. Target opponent discards a card from their hand.

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0

Bone Wand

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Play only if you control a Useless Swamp Creature. Target opponent discards a card from their hand.

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0

Bone Wand

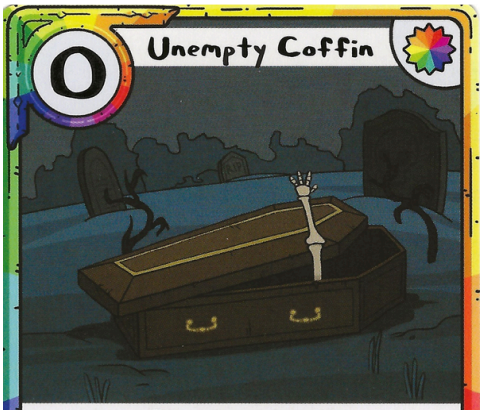
Rainbow Spell

Play only if you control a Useless Swamp Creature. Target opponent discards a card from their hand.

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0

Unempty Coffin



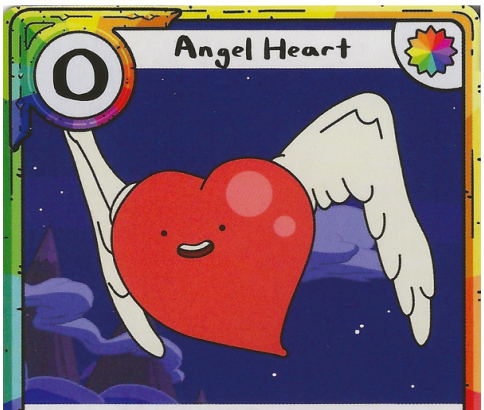
Rainbow Spell

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

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0

Angel Heart



Rainbow Creature

While Angel Heart has exactly 3 damage on it, it has +3 ATK.

0 7

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0

Angel Heart

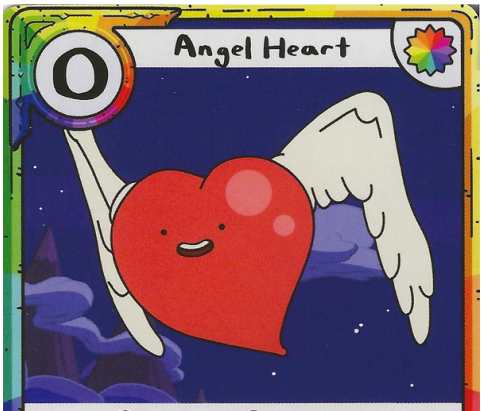
Rainbow Creature

While Angel Heart has exactly 3 damage on it, it has +3 ATK.

0 7

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0 **Angel Heart**



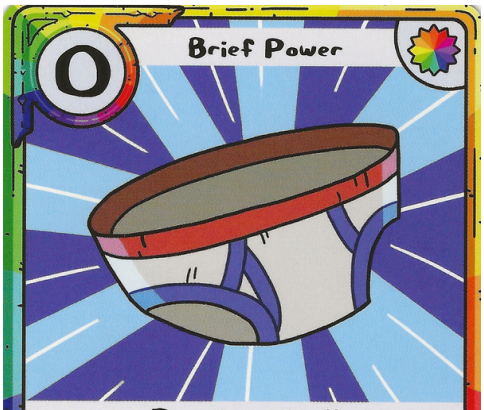
Rainbow Creature

While Angel Heart has exactly 3 damage on it, it has +3 ATK.

0 7

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0 **Brief Power**

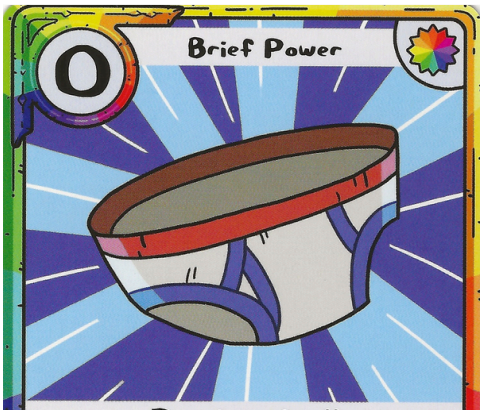


Rainbow Spell

Target Useless Swamp Creature you control has +2 ATK this turn.

