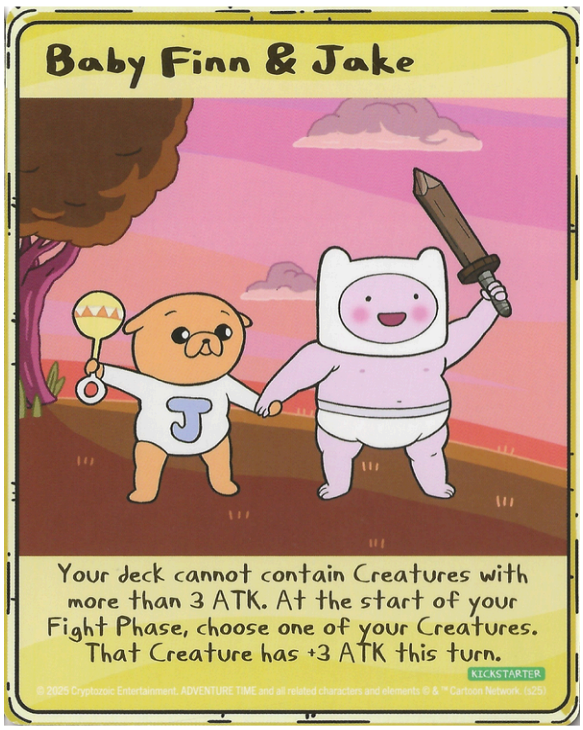

Landscape
Cornfield
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Landscape
Cornfield
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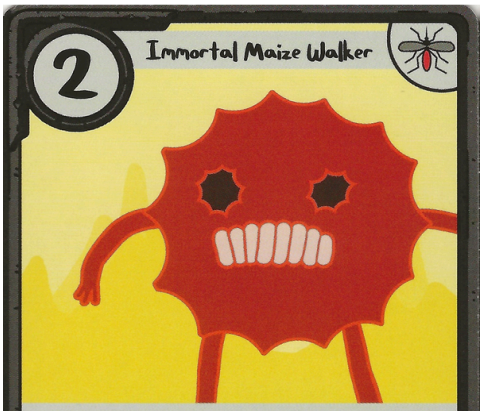

Landscape
Cornfield
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Landscape
Useless Swamp
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Baby Finn & Jake
Your deck cannot contain Creatures with more than 3 ATK. At the start of your Fight Phase, choose one of your Creatures. That Creature has +3 ATK this turn.
KICKSTARTER
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2

Immortal Maize Walker



Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

2 8

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2

Immortal Maize Walker

Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

2 8

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2

Immortal Maize Walker

Useless Swamp Creature

While Immortal Maize Walker is on a Cornfield Landscape, its ATK value is tripled.

2 8

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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

Goat



Rainbow Creature

If Goat replaces a Creature, draw a card.

1 4

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0

Brief Power



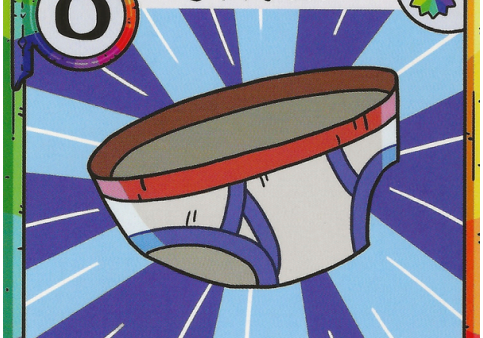
Rainbow Spell

Target Useless Swamp Creature you control has +2 ATK this turn.

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0

Brief Power



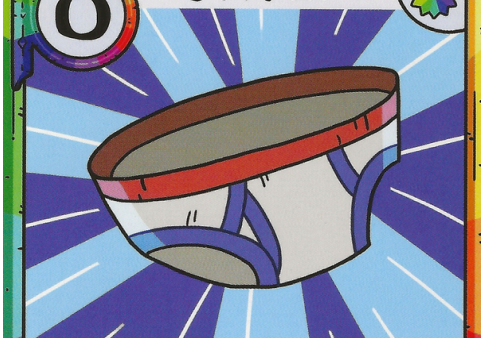
Rainbow Spell

Target Useless Swamp Creature you control has +2 ATK this turn.

