
Landscape
Useless Swamp
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The Stag
Discard 3 cards >>> Remove target opposing Creature from the game if you control a Creature in the same Lane with a higher DEF than it. (Limit: Once per turn.)
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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

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0

Wandering Bald Man



Rainbow Creature

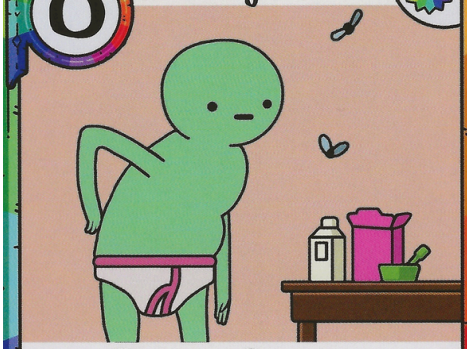
At the start of your turn, put the top card of your deck into your discard pile.

0 10

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0

Wandering Bald Man



Rainbow Creature

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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

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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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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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.

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Jinxed Parrotrooper



Rainbow Creature

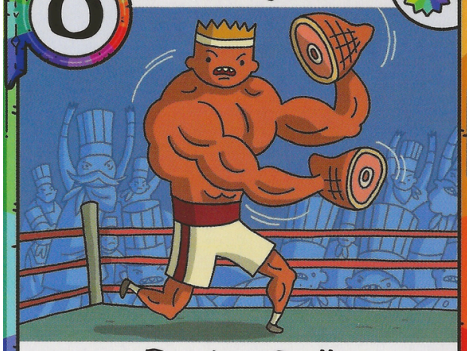
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1 | 5

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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

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

Ghost Chest Burster



Useless Swamp Creature

When Ghost Chest Burster leaves play, draw the bottom card of your deck.

1 | 9

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COMMON FtG

1

Ghost Chest Burster



Useless Swamp Creature

When Ghost Chest Burster leaves play, draw the bottom card of your deck.

1 | 9

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COMMON FtG

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COMMON 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

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Raise the Dead



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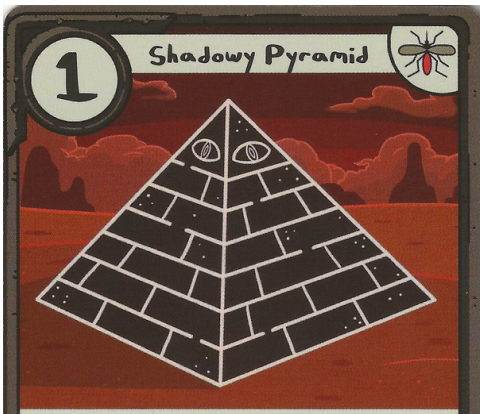
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RARE

FtG

1

Shadowy Pyramid



Useless Swamp Building

FLOOP >>> Draw a card. If you control a Creature in this Lane, discard a card.

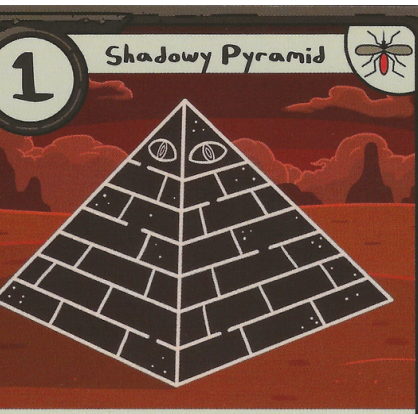
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COMMON

FtG

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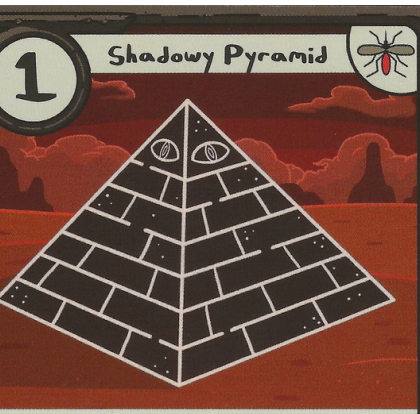
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COMMON

FtG

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FLOOP >>> Draw a card. If you control a Creature in this Lane, discard a card.

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COMMON

FtG

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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1

Bog Cyclone



Useless Swamp Spell

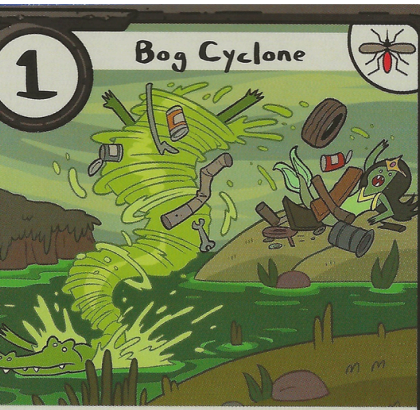
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KICKSTARTER

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KICKSTARTER

2

Muckatana, the Exploiter



Useless Swamp Creature

Muckatana has +2 ATK for each player with 1 or fewer cards in hand.

2 11

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2

Muckatana, the Exploiter

Useless Swamp Creature

Muckatana has +2 ATK for each player with 1 or fewer cards in hand.

2 11

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2

Muckatana, the Exploiter

Useless Swamp Creature

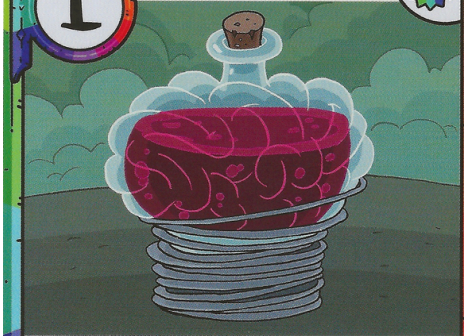
Muckatana has +2 ATK for each player with 1 or fewer cards in hand.

2 11

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1

Math Potion



Rainbow Spell

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

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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

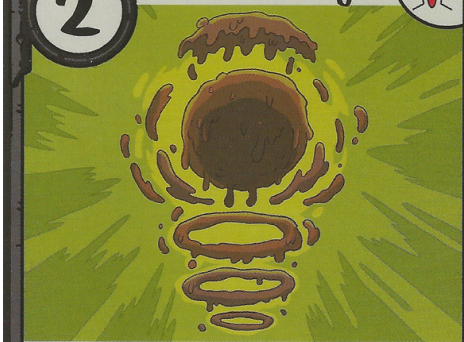
Useless Swamp Spell

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2

Summon Sludge



Useless Swamp Spell

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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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1

Necromagus



Useless Swamp Creature

When Necromagus enters play, each player puts a Creature from their discard pile into their hand.

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1
Necromagus
Useless Swamp Creature
When Necromagus enters play, each player puts a Creature from their discard pile into their hand.
1
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7


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.
LIMITED
PROMO
1
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9


1
Probably Too Many Unicorns
Useless Swamp Creature
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LIMITED
PROMO
1
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9


1
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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.
LIMITED
PROMO
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