Ada Lovelace — Character · Engineer
1 1 1
You may put a card from your hand in Reserve. If it's a Permanent, draw a card.
"Imagination is the discovering faculty. It is that which penetrates the unseen worlds around us."
Ada Lovelace · Character · Engineer

Ada Lovelace — Character · Engineer
1 1 1
You may put a card from your hand in Reserve to draw a card.
"Imagination is the discovering faculty. It is that which penetrates the unseen worlds around us."
Ada Lovelace · Character · Engineer

Amahle, Augerthun Outcast — Character · Scholar
5 5 5
You may discard a card from your Reserve to draw an card.
The old world is dying, and the new world struggles to be born: now is the time of monsters.
Amahle, Augerthun Outcast · Character · Scholar

Amelia Earhart — Character · Adventurer
2 2 2
"The most effective way to do it, is to do it."
Amelia Earhart · Character · Adventurer

Amelia Earhart — Character · Adventurer
1 2 2
I gain 1 boost.
"The most effective way to do it, is to do it."
Amelia Earhart · Character · Adventurer

Anansi — Character · Artist, Deity
2 2 2
I gain 1 boost for each card in your Reserve.
In the end, he had accumulated all the wisdom that was available. He put it in a gourd and made a stopper for it.
Anansi · Character · Artist, Deity

Armored Jammer — Permanent · Landmark
2 2 2
Sabotage (Discard up to one target card from a Reserve.)
Your opponent loses your Landmark zone — Sabotage.
"In a jam? Sorry, mate. Maybe a side effect of our scrambling..."
Armored Jammer · Permanent · Landmark · "I'M BLIND!"

Armored Jammer — Permanent · Landmark
2 2 2
Sabotage (Discard up to one target card from a Reserve.)
Your opponent loses your Landmark zone — Sabotage.
"In a jam? Sorry, mate. Maybe a side effect of our scrambling..."
Armored Jammer · Permanent · Landmark · "I'M BLIND!"

Athena — Character · Deity
5 3 3 3 4
If you control two or more Landmarks, I lose **Fleeting**.
"I've lifted the mist from off your eyes That's blurred them up to now."
Athena · Character · Deity · "Athena's Gaze"

Athena — Character · Deity
5 3 3 3 4
If you control two or more Landmarks, I gain 2 boost.
If you control two or more Landmarks, I lose **Fleeting**.
"I've lifted the mist from off your eyes That's blurred them up to now."
Athena · Character · Deity · "Athena's Gaze"

Axiom Reprocessor — Permanent · Landmark
4 4 4
At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*
Nothing is created, nothing is lost, everything is transformed.
Axiom Reprocessor · Permanent · Landmark · "Reprocessing..."

Axiom Reprocessor — Permanent · Landmark
4 4 4
Resupply.
At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*
Nothing is created, nothing is lost, everything is transformed.
Axiom Reprocessor · Permanent · Landmark · "Reprocessing..."

Axiom Salvager — Character · Engineer
1 1 1 1
Resupply. *(Put the top card of your deck in Reserve.)*
The Axiom's limited resources pushed them to reuse whatever they could.
Axiom Salvager · Character · Engineer · "Salvaging Tech"

Axiom Salvager — Character · Engineer
1 1 1 1
Resupply. *(Put the top card of your deck in Reserve.)*
The Axiom's limited resources pushed them to reuse whatever they could.
Axiom Salvager · Character · Engineer · "Salvaging Tech"

Axiom Scrambler — Character · Engineer
3 2 2 2
Sabotage (Discard up to one target card from a Reserve.)
During back the Tumult sometimes prevents other Alterers from materializing their Eidolons. Regrettable, but necessary.
Axiom Scrambler · Character · Engineer · "Scrambling Tech"

Axiom Scrambler — Character · Engineer
3 2 2 2
Sabotage (Discard up to one target card from a Reserve.)
During back the Tumult sometimes prevents other Alterers from materializing their Eidolons. Regrettable, but necessary.
Axiom Scrambler · Character · Engineer · "Scrambling Tech"

Baku — Character · Spirit
4 2 2 2
Target opponent discards a card from their hand.
"I've seen it myself! 'Baku! Baku!', it says, eating up ghosts as though they were candies."
Baku · Character · Spirit · "Baku! Baku!"

Boom! — Spell · Disruption
3 3 3 3
Fleeting *(Send me to Discard instead of Reserve after my effect resolves.)*
Sacrifice a Character. If you do, discard target Character or Permanent.
"Catastrophic failure! I prefer the term 'learning opportunity'."
Boom! · Spell · Disruption · "Catastrophic Failure!"

Boom! — Spell · Disruption
3 3 3 3
Fleeting *(Send me to Discard instead of Reserve after my effect resolves.)*
Sacrifice a Character. If you do, discard target Character or Permanent.
"Catastrophic failure! I prefer the term 'learning opportunity'."
Boom! · Spell · Disruption · "Catastrophic Failure!"

Brassbug Hive — Permanent · Landmark
5 5 5
Create a **Brassbug 2/2/2** Robot token in target Expedition.
At Noon — Create a **Brassbug 3/3/3** Robot token in target Expedition.
When wind possibly go wrong with an adorable little self replicating autonomous swarm.
Brassbug Hive · Permanent · Landmark · "Brassbug Swarm"

Brassbug Hive — Permanent · Landmark
6 6 6
Create a **Brassbug 2/2/2** Robot token in target Expedition.
At Noon — Create a **Brassbug 3/3/3** Robot token in target Expedition.
When wind possibly go wrong with an adorable little self replicating autonomous swarm.
Brassbug Hive · Permanent · Landmark · "Brassbug Swarm"

Brassbug Hub — Permanent · Landmark
3 2 2 2
I gain three Kelon counters.
At Noon — You may pay **3** and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robot token in target Expedition.
Brassbug Hub · Permanent · Landmark · "Brassbug Swarm"

Brassbug Hub — Permanent · Landmark
3 2 2 2
I gain three Kelon counters.
At Noon — You may pay **3** and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robot token in target Expedition.
Brassbug Hub · Permanent · Landmark · "Brassbug Swarm"