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0

Brief Power



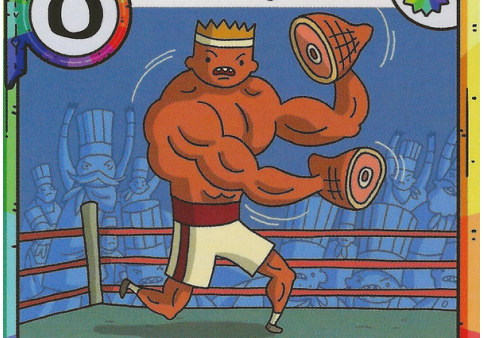
Rainbow Spell

Target Useless Swamp Creature you control has +2 ATK this turn.

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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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1 Feedman



Cornfield Creature

When Feedman enters play, the next Creature you play this turn costs 1 less to play.

1 8

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2v2

1 Feedman



Cornfield Creature

When Feedman enters play, the next Creature you play this turn costs 1 less to play.

1 8

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2v2

1 Beach Blast



Rainbow Spell

Reveal the top 3 cards of your deck. Draw 1 and discard the rest.

After playing this, you may put it into your teammate's hand.

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2v2

1 Beach Blast



Rainbow Spell

Reveal the top 3 cards of your deck. Draw 1 and discard the rest.

After playing this, you may put it into your teammate's hand.

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2v2

1 Beach Blast



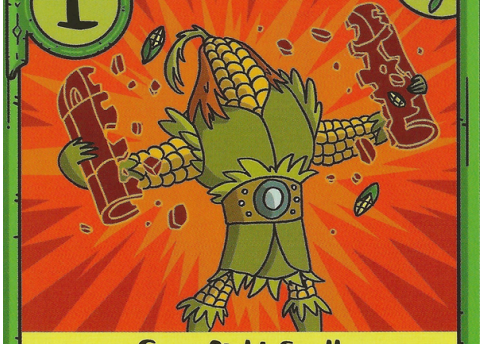
Rainbow Spell

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After playing this, you may put it into your teammate's hand.

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2v2

1 Infinite Haymaker

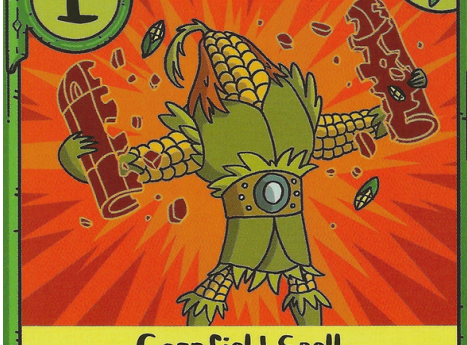


Cornfield Spell

Deal damage to yourself equal to target Creature's remaining DEF, then destroy it.

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2v2

1 Infinite Haymaker



Cornfield Spell

Deal damage to yourself equal to target Creature's remaining DEF, then destroy it.

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2v2

1 Infinite Haymaker



Cornfield Spell

Deal damage to yourself equal to target Creature's remaining DEF, then destroy it.

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2v2

1 Bayou Fountain



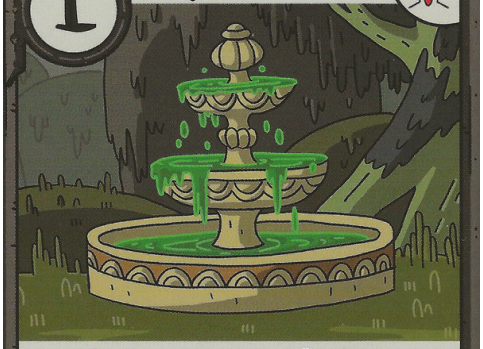
Useless Swamp Building

Discard a card >>> Your Creature in this Lane has +1 ATK this turn.

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2v2

1

Bayou Fountain



Useless Swamp Building

Discard a card >>> Your Creature in this Lane has +1 ATK this turn.