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0 **Brief Power**

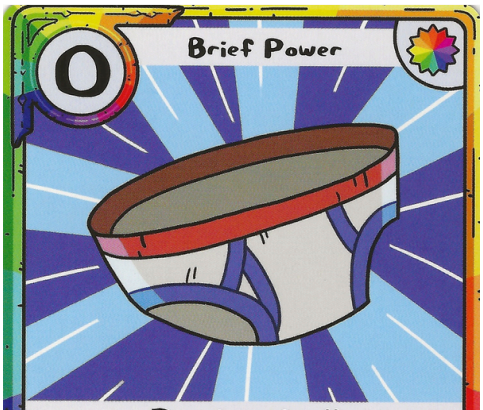


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0 **Brief Power**

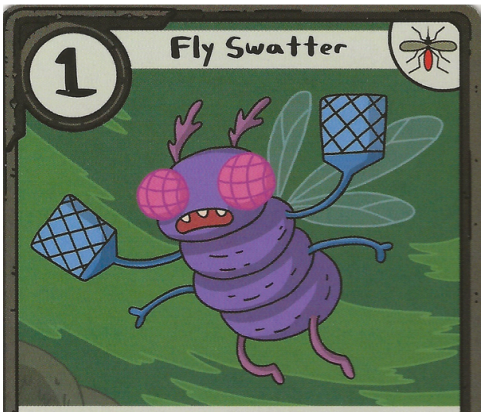


Rainbow Spell

Target Useless Swamp Creature you control has +2 ATK this turn.

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1 **Fly Swatter**



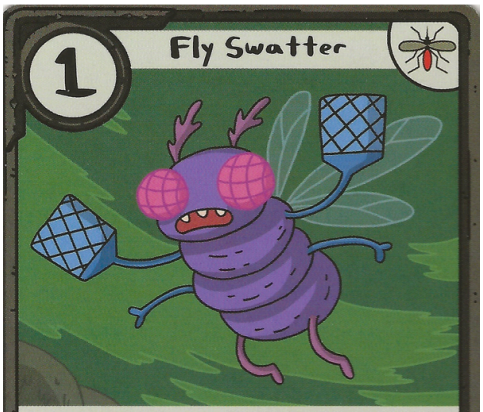
Useless Swamp Creature

FLOOP >>> Each opponent discards a card with cost 0 or reveals a hand with none.

1 6

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1 **Fly Swatter**



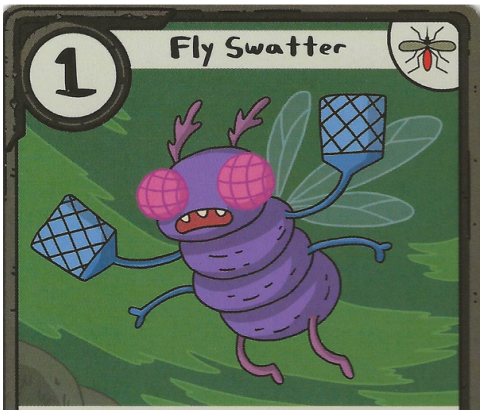
Useless Swamp Creature

FLOOP >>> Each opponent discards a card with cost 0 or reveals a hand with none.

1 6

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1 **Fly Swatter**



Useless Swamp Creature

FLOOP >>> Each opponent discards a card with cost 0 or reveals a hand with none.

1 6

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2 **Man-Witch**



Useless Swamp Creature

When an opponent discards a card, deal 1 damage to them.

1 11

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2 **Man-Witch**



Useless Swamp Creature

When an opponent discards a card, deal 1 damage to them.

1 11

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2

Man-Witch



Useless Swamp Creature

When an opponent discards a card, deal 1 damage to them.

1

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11

1

Mantle Masher



Cornfield Creature

When Mantle Masher enters play, flip a Landscape in this Lane face down.

When Mantle Masher leaves play, flip it face up.

1

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6

1

Mantle Masher



Cornfield Creature

When Mantle Masher enters play, flip a Landscape in this Lane face down.

When Mantle Masher leaves play, flip it face up.

1

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6

1

Mantle Masher



Cornfield Creature

When Mantle Masher enters play, flip a Landscape in this Lane face down.

When Mantle Masher leaves play, flip it face up.

1

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6

2

Rock 'n Roller



Cornfield Creature

When Rock 'n Roller enters play, flip a Landscape in this Lane face down.

When Rock 'n Roller leaves play, flip it face up.

2

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8

2

Rock 'n Roller



Cornfield Creature

When Rock 'n Roller enters play, flip a Landscape in this Lane face down.

