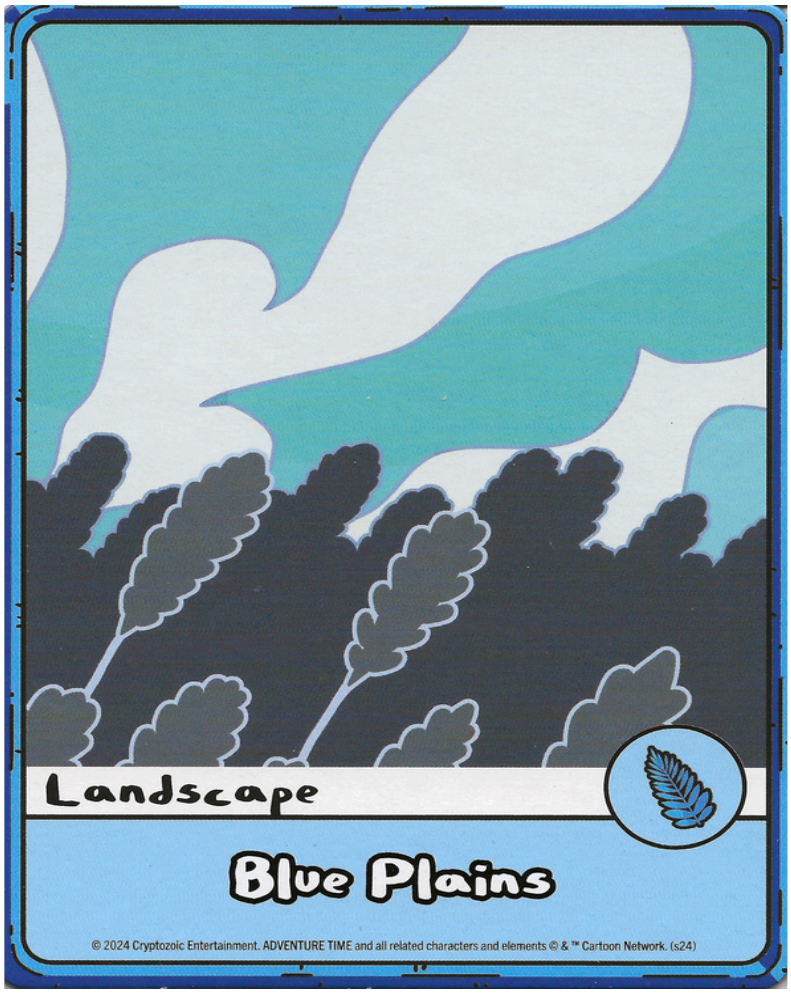
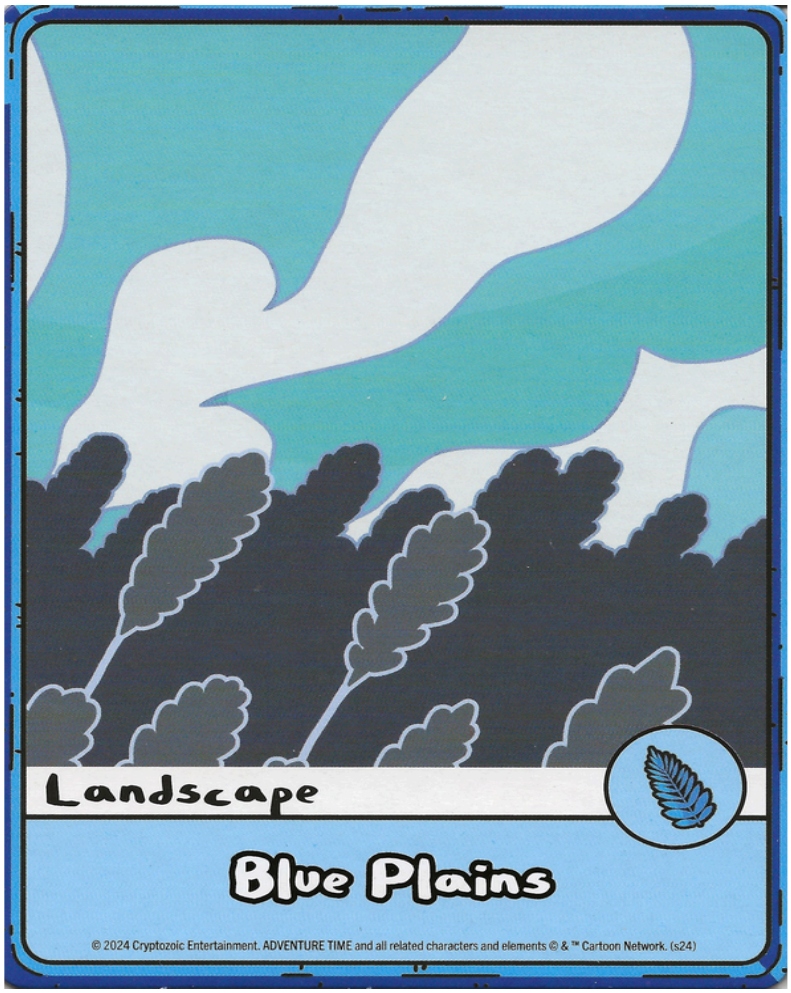

