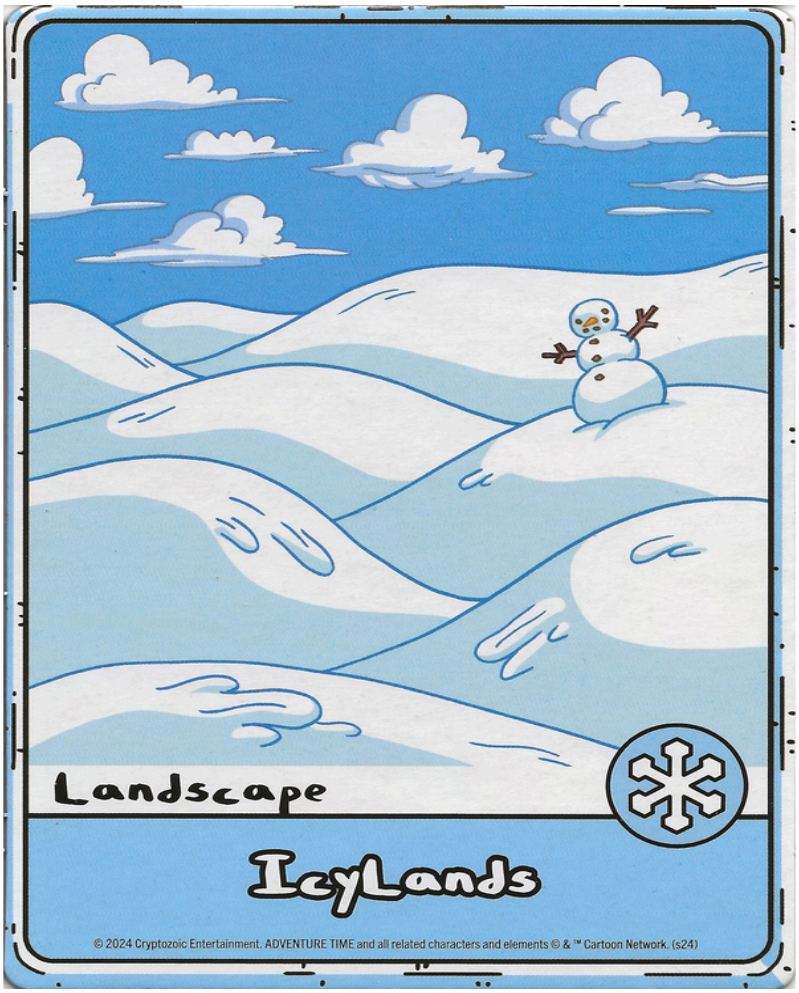
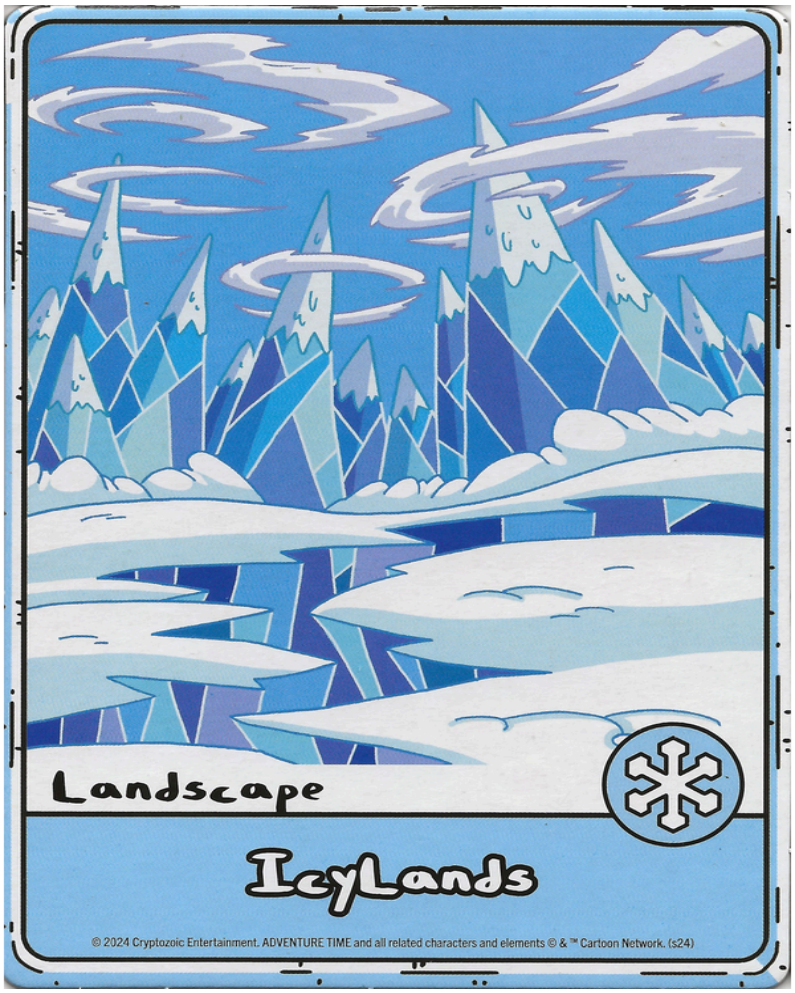

