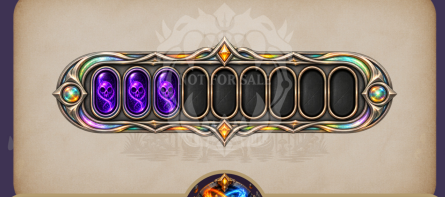


Grave-Echo Core





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Grave-Echo Core





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Mire-Siphon Vent

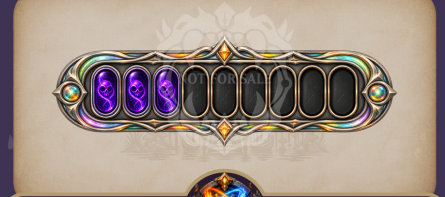




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Bone-Seal Anchor





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Sporeglass Dynamo





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Corpsebloom Siphon





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Bogmother Hollow

REACTOR

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Spore Cloud

2

BLESSING

Opponent loses 1 AP.

The cloud arrives quietly. The missing strength is noticed later.

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Spore Cloud

2

BLESSING

Opponent loses 1 AP.

The cloud arrives quietly. The missing strength is noticed later.

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Vyrkulon's Kiss

2

BLESSING

An opposing Creature gets -2 ATK this combat.

Decay does not need to kill you to make the next blow weaker.

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Mire Unmaking

2

BLESSING

An opposing Enhancement cannot trigger this turn.

The mire remembers every shape—and how to erase it.

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Rotwake

2

BLESSING

An opposing Creature cannot attack this turn.

The mire has tides, and none of them care where you meant to stand.

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Grave Spores2

BLESSING

Destroy a friendly Creature; opponent loses 2 AP.

What rises from the grave is smaller, hungrier, and already rooted.

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Mireveil2

BLESSING

A friendly Creature gets +2 DEF this combat.

A wise hunter fears the path that vanishes while the quarry still walks.

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Rotwood Harvester2

CREATURE - HARVESTER

Sporelight bloomed around Rotwood Harvester where a cleaner people would have prayed.

2

2

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Rotwood Harvester2

CREATURE - HARVESTER

Sporelight bloomed around Rotwood Harvester where a cleaner people would have prayed.

2

2

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Rotwood Stalker2

CREATURE - STALKER

Rotwood Stalker learned to survive by moving pain somewhere more convenient.

3

1

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Rotwood Stalker2

CREATURE - STALKER

Rotwood Stalker learned to survive by moving pain somewhere more convenient.

3

1

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Rebirth Acolyte1



CREATURE - MYSTIC



Rebirth Acolyte knows the mire wastes nothing—not blood, not bone, not regret.


1



2



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Rebirth Acolyte1



CREATURE - MYSTIC



Rebirth Acolyte knows the mire wastes nothing—not blood, not bone, not regret.


1



2



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Boneshard Guardian2



CREATURE - DEFENDER



Its shield was once a tree. Its bones were once an enemy. Both still serve.


1



3



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Boneshard Guardian2



CREATURE - DEFENDER



Its shield was once a tree. Its bones were once an enemy. Both still serve.


1



3



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Mireflesh Scuttler2



CREATURE - SCUTTLE



It never hurries. The ground simply learns to move beneath it.


1



3



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Sporeglass Mystic2



CREATURE - MYSTIC



Sporeglass shows her which memories are ready to be useful again.


1



3



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Decay Runner
2

CREATURE - RUNNER

He follows the scent of weakness, arriving before the pain has finished speaking.

3

1

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Fungal Spore Carrier
2

CREATURE - CARRIER

Every wound shakes loose a future the mire has already prepared.

1

3

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Mireflesh Drone
2

CREATURE - DRONE

It was built without hunger. The mire corrected that omission.

2

2

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Compost Bed
3

ENHANCEMENT

Once each turn, when a friendly Creature is destroyed, add 1 AP.

One body ends. The mire continues.

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Mirecycle Roots
3

ENHANCEMENT

Once each turn, when an opposing Creature loses ATK, add 1 AP.

Decay is only waste when someone interrupts the cycle.

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Mire-Touched Shroud
2

ENHANCEMENT

Once each turn, when a friendly Creature is destroyed, add 1 AP.

Even in death, the mire gives back.

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Bone-Seal Vault

2

RELIC

Creature Capacity +1.

The vault's lock is older than the bones used to remember it.

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Bone-Seal Vault

2

RELIC

Creature Capacity +1.

The vault's lock is older than the bones used to remember it.

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Bone-Cipher Idol

2

RELIC

Creature Capacity +1.

Each carved tooth records a death. The idol arranges them into warnings.

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Mirebone Talisman

2

RELIC

Creature Capacity +1.

Nothing sinks into the mire without feeding what follows.

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Carrion Knot

2

RELIC

Creature Capacity +1.

The knot remembers what the flesh no longer needs.

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Ash Gate Mire

2

SETTLEMENT

Creature Capacity +1.

The knot remembers what the flesh no longer needs.

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Rotwood Fen

SETTLEMENT

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Ash Gate Mire

SETTLEMENT

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RR-W1-GL-C

Rotwood Fen

SETTLEMENT

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Rotfang Brother

DRAGON

Blessing - A creature you control gets +1/+0 until end of turn.

*The rot teaches, but the fang decides.*

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Mireveil Sister

DRAGON

Blessing - Target opposing creature gets -1 ATK until end of turn.

*Mireveil clouds the eye and weakens the blade.*

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