When Rock 'n Roller leaves play, flip it face up.

2

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8

2

Rock 'n Roller



Cornfield Creature

When Rock 'n Roller enters play, flip a Landscape in this Lane face down.

When Rock 'n Roller leaves play, flip it face up.

2

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8

0

Static Parrotrooper



Rainbow Creature

When Static Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, lose 1 hit point.

0

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6

0

Static Parrotrooper



Rainbow Creature

When Static Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, lose 1 hit point.

0

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6

0 **Static Parrotrooper**



Rainbow Creature

When Static Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, lose 1 hit point.

0 6

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1 **Jinxed Parrotrooper**



Rainbow Creature

When Jinxed Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, discard a card.

1 5

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1 **Jinxed Parrotrooper**



Rainbow Creature

When Jinxed Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, discard a card.

1 5

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1 **Jinxed Parrotrooper**



Rainbow Creature

When Jinxed Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced. At the start of your turn, discard a card.

1 5

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2 **Dragoon Parrotrooper**



Rainbow Creature

When Dragoon Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced.

Adjacent Creatures have -1 ATK.

1 8

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2 **Dragoon Parrotrooper**



Rainbow Creature

When Dragoon Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced.

Adjacent Creatures have -1 ATK.

1 8

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2 **Dragoon Parrotrooper**



Rainbow Creature

When Dragoon Parrotrooper enters play, move it to any empty Landscape. It cannot be replaced.

Adjacent Creatures have -1 ATK.

1 8

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0 **Rock Out!**



Rainbow Spell

Flip target Landscape face down until the start of your next turn.

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0 **Rock Out!**



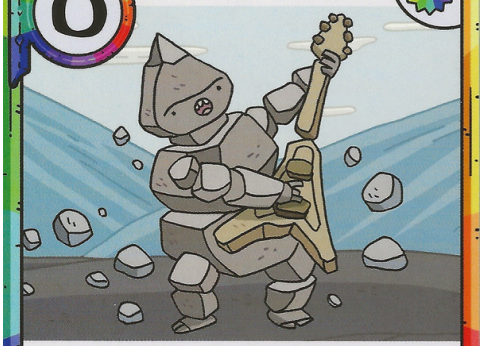
Rainbow Spell

Flip target Landscape face down until the start of your next turn.

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0

Rock Out!



Rainbow Spell

Flip target Landscape face down until the start of your next turn.

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0

Ham Fist



Rainbow Spell

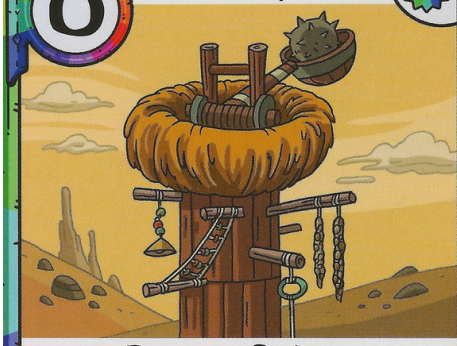
Target Creature you control has -5 ATK this turn.

Draw a card.

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0

Parrotmilitary Outpost



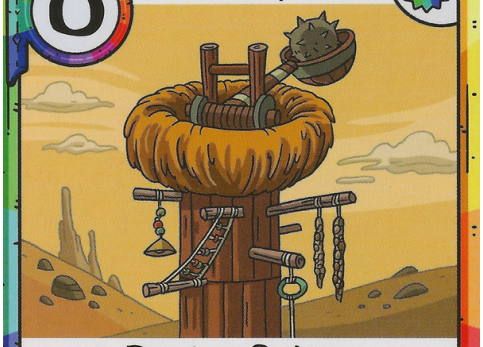
Rainbow Building

Each Creature in this Lane has -1 ATK.

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0

Parrotmilitary Outpost



Rainbow Building

Each Creature in this Lane has -1 ATK.

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1

Black Paladin



Useless Swamp Creature

+1 ATK for each card any player has discarded from their hand this turn.

