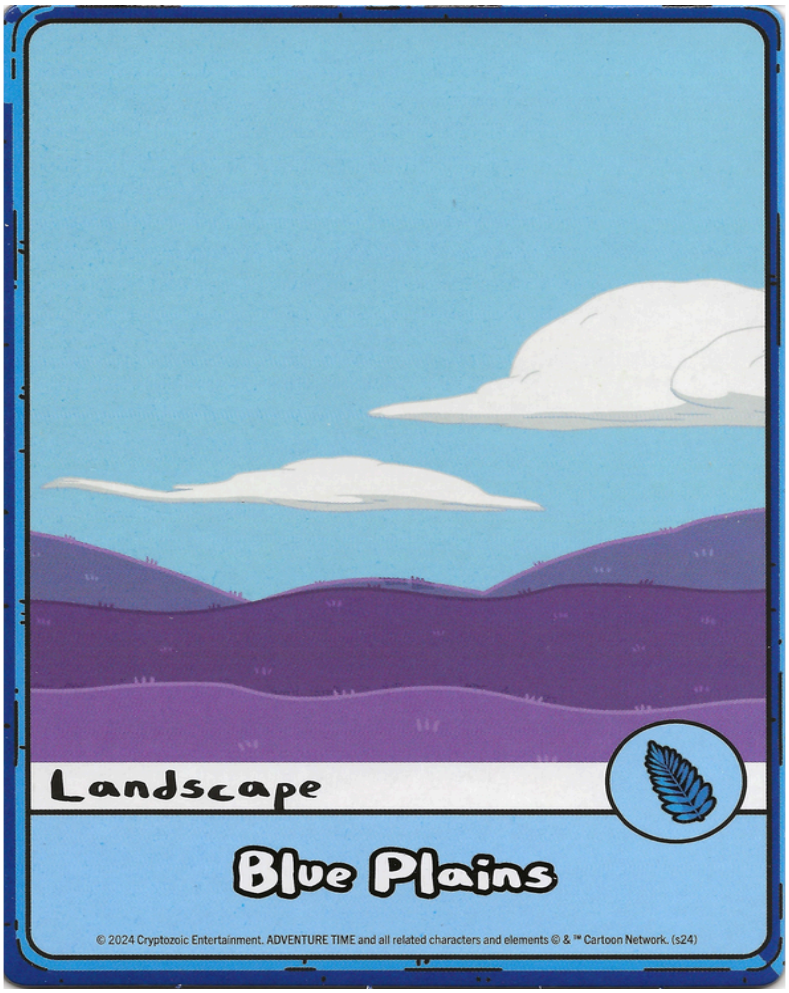
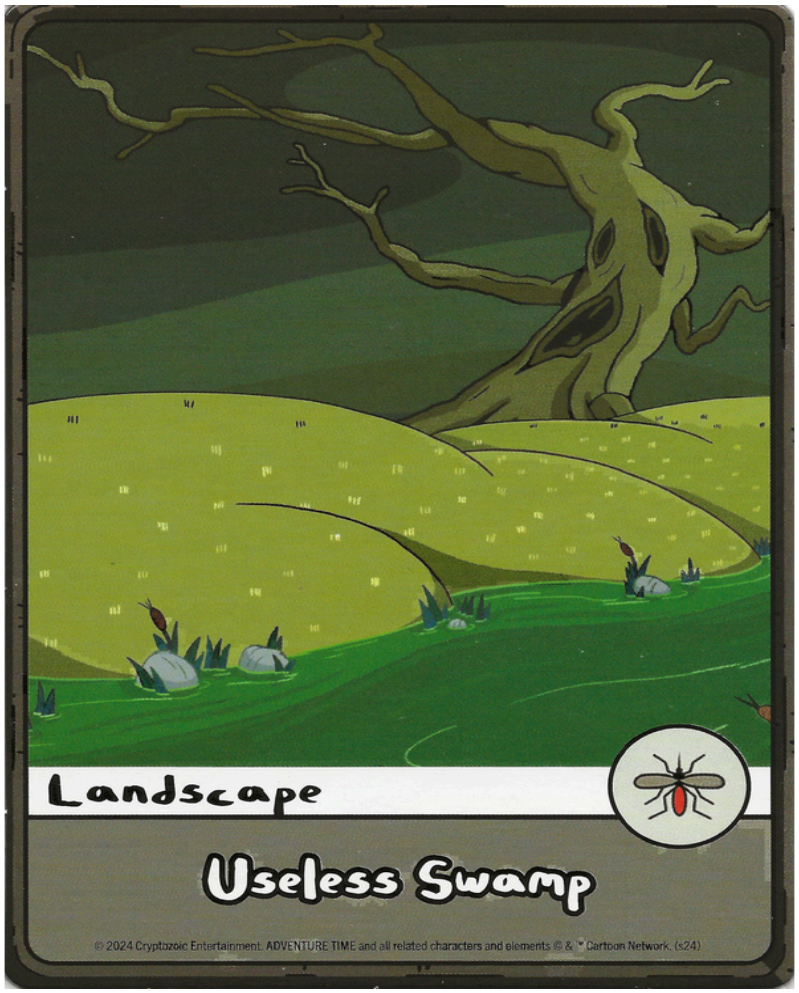