Bravos Tracer — Character · Adventurer
2 3 3 3
I gain **Fleeting**. *(It I would be sent to Reserve, discard me instead.)*
"I only feel alive when I hear the wind whistling in my ears."
Bravos Tracer · Character · Adventurer · "Bravos Tracer"

Bravos Vanguard — Character · Adventurer
3 4 2 2 2
You may have another target Character lose **Fleeting** and gain 1 boost.
"We will be the arrow that pierces the veil of the unknown, the torch that banishes the mists of ignorance!"
Bravos Vanguard · Character · Adventurer · "Bravos Tracer"

Coppélia — Character · Robot
2 2 2 2
When I go to Reserve from your hand — You may pay me for free and I gain **Asleep**.
(During Duck, ignore my statistics. During Rest, I don't go to Reserve and I lose Asleep.)
Coppélia · Character · Robot · "Coppélia's Gaze"

Coppélia — Character · Robot
2 2 2 2
When I go to Reserve from your hand — You may pay me for free and I gain **Asleep**.
(During Duck, ignore my statistics. During Rest, I don't go to Reserve and I lose Asleep.)
Coppélia · Character · Robot · "Coppélia's Gaze"

Daughter of Yggdrasil — Character · Plant
3 5 3 3
Target opponent draws a card.
The children of Yggdrasil now take care of the world trees.
Daughter of Yggdrasil · Character · Plant · "Yggdrasil's Gaze"

Dr. Frankenstein — Character · Engineer
3 3 3 3
You may activate the ➔ triggers of target Permanent you control.
We sometimes seek companionship in the strangest of life forms.
Dr. Frankenstein · Character · Engineer · "Dr. Frankenstein's Gaze"

Dr. Frankenstein — Character · Engineer
4 3 3 3
You may activate the ➔ triggers of target Permanent you control.
We sometimes seek companionship in the strangest of life forms.
Dr. Frankenstein · Character · Engineer · "Dr. Frankenstein's Gaze"

Foundry Armorer — Character · Engineer
3 2 2 2
Create a **Brassbug 2/2/2** Robot token in target Expedition.
No Brassbug would survive in the Tumult without armor.
Foundry Armorer · Character · Engineer · "Foundry Tech"

Foundry Armorer — Character · Engineer
3 2 2 2
Create a **Brassbug 2/2/2** Robot token in target Expedition.
No Brassbug would survive in the Tumult without armor.
Foundry Armorer · Character · Engineer · "Foundry Tech"

Foundry Engineer — Character · Engineer
2 2 2 1
The next Permanent you play this Afternoon costs **0** less.
Behind every Axiom masterwork, there are Foundry Engineers.
Foundry Engineer · Character · Engineer · "Foundry Tech"

Foundry Engineer — Character · Engineer
2 2 2 1
The next Permanent you play this Afternoon costs **0** less.
I gain 1 boost.
Behind every Axiom masterwork, there are Foundry Engineers.
Foundry Engineer · Character · Engineer · "Foundry Tech"

Foundry Mechanic — Character · Engineer
1 1 1 1
You can't choose when and where a quick fix will be needed.
Foundry Mechanic · Character · Engineer · "Foundry Tech"

Foundry Mechanic — Character · Engineer
1 1 1 1
The next Permanent you play this turn costs **1** less. *(Discard me from Reserve to do this.)*
Foundry Mechanic · Character · Engineer · "Foundry Tech"

Foundry Mechanic — Character · Engineer
1 1 1 1
You can't choose when and where a quick fix will be needed.
Foundry Mechanic · Character · Engineer · "Foundry Tech"

Foundry Mechanic — Character · Engineer
1 1 1 1
The next Permanent you play this turn costs **1** less. *(Discard me from Reserve to do this.)*
Foundry Mechanic · Character · Engineer · "Foundry Tech"

Ganesha — Character · Deity
7 5 5 5
For each Permanent you control, you may activate its ➔ triggers.
Knowledge and wisdom must walk side by side.
Ganesha · Character · Deity · "Ganesha's Gaze"

Ganesha — Character · Deity
6 4 4 4
For each Permanent you control, you may activate its ➔ triggers.
Knowledge and wisdom must walk side by side.
Ganesha · Character · Deity · "Ganesha's Gaze"

Harvest — Spell · Conjuration
1 1 1 1
Resupply. *(Put the top card of your deck in Reserve.)*
The thankful receiver bears a plentiful harvest.
Harvest · Spell · Conjuration · "Harvest Tech"

Haven Bouncer — Character · Soldier
3 2 2 2
Sabotage (Discard up to one target card from a Reserve.)
I gain 3 boosts.
Only the bravest can enter Haven.
Haven Bouncer · Character · Soldier · "Haven Tech"

Haven, Bravos Bastion — Permanent · Landmark
2 2 2
Resupply. *(Put the top card of your deck in Reserve.)*
Your Characters have "**⟲**: I gain 1 boost."
Haven isn't where legends are born... it's where they live forever.
Haven, Bravos Bastion · Permanent · Landmark · "Haven Tech"

Hooked — Spell · Maneuver
1 2 2 2
Target Character switches Expeditions. *(It leaves its Expedition and joins its controller's other Expedition.)*
Get over here!
Hooked · Spell · Maneuver · "Hooked Tech"

Hooked — Spell · Maneuver
2 2 2 2
Target Character switches Expeditions. *(It leaves its Expedition and joins its controller's other Expedition.)*
Draw a card.
Get over here!
Hooked · Spell · Maneuver · "Hooked Tech"

Iari — Character · Deity
3 3 3 3
Harmony may bloom from a single act of kindness, as a red field may sprout from a single grain of rice.
Activate the ➔ triggers of target Permanent you control. *(Discard me from Reserve to do this.)*
Iari · Character · Deity · "Iari's Gaze"

Jeanne d'Arc — Character · Soldier
5 3 3 3
When I leave the Expedition zone — Create a **Brassbug 2/2/2** Robot token in each of your Expeditions.
She'll be followed long after she's gone.
Jeanne d'Arc · Character · Soldier · "Jeanne d'Arc's Gaze"

Jian, Assembly Overseer — Character · Engineer
2 3 3 3
"This material does not seem to be affected by gravity. By harnessing the properties of this Aeroloth, we could create flying ships and cities, and fly close to the clouds..."
Jian, Assembly Overseer · Character · Engineer · "Jian's Gaze"

Jian, Assembly Overseer — Character · Engineer
2 3 3 3
"This material does not seem to be affected by gravity. By harnessing the properties of this Aeroloth, we could create flying ships and cities, and fly close to the clouds..."
Activate the ➔ triggers of target Permanent you control. *(Discard me from Reserve to do this.)*
Jian, Assembly Overseer · Character · Engineer · "Jian's Gaze"

Kelon Burst — Spell · Disruption
3 3 3 3
Fleeting
Choose one:
- Send a Reserve target Character with Hand Cost **0** or less.
- Discard target Permanent with Hand Cost **0** or less.