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2v2

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

Blue Merlock



Useless Swamp Creature

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

2

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COMMON
FtG

5

1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0

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RARE
FtG

4

1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0

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RARE
FtG

4

1

Ethan Allfire



Cornfield Creature

When Ethan Allfire leaves play, draw 1 card for each Cornfield Landscape you control.

0

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RARE
FtG

4

1

Pirate Bear



Cornfield Creature

While Pirate Bear is on a Useless Swamp Landscape, its ATK value is tripled.

1

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COMMON
FtG

3

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

1 Raise the Dead



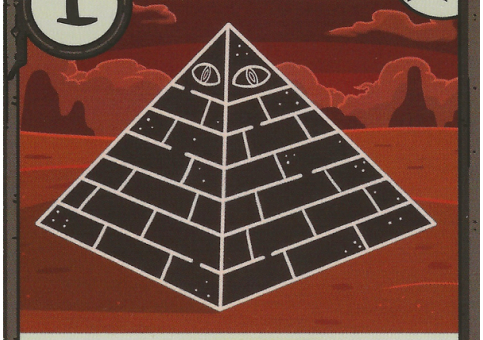
Useless Swamp Spell

Put a Creature with cost 2 or less from your discard pile into play.

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RARE FtG

1 Shadowy Pyramid



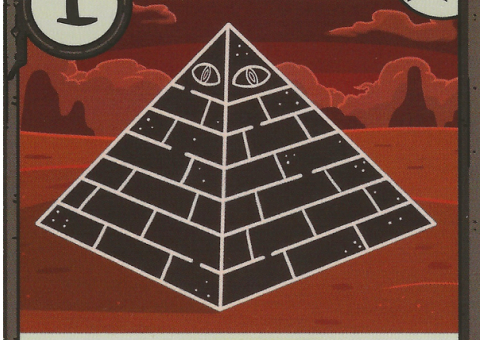
Useless Swamp Building

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

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COMMON FtG

1 Shadowy Pyramid



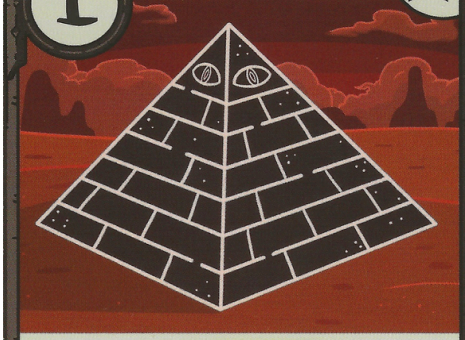
Useless Swamp Building

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

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COMMON FtG

1 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

2 Monolith of Doom



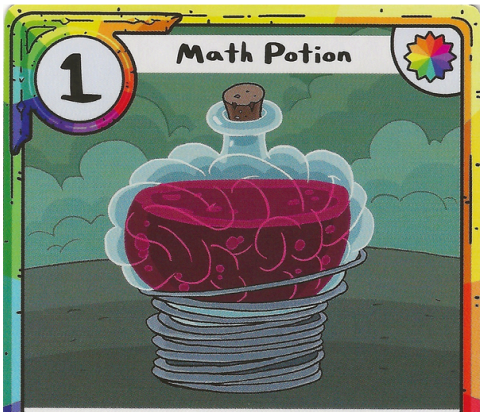
Rainbow Building

If your Creature in this Lane is destroyed, destroy Monolith of Doom and all Creatures in play.

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KICKSTARTER

1 Math Potion



Rainbow Spell

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

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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 Triple Threat



Useless Swamp Spell

Put 3 on target Creature. Discard a card.

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1
Triple Threat
Useless Swamp Spell
Put 3 on target Creature.
Discard a card.
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1
Triple Threat
Useless Swamp Spell
Put 3 on target Creature.
Discard a card.
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1
Sacred Scythe
Rainbow Spell
Destroy target Creature.
Its owner heals 5 HP.


1
Sacred Scythe
Rainbow Spell
Destroy target Creature.
Its owner heals 5 HP.