Landscape
Blue Plains
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Landscape
Useless Swamp
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Landscape
Useless Swamp
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Landscape
Useless Swamp
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BMO
BMO
Discard a card from your hand >>>
Deal 1 damage to target Creature.
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1
Gnome Snot


Blue Plains Spell
Draw 3 cards.
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1
Gnome Snot


Blue Plains Spell
Draw 3 cards.
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2
Green Merman

Useless Swamp Creature
FLOOP >>> Put the top card of your deck into your discard pile. Deal damage to each opposing Creature equal to the discarded card's action cost.
0
6
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2
Green Merman

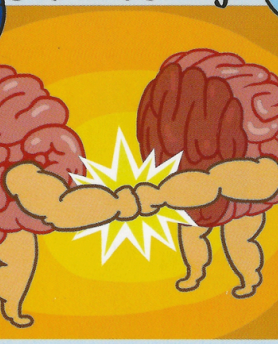
Useless Swamp Creature
FLOOP >>> Put the top card of your deck into your discard pile. Deal damage to each opposing Creature equal to the discarded card's action cost.
0
6
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0
Unempty Coffin

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
Subliminal Strength

Blue Plains Spell
Target Creature you control has +2 ATK for each Spell you played this turn *(including this one)*.
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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
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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1
Glorious Gramophone



Blue Plains Spell

Draw 4 cards, then discard any 2 cards.

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1
Black Paladin



Useless Swamp Creature

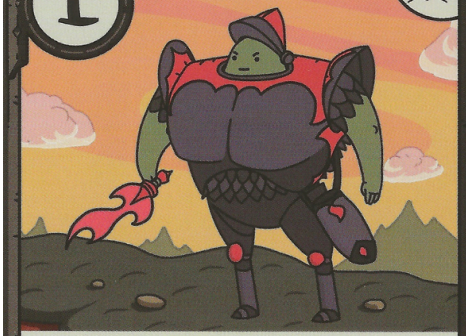
+1 ATK for each card any player has discarded from their hand this turn.

1

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UNCOMMON
FtG
7

1
Black Paladin



Useless Swamp Creature

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

1

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UNCOMMON
FtG
7

1
Black Paladin



Useless Swamp Creature

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

1

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UNCOMMON
FtG
7

1
Blue Merlock



Useless Swamp Creature

FLOOP >>> Draw a card, then discard a card.

2

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COMMON
FtG
5

1
Lt. Mushroom



Useless Swamp Creature

If Lt. Mushroom leaves play during an opponent's turn, that opponent discards 3 cards.

2

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RARE
FtG
3

1
Lt. Mushroom



Useless Swamp Creature

If Lt. Mushroom leaves play during an opponent's turn, that opponent discards 3 cards.

2

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RARE
FtG
3

1
Lt. Mushroom



Useless Swamp Creature

If Lt. Mushroom leaves play during an opponent's turn, that opponent discards 3 cards.

2

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RARE
FtG
3

2 Smoldering Elder



Useless Swamp Creature

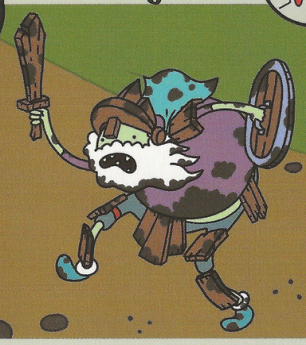
When Smoldering Elder enters play, each player discards 2 cards.