If you control two or more Landmarks, create a **Brassbug 3/3/3** Robot token in target Expedition.
Kelon Burst · Spell · Disruption · "Kelon Tech"

Kelon Burst — Spell · Disruption
3 3 3 3
Fleeting
Choose one:
- Send a Reserve target Character with Hand Cost **0** or less.
- Discard target Permanent with Hand Cost **0** or less.

If you control two or more Landmarks, create a **Brassbug 3/3/3** Robot token in target Expedition.
Kelon Burst · Spell · Disruption · "Kelon Tech"

Kelon Cylinder — Permanent · Landmark
1 1 1
I gain two Kelon counters.
Spend one of my Kelon counters: the next Character you play this turn gains 1 boost.
Kelon Cylinder · Permanent · Landmark · "Kelon Tech"

Kelon Cylinder — Permanent · Landmark
1 1 1
Target Character gains 1 boost.
I gain two Kelon counters.
Spend one of my Kelon counters: target Character gains 1 boost.
Kelon Cylinder · Permanent · Landmark · "Kelon Tech"

Kelon Elemental — Character · Elemental
2 1 1 1
Put a card from your hand in Reserve.
In true Axiom fashion, Kelon Elementals like to put everything to the taste.
Kelon Elemental · Character · Elemental · "Kelon Tech"

Kelon Elemental — Character · Elemental
2 1 1 1
You may put a card from your hand in Reserve.
In true Axiom fashion, Kelon Elementals like to put everything to the taste.
Kelon Elemental · Character · Elemental · "Kelon Tech"

Ketonic Generator — Permanent · Landmark
3 3 3
Draw a card.
"Suspira's mines will soon run dry. Your precious Kelon will run dry."
Ketonic Generator · Permanent · Landmark · "Ketonic Tech"

Ketonic Generator — Permanent · Landmark
4 3 3
Draw a card.
"Suspira's mines will soon run dry. Your precious Kelon will run dry."
Ketonic Generator · Permanent · Landmark · "Ketonic Tech"

Kraken's Wrath — Spell · Disruption
5 3 3 3
Fleeting *(Send me to Discard instead of Reserve after my effect resolves.)*
Send to Reserve up to four target Characters with a total Hand Cost **⟲** or less.
Kraken's Wrath · Spell · Disruption · "Kraken's Gaze"

Lyra Chronicler — Character · Artist
3 3 3 3
Eidolon or human, we are all shaped by stories. They're the building blocks of our identity.
Resupply. *(Put the top card of your deck in Reserve.)* *(Discard me from Reserve to do this.)*
Lyra Chronicler · Character · Artist · "Lyra's Gaze"

Martengale — Character · Animal, Spirit
1 1 1 1
Spotting a martengale is always a good omen.
The next card you play this turn costs **0** less. *(Discard me from Reserve to do this.)*
Martengale · Character · Animal, Spirit · "Martengale's Gaze"

Mechanical Training — Spell · Boon
1 1 1 1
Activate the ➔ triggers of target Permanent you control.
To learn to create, first learn to fix.
Mechanical Training · Spell · Boon · "Mechanical Training"

Mechanical Training — Spell · Boon
2 1 1 1
Activate the ➔ triggers of up to two target Permanents you control.
To learn to create, first learn to fix.
Mechanical Training · Spell · Boon · "Mechanical Training"

Monolith Rune-Scribe — Character · Scholar
2 1 1 1
If you control a token, **Resupply**. *(Put the top card of your deck in Reserve.)*
The Orbs manifest their Alteration through the use of glyphs of power.
Monolith Rune-Scribe · Character · Scholar · "Rune Tech"

Moonlight Jellyfish — Character · Spirit
1 0 1 1
When a Robot joins your Expeditions — You may sacrifice me to give 4 2 boosts.
When I'm sacrificed, if I'm not **Fleeting** — Put me in Reserve.
Moonlight Jellyfish · Character · Spirit · "Moonlight Jellyfish"

Mowgli — Character · Druid
2 1 1 1
"Wake up, you lazy furball!"
Mowgli · Character · Druid · "Mowgli's Gaze"

Muna Druid — Character · Druid
3 3 3 3
"We are the sentinels of the Skein, always keeping a finger on the pulse of nature."
Target Character with Hand Cost **1** or less gain **Anchored**. *(Discard me from Reserve to do this.)*
Muna Druid · Character · Druid · "Muna's Gaze"

Muna Merchant — Character · Citizen
3 2 2 2
Resupply. *(Put the top card of your deck in Reserve.)*
"What do you need?"
Muna Merchant · Character · Citizen · "Muna's Gaze"

Ogun — Character · Engineer, Deity
2 1 1 1
Robots you control gain 1 boost. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
With every blow of his hammer, Ogun forges the Axiom's destiny.
Ogun · Character · Engineer, Deity · "Ogun's Gaze"

Ogun — Character · Engineer, Deity
2 1 1 1
You may pay **2** to create a **Brassbug 2/2/2** Robot token in target Expedition. Then, Robots you control gain 1 boost.
With every blow of his hammer, Ogun forges the Axiom's destiny.
Ogun · Character · Engineer, Deity · "Ogun's Gaze"