Landscape
Blue Plains
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Landscape
Blue Plains
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Landscape
Useless Swamp
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Landscape
Useless Swamp
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BMO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



Useless Swamp Creature

+1 ATK for every 5 cards in your discard pile.

0 5

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1 Dark Angel



Useless Swamp Creature

+1 ATK for every 5 cards in your discard pile.

0 5

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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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2 Teeth Leaf



Useless Swamp Creature

If you have 10 or more cards in your discard pile, pay 2 fewer actions to play Teeth Leaf.

3 10

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2 Teeth Leaf



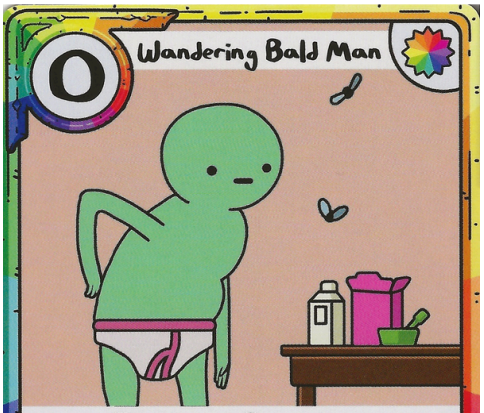
Useless Swamp Creature

If you have 10 or more cards in your discard pile, pay 2 fewer actions to play Teeth Leaf.

3 10

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0 Wandering Bald Man

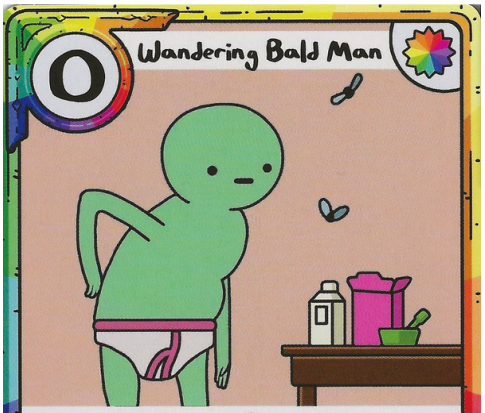


Rainbow Creature

At the start of your turn, put the top card of your deck into your discard pile.

0 10

0 Wandering Bald Man

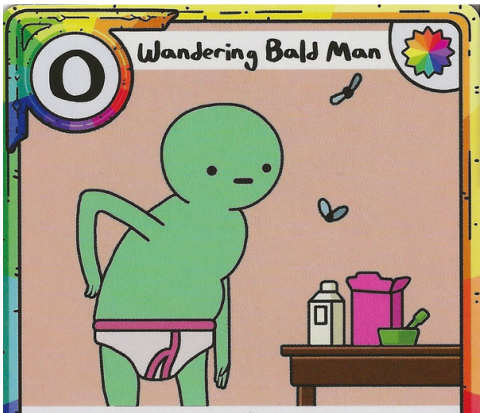


Rainbow Creature

At the start of your turn, put the top card of your deck into your discard pile.

0 10

0 Wandering Bald Man



Rainbow Creature

At the start of your turn, put the top card of your deck into your discard pile.

0 10

0

Ogre Gas



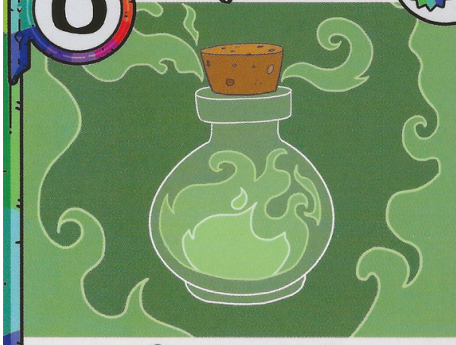
Rainbow Spell

Reveal the top 3 cards of your deck. Put one of them on the bottom of your deck and discard the rest.