1 | 7

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UNCOMMON
FtG

1

Black Paladin



Useless Swamp Creature

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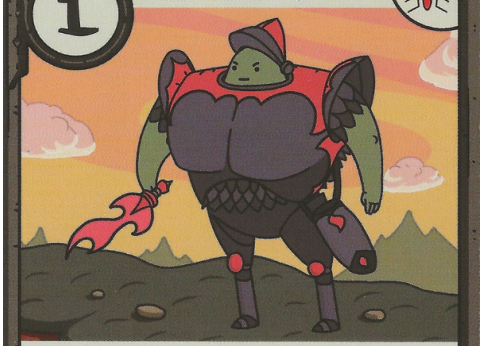
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UNCOMMON
FtG

1

Black Paladin



Useless Swamp Creature

+1 ATK for each card any player has discarded from their hand this turn.

1 | 7

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UNCOMMON
FtG

1

Raise the Dead



Useless Swamp Spell

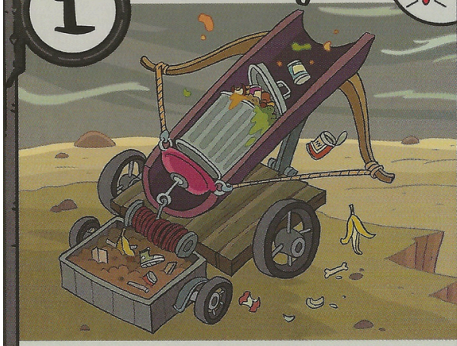
Put a Creature with cost 2 or less from your discard pile into play.

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RARE
FtG

1

Filthflinger



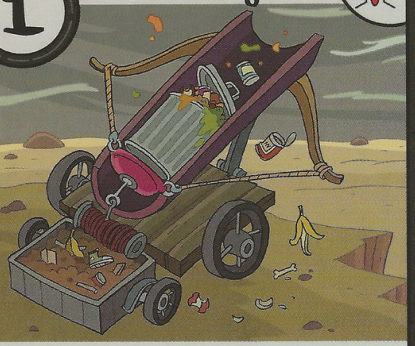
Useless Swamp Creature

When another player discards a card from their hand, put an on Filthflinger.

2 | 7

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1 Filthflinger



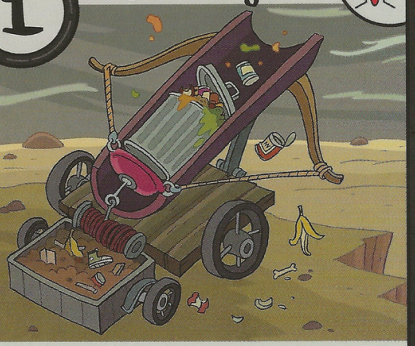
Useless Swamp Creature

When another player discards a card from their hand, put an on Filthflinger.

2 7

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1 Filthflinger



Useless Swamp Creature

When another player discards a card from their hand, put an on Filthflinger.

2 7

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1 Darling Cobnoblin



Cornfield Creature

Gobble
FLOOP >>> Place an on target friendly Creature.

2 3

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1 Darling Cobnoblin



Cornfield Creature

Gobble
FLOOP >>> Place an on target friendly Creature.

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1 Darling Cobnoblin



Cornfield Creature

Gobble
FLOOP >>> Place an on target friendly Creature.

2 3

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1 Precious Cobnoblin



Cornfield Creature

Gobble
FLOOP >>> Either heal 2 damage or remove 1 non-damage token from target friendly Creature.

2 3

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1 Precious Cobnoblin



Cornfield Creature

Gobble
FLOOP >>> Either heal 2 damage or remove 1 non-damage token from target friendly Creature.

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1 Precious Cobnoblin



Cornfield Creature

Gobble
FLOOP >>> Either heal 2 damage or remove 1 non-damage token from target friendly Creature.

2 3

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1 Sacred Scythe



Rainbow Spell

Destroy target Creature.
Its owner heals 5 HP.

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1

Sacred Scythe



Rainbow Spell

Destroy target Creature.
Its owner heals 5 HP.

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LoL

1

Sacred Scythe



Rainbow Spell

Destroy target Creature.
Its owner heals 5 HP.

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1

Energy Potion



Cornfield Spell

Gain 2 actions on your
next turn.

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UNCOMMON

LoL

1

Energy Potion



Cornfield Spell

Gain 2 actions on your
next turn.

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UNCOMMON

LoL

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Energy Potion



Cornfield Spell

Gain 2 actions on your
next turn.

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UNCOMMON

LoL

1

Ziggurat of the Darned



Useless Swamp Building

Opposing Creatures in this
Lane have -2 ATK.

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UNCOMMON

LoL

1

Ziggurat of the Darned



Useless Swamp Building

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UNCOMMON

LoL

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Ziggurat of the Darned



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