Open the Gates — Spell · Maneuver
4 3 3 3
Create a **Brassbug 2/2/2** Robot token in each of your Expeditions.
For the first time in centuries, the Sobiloc Gate has opened. For the first time in ages, humanity will discover what lies beyond the gates.
Open the Gates · Spell · Maneuver · "Open the Gates"

Ouroboros Croupier — Character · Citizen
4 0 0 0
Roll a die. On a 4+, draw a card. On a 1-3, **Resupply**. *(Put the top card of your deck in Reserve.)*
The house never loses.
The next card you play this turn costs **1** less. *(Discard me from Reserve to do this.)*
Ouroboros Croupier · Character · Citizen · "Ouroboros Gaze"

Ouroboros Inkcaster — Character · Artist
2 3 3 3
When I go to Reserve from the Expedition zone — You may return another card from your Reserve to your hand.
The black liquid traced shapes on the stone, and from these lines sprang innumerable creatures of text.
Ouroboros Inkcaster · Character · Artist · "Ouroboros Gaze"

Sticky Note Seals — Spell · Disruption
3 3 3 3
Fleeting *(Send me to Discard instead of Reserve after my effect resolves.)*
Choose one:
- Send to Reserve target Character with Hand Cost **⟲** or more.
- Discard target Permanent with Hand Cost **⟲** or more.

Sticky Note Seals · Spell · Disruption · "Sticky Note Seals"

Teamwork Training — Spell · Disruption
2 3 3 3
Fleeting *(Send me to Discard instead of Reserve after my effect resolves.)*
Send to Reserve target Character with Hand Cost **⟲** or less, where X is the number of Characters you control.
Teamwork Training · Spell · Disruption · "Teamwork Training"

The Foundry, Axiom Bastion — Permanent · Landmark
3 3 3 3
Activate the ➔ triggers of the next Character you play from your hand this turn.
Embedded in the cliff wall, it overlooks the Skein and remains forever who looks up at it that nothing is unreachable if you put your mind to it.
The Foundry, Axiom Bastion · Permanent · Landmark · "Foundry Tech"

The Foundry, Axiom Bastion — Permanent · Landmark
4 3 3 3
Draw a card.
Activate the ➔ triggers of the next Character you play from your hand this turn.
The Foundry, Axiom Bastion · Permanent · Landmark · "Foundry Tech"

The Frog Prince — Character · Bureaucrat, Noble
3 3 3 3
Thankfully, he doesn't seal his contracts with a kiss.
The next Permanent you play this turn costs **1** less. *(Discard me from Reserve to do this.)*
The Frog Prince · Character · Bureaucrat, Noble · "Frog Prince"

The Ouroboros, Lyra Bastion — Permanent · Landmark
3 3 3 3
Resupply
If you would **Resupply**, instead reveal the top two cards of your deck. Put one in Reserve, and discard the other.
The Expeditionary Corps' mobile outpost soars high, like a spinning wheel weaving the wind.
The Ouroboros, Lyra Bastion · Permanent · Landmark · "Ouroboros Gaze"

Three Little Pigs — Character · Engineer
3 3 3 3
If you control two or more Landmarks, I gain 1 boost. *(Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
Together they can build more than just a stone house.
Three Little Pigs · Character · Engineer · "Three Little Pigs"

Three Little Pigs — Character · Engineer
3 3 3 3
If you control two or more Landmarks, I gain 2 boosts. *(Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
Together they can build more than just a stone house.
Three Little Pigs · Character · Engineer · "Three Little Pigs"

Tinker Bell — Character · Fairy
3 3 3 3
Sabotage (Discard up to one target card from a Reserve.)
Ting! Ting-a-ling! There's something magical in mischievous tinkering...
Tinker Bell · Character · Fairy · "Tinker Bell's Gaze"

Tinker Bell — Character · Fairy
3 3 3 3
Sabotage (Discard up to one target card from a Reserve.)
Ting! Ting-a-ling! There's something magical in mischievous tinkering...
Tinker Bell · Character · Fairy · "Tinker Bell's Gaze"

Yzmir Stargazer — Character · Mage, Scholar
1 2 2 1
She won't read the future in the stars, she'll change it herself.
Yzmir Stargazer · Character · Mage, Scholar · "Yzmir Tech"

Achilles — Character · Soldier
5 / 5 / 3 / 5 / 3 / 6
Tough 1. *(Your opponent's Spells and abilities that target me cost ❷ more.)*
"Many things lie between us - shadowy mountains and sounding seas."

Achilles — Character · Soldier
5 / 5 / 3 / 5 / 3 / 6
Tough 2. *(Your opponent's Spells and abilities that target me cost ❷ more.)*
"Many things lie between us - shadowy mountains and sounding seas."

Aja — Character · Deity
4 / 4 / 3 / 4 / 3 / 4
Each player puts the top card of their deck in their Mana zone (as an exhausted Mana Orb).
She is the soul of the forest, the patron of herbal medicine. From herbs and roots, she mixes potent potions.

Ali Inf — Spell · Boon
3 / 3
Roll a die. Target Character gains X boosts, where X is the result.
There's a time to be cautious, and a time to bet it all.

Asmodeus — Character · Deity
6 / 6 / 3 / 5 / 3 / 5
Roll a die. On a 4+, ↑ gain **Anchored**. On a 1-3, ↑ gain 3 boosts. *(During Rest, I don't go to Reserve and I lose Anchored.)*
"Wanna play a game?"

Atlas — Character · Titan
5 / 5 / 3 / 3 / 3 / 3
Gigantic. *(I am considered present in each of your Expeditions.)*
Not even the weight of the sky could make him buckle.

Atlas — Character · Titan
5 / 5 / 3 / 3 / 3 / 3
Gigantic. *(I am considered present in each of your Expeditions.)*
Seasoned. *(I keep my boosts when I go to Reserve.)*
Not even the weight of the sky could make him buckle.
❓ The next Character you play this turn gains 2 boosts. *(Discard me from Reserve to do this.)*

Axiom Salvager — Character · Engineer
1 / 1 / 1 / 1 / 1 / 1
Resupply. *(Put the top card of your deck in Reserve.)*
The Axiom's limited resources pushed them to reuse whatever they could.

