1	Fungal Minion		1	Fungal Minion		1	Fungal Minion
🍄	Creature		🍄	Creature		🍄	Creature

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.

0	0	1	0	0	1	0	0	1

3	Troll		3	Troll		1	Sapling
🍄	Creature		🍄	Creature		🍄	Creature

						Tree

3	2	3	3	2	3	1	1	1

1	Sapling		1	Sapling		5	Tree Herder
🍄	Creature		🍄	Creature		🍄	Creature

Tree	Tree	Tree
		Other Tree creatures in the same group as this creature gain +1 Attack and +1 Defense.

1	1	1	1	1	1	3	3	4

3 Swamp Hulk	3 Swamp Hulk	5 Rotlord
🍄 Creature	🍄 Creature	🍄 Creature
Muck	Muck	Champion
		Muck creatures in the same group as this creature gain +1 Attack and +1 Defense.
2 2 4	2 2 4	3 1 3

5 Ancient Gardener	4 Elder Tree	4 Elder Tree
🍄 Creature	🍄 Creature	🍄 Creature
Champion	Tree	Tree
Tree and plant cards cost one less mana to play (minimum of one).		
2 2 4	3 3 4	3 3 4

2 Wolf	2 Wolf	2 Wolf
🍄 Creature	🍄 Creature	🍄 Creature
2 1 1	2 1 1	2 1 1

Cost	Name	Type	Keywords	Ability	Stat	Stat	Stat
4	Bear	Creature			4	2	3
4	Bear	Creature			4	2	3
2	Giant Wasp	Creature	Flying		2	1	1
2	Giant Wasp	Creature	Flying		2	1	1
5	Earth Dragon	Creature	Dragon, Flying		4	4	5
2	Rot Grubs	Creature	Muck	This creature gets +1 Attack and +1 Health per creature card in your discard pile.	0	1	0
2	Rot Grubs	Creature	Muck	This creature gets +1 Attack and +1 Health per creature card in your discard pile.	0	1	0
3	Great Spider	Creature		This creature gets +1 Attack against flying creatures.	2	2	3
3	Great Spider	Creature		This creature gets +1 Attack against flying creatures.	2	2	3

2 Spinner	2 Spinner	2 Guardian Spirits
🍄 Creature	🍄 Creature	🍄 Creature
When this card is played, repair one damage from an outpost.	When this card is played, repair one damage from an outpost.	
(1) (1) (1)	(1) (1) (1)	(1) (3) (2)

2 Guardian Spirits	2 Guardian Spirits	2 Giant Flytrap
🍄 Creature	🍄 Creature	🍄 Creature
		Plant
		You may play this creature face down 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.
(1) (3) (2)	(1) (3) (2)	(2) (1) (1)

2 Giant Flytrap	3 Muck Harvester	1 Renewal
🍄 Creature	🍄 Creature	🍄 Spell
Plant	Plant, Muck	
You may play this creature face down 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.	When this creature is destroyed, return a creature in your discard to your hand.	Shuffle your discard pile, hand, and deck together. Draw six cards.
(2) (1) (1)	(2) (1) (2)	

3 Overrun	5 Overpowering Might	2 Song of Growth
🍄 Spell	🍄 Spell	🍄 Spell
Cast this spell after damaging an outpost. That outpost takes one additional damage.	Double the attack value of an attacking group.	Gain four mana.

2 Regrowth	4 New Growth	2 Vine Snare
🍄 Spell	🍄 Spell	🍄 Upgrade
		Trap
Completely repair an outpost.	Gain a new outpost with five damage on it.	Discard this card to remove one attacking creature.

2 Vine Snare	2 Thorny Hedge	3 Morass
🍄 Upgrade	🍄 Upgrade	🍄 Upgrade
Trap	Plant	Trap
Discard this card to remove one attacking creature.	The outpost gets +1 defense.	Discard this card to destroy one attacking creature with an Attack of 2 or less.