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0

Ogre Gas



Rainbow Spell

Reveal the top 3 cards of your deck. Put one of them on the bottom of your deck and discard the rest.

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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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2

Skeletal Hand



Useless Swamp Creature

FLOOP >>> Discard the top 3 cards of your deck. For each Spell discarded this way, target player discards a card.

3 6

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2

Skeletal Hand



Useless Swamp Creature

FLOOP >>> Discard the top 3 cards of your deck. For each Spell discarded this way, target player discards a card.

3 6

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2

Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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2

Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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2

Strength Crystal



Blue Plains Spell

Target player draws 5 cards.

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1
Toilet Of Doom

Useless Swamp Spell
Target Creature you control has +1 ATK this turn for every 5 cards in your discard pile.
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1
Toilet Of Doom

Useless Swamp Spell
Target Creature you control has +1 ATK this turn for every 5 cards in your discard pile.
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2
Impossible Possum

Blue Plains Creature
When this goes into your discard pile, you may discard a card to return Impossible Possum to your hand.
2
8
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2
Impossible Possum

Blue Plains Creature
When this goes into your discard pile, you may discard a card to return Impossible Possum to your hand.
2
8
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2
Impossible Possum

Blue Plains Creature
When this goes into your discard pile, you may discard a card to return Impossible Possum to your hand.
2
8
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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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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

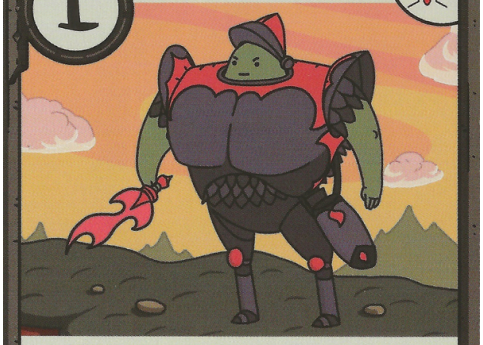
Rainbow Spell

Lose 2 hit points, gain 1 action.

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1

Black Paladin



Useless Swamp Creature

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

1 ATK

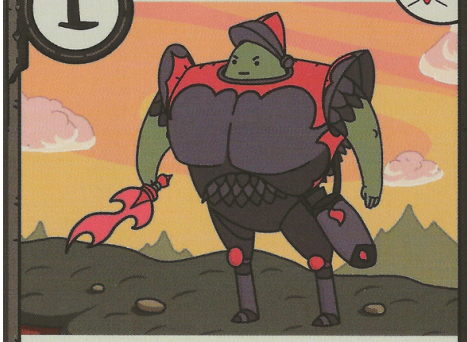
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UNCOMMON FtG

7 DEF

1

Black Paladin



Useless Swamp Creature

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

1 ATK

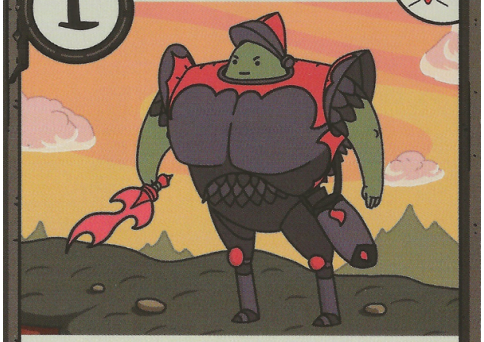
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UNCOMMON FtG

7 DEF

1

Black Paladin



Useless Swamp Creature

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

1 ATK

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UNCOMMON FtG

7 DEF

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

0

Beach Ball



Rainbow Spell

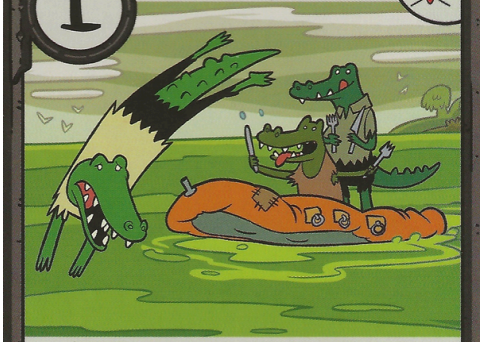
Gain 4 HP. Draw a card. You may put this into an opponent's hand. If you do, draw another card.
(You may only play 1 Beach Ball per turn.)

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KICKSTARTER

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 ATK

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KICKSTARTER

4 DEF


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
KICKSTARTER
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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.
3
4
KICKSTARTER
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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
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