Landscape
Useless Swamp
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Landscape
Useless Swamp
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Landscape
IcyLands
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Landscape
IcyLands
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The Lich
Once per turn, if you have more cards in your hand than an opponent, deal 1 damage to that opponent and heal 1 HP.
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1 Blizzardpaw Avalancheetah



IcyLands Creature

When Blizzardpaw Avalancheetah enters play, draw 2 cards unless another player freezes one of their unfrozen Landscapes.

3 2

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1 Blizzardpaw Avalancheetah



IcyLands Creature

When Blizzardpaw Avalancheetah enters play, draw 2 cards unless another player freezes one of their unfrozen Landscapes.

3 2

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2 Bitterchill Avalancheetah



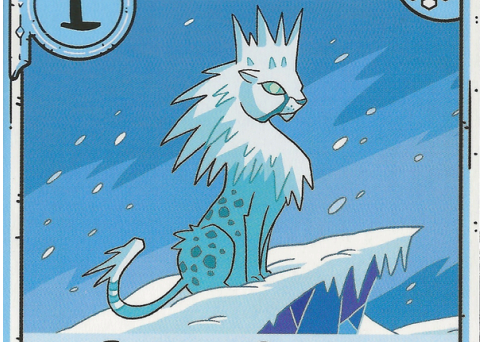
IcyLands Creature

When Bitterchill Avalancheetah damages an opponent, they must discard a Spell or reveal a hand with none.

3 8

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1 Frostcrown Avalancheetah



IcyLands Creature

When Frostcrown enters play, freeze all Landscapes in its Lane. When Frostcrown leaves play, you may remove a frozen token from one of your Landscapes.

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 Icefang Avalancheetah



IcyLands Creature

When another player discards a card from their hand, you may draw a card.

1 7

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1 Icefang Avalancheetah



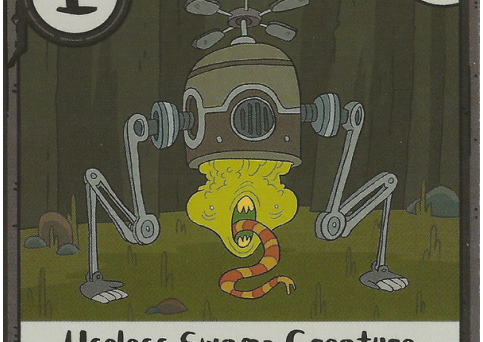
IcyLands Creature

When another player discards a card from their hand, you may draw a card.

