














































<div>2</div> <div>Fungal Minion</div> <div>  <div>Creature</div> </div>	<div>2</div> <div>Fungal Minion</div> <div>  <div>Creature</div> </div>	<div>2</div> <div>Fungal Minion</div> <div>  <div>Creature</div> </div>
Muck	Muck	Muck
This creature gets +1 Attack and +1 Defense per Fungal Minion you control.	This creature gets +1 Attack and +1 Defense per Fungal Minion you control.	This creature gets +1 Attack and +1 Defense per Fungal Minion you control.
<div>0</div> <div>0</div> <div>1</div>	<div>0</div> <div>0</div> <div>1</div>	<div>0</div> <div>0</div> <div>1</div>
<div>3</div> <div>Troll</div> <div>  <div>Creature</div> <div>★</div> </div>	<div>3</div> <div>Troll</div> <div>  <div>Creature</div> <div>★</div> </div>	<div>1</div> <div>Sapling</div> <div>  <div>Creature</div> <div>★</div> </div>
		Tree
<div>3</div> <div>2</div> <div>4</div>	<div>3</div> <div>2</div> <div>4</div>	<div>1</div> <div>1</div> <div>2</div>
<div>1</div> <div>Sapling</div> <div>  <div>Creature</div> <div>★</div> </div>	<div>1</div> <div>Sapling</div> <div>  <div>Creature</div> <div>★</div> </div>	<div>5</div> <div>Tree Herder</div> <div>  <div>Creature</div> <div>★</div> </div>
Tree	Tree	Tree
		Other Tree creatures in the same group as this creature gain +1 Attack and +1 Defense.
<div>1</div> <div>1</div> <div>2</div>	<div>1</div> <div>1</div> <div>2</div>	<div>2</div> <div>3</div> <div>4</div>

<div>4</div> <div>Swamp Hulk</div> <div> Creature</div>	<div>4</div> <div>Swamp Hulk</div> <div> Creature</div>	<div>5</div> <div>Rotlord</div> <div> Creature</div>
Muck	Muck	Champion
		Muck creatures in the same group as this creature gain +1 Attack and +1 Defense.
<div>2</div> <div>1</div> <div>4</div>	<div>2</div> <div>1</div> <div>4</div>	<div>3</div> <div>1</div> <div>3</div>
<div>5</div> <div>Ancient Gardener</div> <div> Creature</div> <div>★</div>	<div>4</div> <div>Elder Tree</div> <div> Creature</div> <div>★</div>	<div>4</div> <div>Elder Tree</div> <div> Creature</div> <div>★</div>
Champion	Tree	Tree
Tree and plant cards cost one less mana to play (minimum of one).		
<div>2</div> <div>3</div> <div>4</div>	<div>3</div> <div>3</div> <div>4</div>	<div>3</div> <div>3</div> <div>4</div>
<div>2</div> <div>Wolf</div> <div> Creature</div> <div>★</div>	<div>2</div> <div>Wolf</div> <div> Creature</div> <div>★</div>	<div>2</div> <div>Wolf</div> <div> Creature</div>
<div>2</div> <div>1</div> <div>1</div>	<div>2</div> <div>1</div> <div>1</div>	<div>2</div> <div>1</div> <div>1</div>

<div>4</div> <div>Bear</div> <div>  <div>Creature</div> <div>★</div> </div>	<div>4</div> <div>Bear</div> <div>  <div>Creature</div> </div>	<div>2</div> <div>Giant Wasp</div> <div>  <div>Creature</div> <div>★</div> </div>
		Flying, Insect
<div>3</div> <div>2</div> <div>4</div>	<div>3</div> <div>2</div> <div>4</div>	<div>2</div> <div>1</div> <div>1</div>
<div>2</div> <div>Giant Wasp</div> <div>  <div>Creature</div> <div>★</div> </div>	<div>5</div> <div>Earth Dragon</div> <div>  <div>Creature</div> <div>★</div> </div>	<div>4</div> <div>Rot Grubs</div> <div>  <div>Creature</div> </div>
Flying, Insect	Dragon, Flying	Muck
		This creature gets +1 Attack and +1 Health per creature card in your discard pile.
<div>2</div> <div>1</div> <div>1</div>	<div>4</div> <div>4</div> <div>5</div>	<div>0</div> <div>1</div> <div>1</div>
<div>4</div> <div>Rot Grubs</div> <div>  <div>Creature</div> </div>	<div>3</div> <div>Great Spider</div> <div>  <div>Creature</div> <div>★</div> </div>	<div>3</div> <div>Great Spider</div> <div>  <div>Creature</div> <div>★</div> </div>
Muck	Insect	Insect
This creature gets +1 Attack and +1 Health per creature card in your discard pile.	This creature gets +1 Attack against flying creatures.	This creature gets +1 Attack against flying creatures.
<div>0</div> <div>1</div> <div>1</div>	<div>2</div> <div>2</div> <div>3</div>	<div>2</div> <div>2</div> <div>3</div>

