
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.

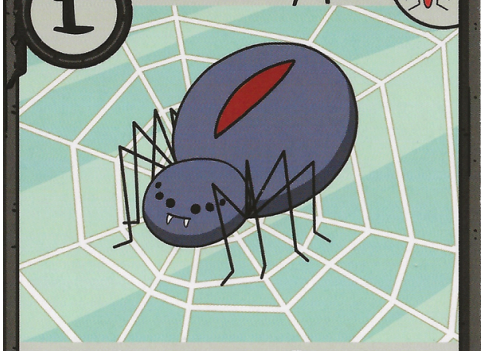
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5

1

Extraordinary Spider



Useless Swamp Creature

At the start of your turn, deal 1 damage to target opponent for every 5 cards in your discard pile.

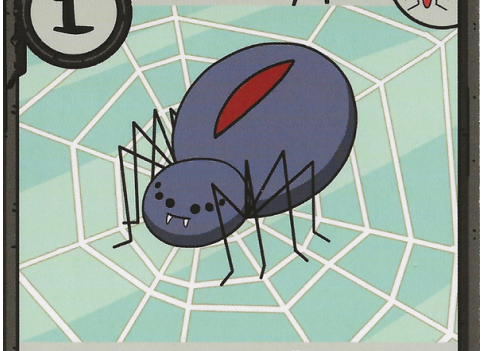
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7

1

Extraordinary Spider



Useless Swamp Creature

At the start of your turn, deal 1 damage to target opponent for every 5 cards in your discard pile.

1

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7

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

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6

1

Mouthball



Useless Swamp Creature

+2 DEF for every 5 cards in your discard pile.

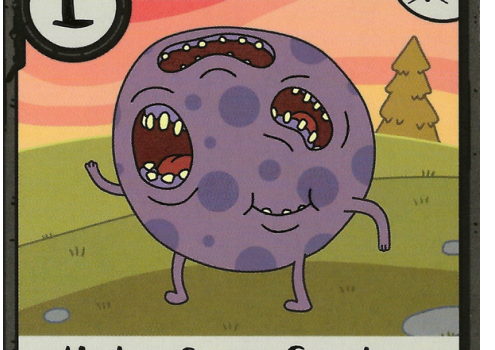
2

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4

1

Mouthball



Useless Swamp Creature

+2 DEF for every 5 cards in your discard pile.

2

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4

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

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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

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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

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10

2

Abraca Amadeus



Useless Swamp Spell

Target opponent discards a card from their hand for every 5 cards in your discard pile.

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2

Magic Ring Ding



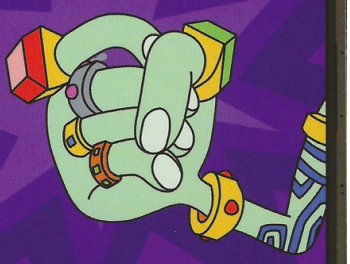
Useless Swamp Spell

Each of your Creatures has +1 ATK this turn for every 5 cards in your discard pile.

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2

Magic Ring Ding



Useless Swamp Spell

Each of your Creatures has +1 ATK this turn for every 5 cards in your discard pile.

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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

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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2

Fatapillar



Useless Swamp Creature

+2 ATK for every 5 cards in your discard pile.

0 3

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2

Fatapillar



Useless Swamp Creature

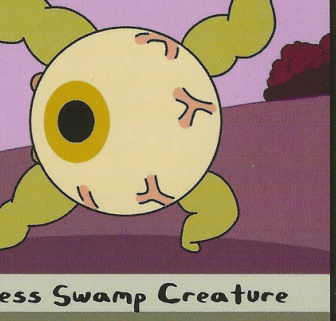
+2 ATK for every 5 cards in your discard pile.

0 3

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2

Herculeye



Useless Swamp Creature

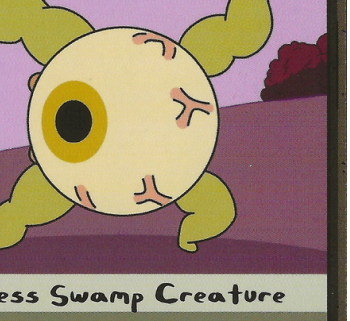
Discard a card >>> Herculeye has +4 ATK this turn.
(Limit: Once per turn.)

1 6

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2

Herculeye



Useless Swamp Creature

Discard a card >>> Herculeye has +4 ATK this turn.
(Limit: Once per turn.)