Bravos Bladedancer — Character · Soldier
1 / 3 / 0 / 0 / 0 / 0
Seasoned. *(I keep my boosts when I go to Reserve.)*
➡ I gain 1 boost.
"It seems Thoth has never seen me duel."

Bravos Bladedancer — Character · Soldier
1 / 3 / 0 / 0 / 0 / 0
Seasoned. *(I keep my boosts when I go to Reserve.)*
➡ I gain 1 boost.
❓ If I have 4 boosts or less, I lose **Fleeting**.
"It seems Thoth has never seen me duel."

Bravos Pathfinder — Character · Adventurer
2 / 2 / 3 / 3 / 3 / 3
"Stay on the path, they say. I make my own path!"

Bravos Pathfinder — Character · Adventurer
2 / 2 / 3 / 3 / 3 / 3
Seasoned. *(I keep my boosts when I go to Reserve.)*
❓ You may pay ❷ to have me gain 1 boost.
"Stay on the path, they say. I make my own path!"

Bravos Tracer — Character · Adventurer
2 / 2 / 3 / 3 / 3 / 3
➡ I gain **Fleeting**. *(If I would be sent to Reserve, I end my time instead.)*
"I only feel alive when I hear the wind whistling in my ears."

Bravos Tracer — Character · Adventurer
2 / 2 / 3 / 4 / 3 / 3
➡ I gain **Fleeting**. *(If I would be sent to Reserve, I end my time instead.)*
"I only feel alive when I hear the wind whistling in my ears."

Bravos Vanguard — Character · Adventurer
3 / 3 / 4 / 2 / 2 / 2
➡ You may have another target Character lose **Fleeting**.
"We will be the arrow that pierces the veil of the unknown, the torch that banishes the mists of ignorance!"

Bravos Vanguard — Character · Adventurer
3 / 3 / 4 / 2 / 2 / 2
➡ You may have another target Character lose **Fleeting** and gain 1 boost.
"We will be the arrow that pierces the veil of the unknown, the torch that banishes the mists of ignorance!"

Chiron — Character · Trainer
6 / 6 / 1 / 1 / 1 / 1
➡ Target Character gains 2 boost. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
"Ariel now, pray, mark all these things well in a wise heart."

Chiron — Character · Trainer
6 / 6 / 1 / 1 / 1 / 1
➡ Up to two target Characters each gain 1 boost.
"Ariel now, pray, mark all these things well in a wise heart."

Dorothy Gale — Character · Citizen
5 / 5 / 3 / 2 / 3 / 2
You may send target Character to Reserve.
"I've a feeling we're not in Kansas anymore."

Dracaena — Character · Dragon, Plant
3 / 3 / 0 / 2 / 0 / 2
➡ I gain **Anchored**. *(During Rest, I don't go to Reserve and lose Anchored.)*
At Noon — I gain 1 boost.
They're sometimes seen dozing close to a pond, soaking in the water and the sunlight.

Foundry Armorer — Character · Engineer
2 / 2 / 3 / 2 / 2 / 2
Create a **Brassbug 2/1/2** Robot token in target Expedition.
No Brassbug would survive in the Tumult without armor.

Haven Bouncer — Character · Soldier
3 / 3 / 2 / 2 / 2 / 2
Sabotage. *(Discard us to lose target card from a Reserve.)*
➡ I gain 1 boost. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
Only the bravest can enter Haven.

Haven Bouncer — Character · Soldier
3 / 3 / 2 / 2 / 2 / 2
Sabotage. *(Discard us to one target card from a Reserve.)*
➡ I gain 2 boosts.
Only the bravest can enter Haven.

Haven_Bravos Bastion — Permanent · Landmark
2 / 2
Your Characters have "❓: I gain 1 boost." *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
Haven isn't where legends are born... it's where they live forever.

Haven_Bravos Bastion — Permanent · Landmark
2 / 2
➡ **Resupply.** *(Put the top card of your deck in Reserve.)*
Your Characters have "❓: I gain 1 boost."
Haven isn't where legends are born... it's where they live forever.

Haven Trainee — Character · Apprentice
2 / 4 / 3 / 1 / 1 / 1
❓: I gain 2 boosts. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
"Tell right, tail, show me what you've learned."

Haven Trainee — Character · Apprentice
2 / 4 / 3 / 1 / 1 / 1
❓: I gain 2 boosts.
"Tell right, tail, show me what you've learned."
❓ The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*

Haven Warrior — Character · Soldier
3 / 3 / 4 / 2 / 4 / 2
We've all lived through some things. But she's been through worse.
We've all lived through some things. But she's been through worse.

Haven Warrior — Character · Soldier
3 / 3 / 4 / 2 / 4 / 2
We've all lived through some things. But she's been through worse.
❓ The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*

Helping Hand — Spell · Boon
1 / 2
Target Character gains 1 boost and loses **Fleeting**. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
Never gonna give you up.

Helping Hand — Spell · Boon
1 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Target Character gains 2 boosts and loses **Fleeting**.
Never gonna give you up.

Hua Mulan — Character · Adventurer
3 / 3 / 1 / 3 / 3 / 3
I lose **Fleeting**.
Her determination has yet to meet its match in this world.

Hua Mulan — Character · Adventurer
3 / 3 / 1 / 3 / 3 / 3
I lose **Fleeting**.
Her determination has yet to meet its match in this world.

Intimidation — Spell · Disruption
2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Return target Character or Permanent with Hand Cost ❷ or less to its owner's hand.
The terrible beast shrank and cowered before the might of the Bravos.

Intimidation — Spell · Disruption
2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Return target Character or Permanent with Hand Cost ❷ or less to its owner's hand.
The terrible beast shrank and cowered before the might of the Bravos.