<div>3</div> <div>Spinner</div> <div>  <div>Creature</div> <div>☆</div> </div> <div>Insect</div> <div>When this card is played, repair one damage from an outpost. This creature gets +1 Attack against flying creatures.</div> <div> <div>0</div> <div>1</div> <div>2</div> </div>	<div>3</div> <div>Spinner</div> <div>  <div>Creature</div> <div>☆</div> </div> <div>Insect</div> <div>When this card is played, repair one damage from an outpost. This creature gets +1 Attack against flying creatures.</div> <div> <div>0</div> <div>1</div> <div>2</div> </div>	<div>2</div> <div>Guardian Spirits</div> <div>  <div>Creature</div> </div> <div>Spirit</div>
<div>2</div> <div>Guardian Spirits</div> <div>  <div>Creature</div> <div>☆</div> </div> <div>Spirit</div>	<div>2</div> <div>Guardian Spirits</div> <div>  <div>Creature</div> <div>☆</div> </div> <div>Spirit</div>	<div>3</div> <div>Giant Flytrap</div> <div>  <div>Creature</div> <div>☆</div> </div> <div>Plant</div> <div>You may play this creature on an outpost like an upgrade. When flipped up, it counts as a defender. This can bring a defending group over three creatures. However, on your next turn, you must move one creature out of the group.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div>
<div>3</div> <div>Giant Flytrap</div> <div>  <div>Creature</div> <div>☆</div> </div> <div>Plant</div> <div>You may play this creature on an outpost like an upgrade. When flipped up, it counts as a defender. This can bring a defending group over three creatures. However, on your next turn, you must move one creature out of the group.</div> <div> <div>2</div> <div>1</div> <div>2</div> </div>	<div>4</div> <div>Muck Harvester</div> <div>  <div>Creature</div> </div> <div>Plant, Muck</div> <div>When this creature is destroyed, return a creature in your discard to your hand.</div> <div> <div>2</div> <div>1</div> <div>1</div> </div>	<div>1</div> <div>Renewal</div> <div>  <div>Spell</div> <div>☆</div> </div>

<div>3</div> <div>  </div> <div>Overrun</div> <div> <div>Spell</div> <div>★</div> </div> <div> <p>Cast this spell after damaging an outpost. That outpost takes one additional damage.</p> </div>	<div>5</div> <div>  </div> <div>Overpowering Might</div> <div> <div>Spell</div> <div>★</div> </div> <div> <p>Double the attack value of an attacking group.</p> </div>	<div>2</div> <div>  </div> <div>Song of Growth</div> <div> <div>Spell</div> </div> <div> <p>Gain four mana.</p> </div>
<div>2</div> <div>  </div> <div>Regrowth</div> <div> <div>Spell</div> <div>★</div> </div> <div> <p>Completely repair an outpost.</p> </div>	<div>4</div> <div>  </div> <div>New Growth</div> <div> <div>Spell</div> <div>★</div> </div> <div> <p>Gain a new outpost with five damage on it.</p> </div>	<div>2</div> <div>  </div> <div>Vine Snare</div> <div> <div>Upgrade</div> <div>★</div> </div> <div> <div>Plant, Trap</div> <p>Discard this card to remove one attacking creature.</p> </div>
<div>2</div> <div>  </div> <div>Vine Snare</div> <div> <div>Upgrade</div> </div> <div> <div>Plant, Trap</div> <p>Discard this card to remove one attacking creature.</p> </div>	<div>2</div> <div>  </div> <div>Thorny Hedge</div> <div> <div>Upgrade</div> <div>★</div> </div> <div> <div>Plant</div> <p>The outpost gets +1 defense.</p> </div>	<div>3</div> <div>  </div> <div>Morass</div> <div> <div>Upgrade</div> <div>★</div> </div> <div> <div>Muck, Trap</div> <p>Discard this card to destroy one attacking creature with an Attack of 2 or less.</p> </div>