1 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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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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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

Unicyclops



Useless Swamp Creature

At the start of your turn, each player draws a card and then discards a card.

1 10

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2

Unicyclops



Useless Swamp Creature

At the start of your turn, each player draws a card and then discards a card.

1 10

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5

Cardboard Mansion



Useless Swamp Building

Cardboard Mansion costs 1 less to play for every 5 cards in your discard pile.

FLOOP >>> Gain 1 action.

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2

SubjuGator



Useless Swamp Creature

The opposing Creature in this Lane has -1 DEF for every 5 cards in your discard pile.

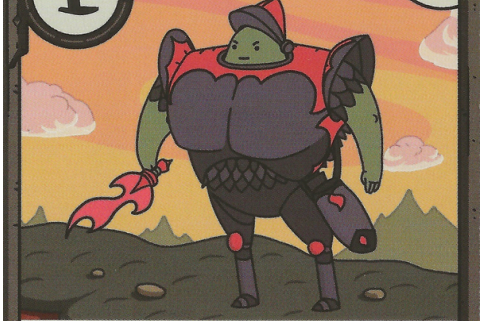
3 7

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2v2

1

Black Paladin



Useless Swamp Creature

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

1 7

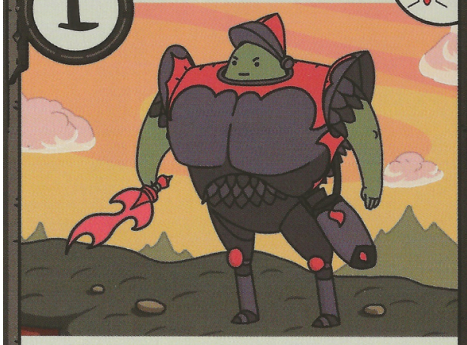
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UNCOMMON

FtG

1

Black Paladin



Useless Swamp Creature

+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

Blue Merlock



Useless Swamp Creature

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

2

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COMMON
FtG

5

1

Fright Tower



Useless Swamp Building

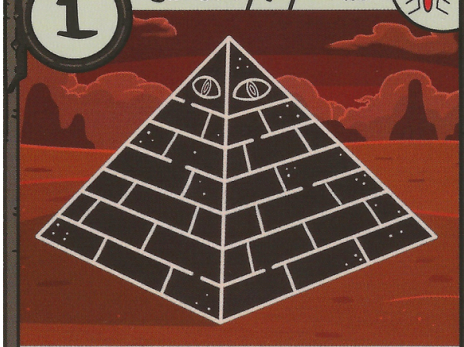
Pay 1 action >>> Target Creature in this Lane has +1 ATK this turn for every 5 cards in your discard pile.

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COMMON
FtG

1

Shadowy Pyramid



Useless Swamp Building

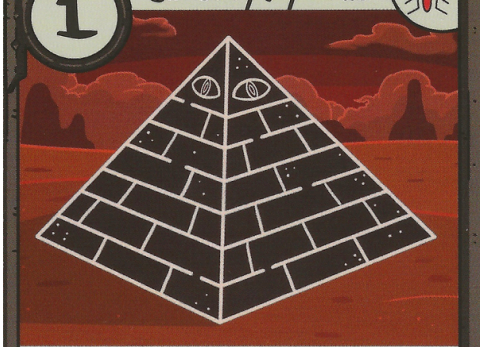
FLOOP >>> Draw a card. If you control a Creature in this Lane, discard a card.

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COMMON
FtG

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

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

KICKSTARTER

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4

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

KICKSTARTER

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4

1

Onyx Merlock



Useless Swamp Creature

At the end of your turn, discard the top 2 cards of target player's deck.

2

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COMMON
LoL

7

1

Onyx Merlock



Useless Swamp Creature

At the end of your turn, discard the top 2 cards of target player's deck.

2

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COMMON
LoL

7

1

Onyx Merlock



Useless Swamp Creature

At the end of your turn, discard the top 2 cards of target player's deck.

2

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COMMON
LoL

7

1

Absorb Aether



Useless Swamp Spell

Deal 3 damage to a Creature and heal 3 HP.
Repeat this effect for each player with 1 or fewer cards in hand.

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COMMON
LoL

1

Absorb Aether



Useless Swamp Spell

Deal 3 damage to a Creature and heal 3 HP.
Repeat this effect for each player with 1 or fewer cards in hand.

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COMMON
LoL