Issun-Bōshi — Character · Adventurer
1 / 2 / 0 / 0 / 0 / 2
Small statue, big heart, immense adventures.
❓ The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*

Issun-Bōshi — Character · Adventurer
1 / 2 / 0 / 0 / 0 / 2
❓: Target Character gains 1 boost.
Small statue, big heart, immense adventures.
❓ The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*

Kabara, Asgarthan Leviathan — Character · Leviathan
8 / 8 / 3 / 5 / 3 / 6
Gigantic. *(I am considered present in each of your Expeditions.)*
Tough X, where X is the number of regions between your Hero and Companion. *(If they are adjacent, X equals 0. Your opponent's Spells and abilities that target me cost ❷ more.)*

Kabara, Asgarthan Leviathan — Character · Leviathan
8 / 8 / 3 / 5 / 3 / 6
Gigantic. *(I am considered present in each of your Expeditions.)*
Tough X, where X is the number of regions between your Hero and Companion. *(If they are adjacent, X equals 0. Your opponent's Spells and abilities that target me cost ❷ more.)*

Kappa — Character · Trainer, Spirit
4 / 4 / 3 / 4 / 3 / 5
"Push through the pain. Giving up would hurt far more."

Kappa — Character · Trainer, Spirit
4 / 4 / 3 / 4 / 3 / 5
Seasoned. *(I keep my boosts when I go to Reserve.)*
"Push through the pain. Giving up would hurt far more."
❓ The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*

Keton Cylinder — Permanent · Landmark
1 / 1
➡: I gain two Keton counters.
❓: Spend one of my Keton counters: the next Character you play this turn gains 1 boost.

Kitsune — Character · Spirit
2 / 2 / 3 / 3 / 3 / 3
Each player draws a card.
"Want to play a game of hwaitman-hunter fox with me? I promise not to cheat!"

Lady of the Lake — Character · Fairy, Spirit
2 / 2 / 1 / 3 / 1 / 3
"One day, I will show you the wonders of Avalon and the true might of the Fae realms."
❓ The next Character you play this turn gains **Fleeting**. *(Discard me from Reserve to do this.)*

Lyra Navigator — Character · Citizen
2 / 2 / 3 / 2 / 3 / 2
Like the Bravos, Lyras are drawn to freedom and the distant horizon.

Mana Channeling — Spell · Conjuration
2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Put the top card of your deck in your Mana zone (as an exhausted Mana Orb).
There's only one way to turn the tide: by becoming stronger.

Mana Channeling — Spell · Conjuration
2 / 2
Put the top two cards of your deck in your Mana zone (as exhausted Mana Orbs).
There's only one way to turn the tide: by becoming stronger.

Mana Eruption — Spell · Disruption
2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Discard one of your Mana Orbs. If you do, discard target Character or Permanent.

Mana Eruption — Spell · Disruption
2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Discard one of your Mana Orbs. If you do, discard target Character or Permanent.

Mana Reaping — Spell · Disruption
3 / 3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Put target Character or Permanent in its owner's Mana zone (as an exhausted Mana Orb).
Everything is energy and that's all there is to it.

Mana Reaping — Spell · Disruption
3 / 3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Put target Character or Permanent in its owner's Mana zone (as an exhausted Mana Orb).
Everything is energy and that's all there is to it.

Mighty Jinn — Character · Elemental
4 / 4 / 6 / 4 / 6 / 4
When I leave the Expedition zone — You may pick me in my owner's Mana zone (as an exhausted Mana Orb).
A single spark can start a wildfire.

Mighty Jinn — Character · Elemental
4 / 4 / 6 / 4 / 6 / 4
When I leave the Expedition zone — You may pick me in my owner's Mana zone (as an exhausted Mana Orb). *If you don't, draw a card.*
A single spark can start a wildfire.

Mind Apotheosis — Spell · Conjuration
9 / 9
Fleeting
Reveal the top four cards of your Deck. Choose up to two Characters from these cards and put them in your Expeditions. They gain **Fleeting**. Discard the other cards. (Don't activate any ⚙ triggers.)

Ordis Spy — Character · Citizen
2 / 2 / 2 / 2 / 2 / 2
Sabotage. *(Discard us to one target card from a Reserve.)*
Discard, but not shaken.

Ouroboros Trickster — Character · Citizen
2 / 2 / 3 / 3 / 3 / 3
➡ Roll a die. On a 4+, ↑ gain 2 boosts. On a 1-3, ↓ gain 1 boost.
When luck joins in the game, cleverness snows double.

Ozma — Character · Noble
2 / 2 / 3 / 3 / 3 / 3
➡ If you control two or more other **Boosted** Characters, draw a card.
"Never give up. No one knows what's going to happen next."

Parvati — Character · Deity
4 / 4 / 3 / 3 / 3 / 3
➡ Target Character gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*
Only in harmony can the world thrive.

Physical Training — Spell · Boon
3 / 3
Target Character gains 3 boosts. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
100 crunches, 100 push-ups, 100 squats, a 10-km run and a desire to prove yourself. Just your typical morning of Bravos training.

Physical Training — Spell · Boon
3 / 3
Target Character gains 3 boosts. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
Draw a card.

Ratatoskr — Character · Messenger
1 / 1 / 1 / 1 / 1 / 1
❓: I gain 2 boosts. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
You're nuts if you think you can keep up with this little one!

Ratatoskr — Character · Messenger
1 / 1 / 1 / 1 / 1 / 1
❓: I gain 2 boosts. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
You're nuts if you think you can keep up with this little one!

Red — Character · Adventurer
2 / 2 / 3 / 3 / 3 / 3
Seasoned. *(I keep my boosts when I go to Reserve.)*
Grandma would be proud.

Red — Character · Adventurer
2 / 2 / 3 / 3 / 3 / 3
Seasoned. *(I keep my boosts when I go to Reserve.)*
Duck. If I have 3 or more boosts — Draw a card.
Grandma would be proud.

Sakarabru — Character · Deity
7 / 7 / 4 / 4 / 4 / 4
Your opponent's Expedition facing mine moves backwards one region.
When such a terrifying being appears in your path, taking a step back is only natural.

Shenlong — Character · Dragon, Deity
6 / 6 / 8 / 8 / 8 / 8
Be careful what you wish for. There are challenges that even the Bravos prefer to avoid.

Shenlong — Character · Dragon, Deity
6 / 6 / 9 / 9 / 9 / 9
Tough 1. *(Your opponent's Spells and abilities that target me cost ❷ more.)*
Be careful what you wish for. There are challenges that even the Bravos prefer to avoid.