3 8

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RARE FtG

2 Smoldering Elder



Useless Swamp Creature

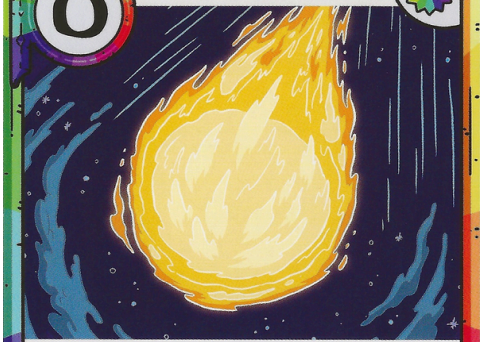
When Smoldering Elder enters play, each player discards 2 cards.

3 8

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RARE FtG

0 Ancient Comet



Rainbow Spell

Flip a coin. If heads, deal 2 damage to each of your Creatures. If tails, your Creatures get +2 ATK this turn.

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KICKSTARTER

0 Ancient Comet



Rainbow Spell

Flip a coin. If heads, deal 2 damage to each of your Creatures. If tails, your Creatures get +2 ATK this turn.

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KICKSTARTER

0 Ancient Comet



Rainbow Spell

Flip a coin. If heads, deal 2 damage to each of your Creatures. If tails, your Creatures get +2 ATK this turn.

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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.

KICKSTARTER

3 4

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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.

KICKSTARTER

3 4

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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.

KICKSTARTER

3 4

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1 Gossamer Beam



Useless Swamp Spell

Target opponent discards a card. You may return a Creature from your discard pile to your hand.

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1
Gossamer Beam



Useless Swamp Spell

Target opponent discards a card. You may return a Creature from your discard pile to your hand.

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1
Gossamer Beam



Useless Swamp Spell

Target opponent discards a card. You may return a Creature from your discard pile to your hand.

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1
Robomination



Useless Swamp Creature

When Robomination leaves play, target player discards a card.

3 5

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1
Robomination



Useless Swamp Creature

When Robomination leaves play, target player discards a card.

3 5

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2
Summon Sludge



Useless Swamp Spell

Deal 2 damage to each opposing Creature. When you discard Summon Sludge, you may play it for free.

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2
Summon Sludge

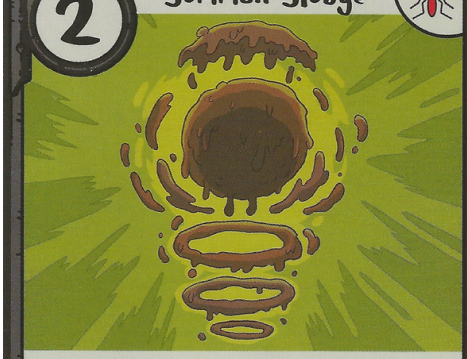


Useless Swamp Spell

Deal 2 damage to each opposing Creature. When you discard Summon Sludge, you may play it for free.

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2
Summon Sludge



Useless Swamp Spell

Deal 2 damage to each opposing Creature. When you discard Summon Sludge, you may play it for free.

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2
Pit Python



Useless Swamp Creature

Pit Python has +2 ATK for every 5 cards in an opponent's discard pile.

2 12

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2
Pit Python



Useless Swamp Creature

Pit Python has +2 ATK for every 5 cards in an opponent's discard pile.

2 12

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3
Barrow Baron
Useless Swamp Creature
Barrow Baron costs 1 less to play for every 5 cards in an opponent's discard pile.
5
12


3
Barrow Baron
Useless Swamp Creature
Barrow Baron costs 1 less to play for every 5 cards in an opponent's discard pile.
5
12


1
Speed Read
WPM
NiceLands Spell
Draw 2 cards and then discard 2 cards. If you discarded a Blue Plains Spell, you may repeat this effect once.


1
Speed Read
WPM
NiceLands Spell
Draw 2 cards and then discard 2 cards. If you discarded a Blue Plains Spell, you may repeat this effect once.