1 7

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1 Robomination



Useless Swamp Creature

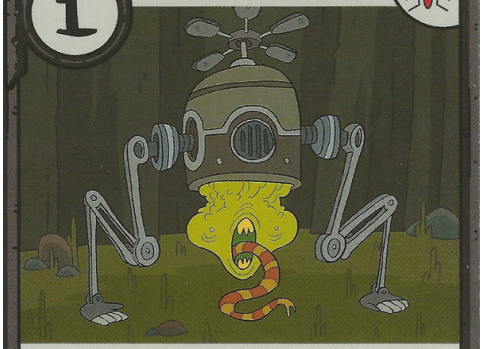
When Robomination leaves play, target player discards a card.

3 5

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1

Robomination



Useless Swamp Creature

When Robomination leaves play, target player discards a card.

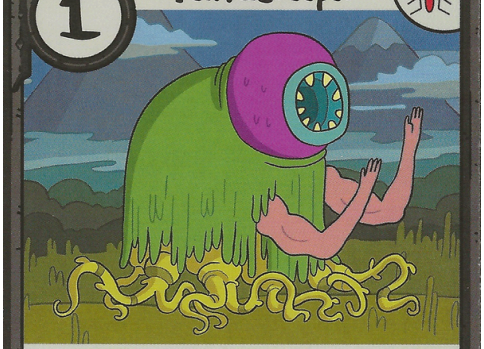
3

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5

1

Tentacreeper



Useless Swamp Creature

At the start of your turn, Tentacreeper has +3 ATK this turn unless another player chooses to discard a card.

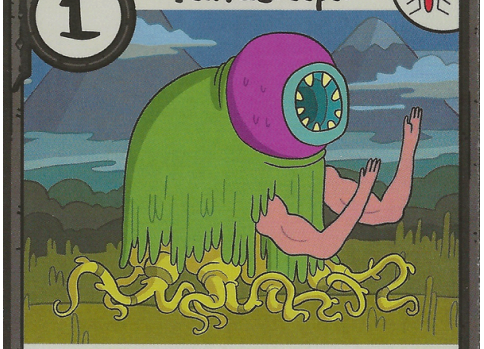
1

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6

1

Tentacreeper



Useless Swamp Creature

At the start of your turn, Tentacreeper has +3 ATK this turn unless another player chooses to discard a card.

1

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6

2

Winterhide Avalancheetah



IcyLands Creature

FLOOP >>> Each player draws and discards a card for each frozen Landscape. Then freeze an opponent's Landscape.

2

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11

2

Waterfall of Swords



Rainbow Spell

Deal damage to each opposing Creature equal to its ATK.

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2

Waterfall of Swords



Rainbow Spell

Deal damage to each opposing Creature equal to its ATK.

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1

Mudpie Zombies



Useless Swamp Creature

When Mudpie Zombies enters play, each player discards a card, then draws a card.

1

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9

1

Mudpie Zombies



Useless Swamp Creature

When Mudpie Zombies enters play, each player discards a card, then draws a card.

1

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9

1

Night Owl



Useless Swamp Creature

Night Owl has -1 ATK for each card in other players' hands.

6

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5

1

Night Owl



Useless Swamp Creature

Night Owl has -1 ATK for each card in other players' hands.

6 | 5

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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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2

Rotroot Rooter



Useless Swamp Creature

If Rotroot Rooter damages an opponent, they must discard a Creature or reveal a hand with none.

3 | 8

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2

Rotroot Rooter



Useless Swamp Creature

If Rotroot Rooter damages an opponent, they must discard a Creature or reveal a hand with none.

3 | 8

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1

Filthflinger



Useless Swamp Creature

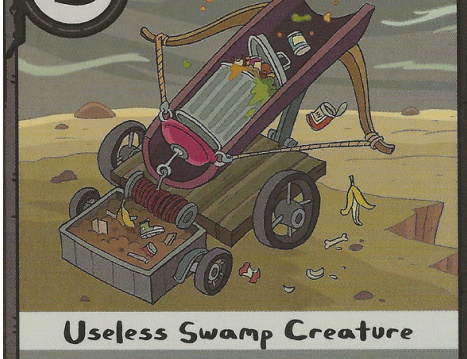
When another player discards a card from their hand, put an on Filthflinger.