Son of Yggdrasil — Character · Plant
6 / 6 / 3 / 3 / 3 / 3
Gigantic. *(I am considered present in each of your Expeditions.)*
World trees like the Spindle may have grown from the seeds of the Cosmic Ash.

Sun Wukong — Character · Deity
3 / 3 / 4 / 2 / 4 / 2
❓: I gain 2 boosts. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
Ever the trickster, always the rebel.

Sun Wukong — Character · Deity
3 / 3 / 4 / 2 / 4 / 2
❓: I gain 2 boosts and lose **Fleeting**. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
Ever the trickster, always the rebel.

Tanuki — Character · Spirit
3 / 3 / 3 / 3 / 3 / 3
Sabotage. *(Discard us to one target card from a Reserve.)*
"Pond Pompoko, pom!"

The Council — Character · Bureaucrat
4 / 4 / 4 / 4 / 4 / 4
The ➡, ❓ and ❓: triggers of Characters facing me don't trigger.
The idea of facing the Council is deterrent enough for most would-be criminals in Argarta.

The Foundry_Axiom Bastion — Permanent · Landmark
3 / 3
➡: Activate the ❓: triggers of the next Character you play from your hand this turn.
Embedded in the cliff wall, it overlooks the city and reminds everyone who looks up at it that nothing is unreachable if you put your mind to it.

The Hatter — Character · Citizen
5 / 5 / 3 / 2 / 3 / 2
"You can draw water out of a water well, so I should think you could draw treacle out of a treacle well - eh, stupid?"
❓ Target Character with Hand Cost ❷ or less gains **Anchored**. *(Discard me from Reserve to do this.)*

The Spindle, Muna Bastion — Permanent · Landmark
3 / 3
Characters you control have **Tough 2**. *(Cards in Reserve are not controlled. Your opponent's Spells and abilities that target me cost ❷ more.)*

Three Little Pigs — Character · Engineer
3 / 3 / 3 / 3 / 3 / 3
➡ If you control one or more Landmarks, I gain 1 boost.
Together they can build more than just a straw house.

Tiny Jinn — Character · Elemental
2 / 2 / 0 / 1 / 0 / 1
When I leave the Expedition zone, if I'm **Boosted** — Put me in my owner's Mana zone (as an exhausted Mana Orb).
❓: I gain 1 boost.
It may be a fire today - tomorrow it will be ashes.

Tiny Jinn — Character · Elemental
2 / 2 / 0 / 1 / 0 / 1
When I leave the Expedition zone, if I'm **Boosted** — Put me in my owner's Mana zone (as an exhausted Mana Orb).
❓: I gain 1 boost.
It may be a fire today - tomorrow it will be ashes.

Tomoe Gozen — Character · Soldier
3 / 3 / 2 / 2 / 2 / 5
I can't be played if you have less than seven Mana Orbs.
For only the most gifted of Alterers could bring humanity's long-remembered legends to life.

Tomoe Gozen — Character · Soldier
3 / 3 / 2 / 2 / 2 / 5
I can't be played if you have less than seven Mana Orbs.
For only the most gifted of Alterers could bring humanity's long-remembered legends to life.

Tooth Fairy — Character · Fairy
1 / 1 / 1 / 1 / 1 / 1
Sabotage. *(Discard us to one target card from a Reserve.)*
"Show me those pearly whites."

Twinkle Twinkle — Spell · Song
2 / 2
Target Character gains **Adieu**. *(During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Adieu.)*
❓ The next card you play this turn costs ❷ less. *(Discard me from Reserve to do this.)*

A Cappella Training
Spell - Song
1 1
Target Character gains **Fleeting**. *(If it would be sent to Reserve, discard it instead.)*
"Thank you for being my metronome!"

A Cappella Training
Spell - Song
2 2
Fleeting
Target Character gains **Fleeting**. *(If it would be sent to Reserve, discard it instead.)*
Draw a card.
"Thank you for being my metronome!"

Aether Shard
Permanent - Landmark
5 5
Draw a card.
At Noon – Draw a card.
No mere trinket, but a fragment of purest dream.

Alice
Character - Citizen
3 3
3
3
4
"One good turn deserves another."
After You. *(Discard me from Reserve to do this.)*

All In!
Spell - Boon
3 3
Roll a die. Target Character gains X boosts, where X is the result. *(A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)*
There's a time to be cautious, and a time to bet it all!

All In!
Spell - Boon
3 3
Roll a die. You may discard a card from your Reserve to increase the result by 2. Target Character gains X boosts, where X is the final result.
There's a time to be cautious, and a time to bet it all!

Aloe Vera
Character - Plant
3 3
2
2
4
2
2
You may pay 1 to have me gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*
At Noon – **Resupply**. *(Put the top card of your deck in Reserve.)*
Moisturizing every day is essential.

Amahle, Agarthan Outcast
Character - Scholar
5 5
5
5
5
5
You may discard a card from your Reserve to draw a card.
The old world is dying, and the new world struggles to be born: now is the time of monsters.

Amahle, Agarthan Outcast
Character - Scholar
5 5
5
5
5
5
You may discard any number of cards from your Reserve to draw that many cards.
The old world is dying, and the new world struggles to be born: now is the time of monsters.

Anansi
Character - Artist, Deity
3 3
0
0
2
2
1 gain 1 boost for each card in your Reserve. *(A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)*
In the end, he had accumulated all the wisdom that was available. He put it in a gourd and made a stopper for it.

Anansi
Character - Artist, Deity
2 2
0
0
0
0
1 gain 1 boost for each card in each player's Reserve.
In the end, he had accumulated all the wisdom that was available. He put it in a gourd and made a stopper for it.

Asmodeus
Character - Deity
6 6
5
5
5
5
Roll a die. On a 4+, I gain **Anchored**. On a 1-3, I gain 3 boosts. *(During Rest, I don't go to Reserve and I lose Anchored.)*
(A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)
"Wanna play a game?"