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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2

Coldclaw Avalancheetah



IcyLands Creature

When Coldclaw Avalancheetah enters play, freeze an opponent's Landscape. When a frozen token is removed from any Landscape, heal all damage from Coldclaw Avalancheetah.

3 | 10

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2

Coldclaw Avalancheetah



IcyLands Creature

When Coldclaw Avalancheetah enters play, freeze an opponent's Landscape. When a frozen token is removed from any Landscape, heal all damage from Coldclaw Avalancheetah.

3 | 10

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0 Lambpire, Fanged Fluff



Rainbow Creature

After combat, heal 1 damage from Lambpire.

1 4

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0 Lambpire, Fanged Fluff



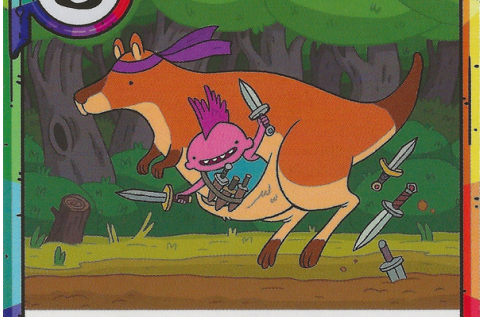
Rainbow Creature

After combat, heal 1 damage from Lambpire.

1 4

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0 Kangaroo Pat



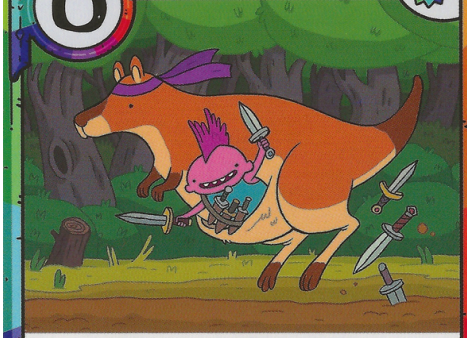
Rainbow Creature

When Kangaroo Pat damages an opponent, put an (4) on a friendly Creature.

1 3

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0 Kangaroo Pat



Rainbow Creature

When Kangaroo Pat damages an opponent, put an (4) on a friendly Creature.

1 3

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2 Mire Madness



Useless Swamp Spell

Deal 4 damage to an opposing Creature or player. Heal up to 4 damage from target friendly Creature or player. Target opponent discards a card. Draw a card.

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1 Whiteout



IcyLands Spell

Each player reveals their hand and discards all cards with cost 1. Then each player draws 2 cards.

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1 Glacial Drift



IcyLands Spell

Move target friendly Creature to an empty Lane. Freeze an opposing Landscape in that Lane.

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1 Glacial Drift

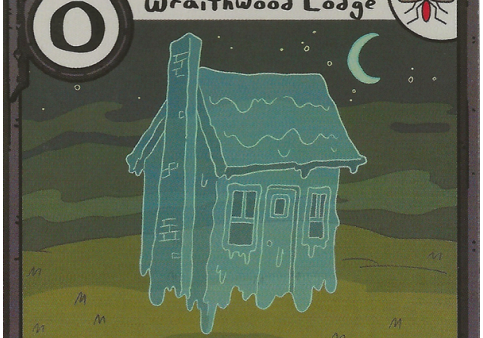


IcyLands Spell

Move target friendly Creature to an empty Lane. Freeze an opposing Landscape in that Lane.

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0 Wraithwood Lodge



Useless Swamp Building

When a Creature enters this Lane, its controller discards a card. If they do, they draw a card.

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1

Scrappy's Salvage Bog



Useless Swamp Building

The first time another player discards a card from their hand each turn, put an on a friendly Creature in this Lane.

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1

Cool Cone Cafe



IcyLands Building

When Cool Cone Cafe enters play, freeze the opposing Landscape in this Lane. Opponents must discard an additional card to remove frozen tokens in this Lane.

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1

Phoenix Pyre



Rainbow Building

When a Creature in this Lane is destroyed, you may destroy Phoenix Pyre to bring that Creature back into play in the same Lane.

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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

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