Asmodeus
Character - Deity
5 5
4
4
4
4
Roll a die. On a 4+, I gain **Anchored**. On a 1-3, I gain 3 boosts. *(During Rest, I don't go to Reserve and I lose Anchored.)*
(A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)
"Wanna play a game?"

Bravos Pathfinder
Character - Adventurer
2 2
0
0
0
0
"Stay on the path, they say. I make my own path"

Cernunnos
Character - Druid, Deity
3 3
3
3
3
3
You can feel it in the trees, deep beneath their roots - the very heartbeat of nature.

Cloth Cocoon
Spell - Disruption
3 3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Discard target **Fleeting**, **Anchored** or **Adeep** Character.
Discard target Permanent.
Nobody expects... the cloth dancer!

Cloth Cocoon
Spell - Disruption
2 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Discard target **Fleeting**, **Anchored** or **Adeep** Character.
Nobody expects... the cloth dancer!

Geniferal Coneman
Character - Plant
4 4
3
3
3
3
1 gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*
"Cocoa! Let's put it in the ground!"

Dr. Frankenstein
Character - Engineer
4 4
3
3
3
3
You may activate the ✦ triggers of target Permanent you control.
We sometimes seek companionship in the strangest of life forms.

Esmeralda
Character - Artist
2 2
0
0
0
0
Resupply. *(Put the top card of your deck in Reserve.)*
"Eidolon or not, you are our Shepherdess. You lead and we follow."

Esmeralda
Character - Artist
2 2
0
0
0
0
Resupply. *(Put the top card of your deck in Reserve.)*
"Eidolon or not, you are our Shepherdess. You lead and we follow."

Flannel
Character - Scholar
4 4
4
4
3
3
You may return a Spell from your Reserve to your hand.
Rubedo is the final stage of alchemy, where one's spirit is reborn from ashes, before returning to the world.
Tough X, where X is the number of regions between your Hero and Companion. *(If they are adjacent, X equals 0. Your opponent's Spells and abilities that target me cost ❶ more.)*

Hathor
Character - Artist, Deity
3 3
5
5
5
5
Dance is the language of the soul.
Return another card from your Reserve to your hand. *(Discard me from Reserve to do this.)*

Hathor
Character - Artist, Deity
2 2
3
3
3
3
Dance is the language of the soul.
Return another card from your Reserve to your hand. *(Discard me from Reserve to do this.)*

Hooked
Spell - Maneuver
1 1
Target Character switches Expeditions. *(It leaves its Expedition and joins its controller's other Expedition.)*
Get over here!

Hydraceena
Character - Dragon, Plant
7 7
0
0
0
0
Etereal. *(During Rest, I don't go to Reserve.)*
1 gain 4 boosts.
At Noon – 1 gain 1 boosts.
When they reach adult size, it's clear that the Oracamas have really thrived on all that rest and relaxation.

Kadigran Mage-Dancer
Character - Mage, Soldier
1 1
When you roll one or more dice – 1 gain 1 boost. *(A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)*
"Don't just wait for magic to happen. Go out and make your own!"

Kaibara, Agarthan Leviathan
Character - Leviathan
8 8
6
6
6
6
Gigantic. *(I am considered present in each of your Expeditions.)*
Tough X, where X is the number of regions between your Hero and Companion. *(If they are adjacent, X equals 0. Your opponent's Spells and abilities that target me cost ❶ more.)*

Kappa
Character - Trainer, Spirit
4 4
4
4
4
4
"Push through the pain. Giving up would hurt far more."

Kodama
Character - Plant, Spirit
2 2
3
3
3
3
1 gain **Adeep**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Adeep.)*
Target Character with Rooted cost ❶ or less gains **Anchored**. *(Discard me from Reserve to do this.)*

Loki
Character - Deity
7 7
5
5
5
5
Each player discards their hand, then draws three cards.
"What did you expect?"

Loki
Character - Deity
7 7
5
5
5
5
Each player discards their hand and their Reserve, then draws three cards.
"What did you expect?"

Lyra Chronicler
Character - Artist
3 3
4
4
4
4
Eidolon or human, we are all shaped by stories. They're the building blocks of our identity.

Lyra Chronicler
Character - Artist
3 3
4
4
4
4
Eidolon or human, we are all shaped by stories. They're the building blocks of our identity.
Resupply. *(Put the top card of your deck in Reserve. Discard me from Reserve to do this.)*

Lyra Cloth Dancer
Character - Artist
2 2
0
0
0
0
Up to one target Character gains **Fleeting**. *(If it would be sent to Reserve, discard it instead.)*
"Hope you're not afraid of heights!"

Lyra Cloth Dancer
Character - Artist
2 2
0
0
0
0
Each Character controlled by target player gains **Fleeting**. *(If it would be sent to Reserve, discard it instead.)*
"Hope you're not afraid of heights!"

Lyra Festival
Permanent - Landmark
4 4
Draw a card.
At Dusk, if you control a **Fleeting** Character, another **Anchored** Character and yet another **Adeep** Character – You win the game.

Lyra Festival
Permanent - Landmark
4 4
Target Character gains **Fleeting**, **Anchored** or **Adeep**.
At Dusk, if you control a **Fleeting** Character, another **Anchored** Character and yet another **Adeep** Character – You win the game.

Lyra Navigator
Character - Citizen
3 3
3
3
3
3
Like the Bravos, Lyras are drawn to freedom and the distant horizon.

Lyra Navigator
Character - Citizen
2 2
0
0
0
0
Like the Bravos, Lyras are drawn to freedom and the distant horizon.
Resupply. *(Put the top card of your deck in Reserve. Discard me from Reserve to do this.)*

Lyra Skald
Character - Artist
2 2
0
0
0
0
We're all stories, in the end.

Lyra Skald
Character - Artist
2 2
0
0
0
0
You may discard a card from your Reserve to **Resupply**. *(Put the top card of your deck in Reserve.)*
We're all stories, in the end.
This next card you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Lyra Thespian
Character - Artist
2 2
0
0
0
0
If you have three or more base statistics of 0 among Characters you control, I gain 1 boost.
"Tell the world's a stage."

Lyra Thespian
Character - Artist
2 2
0
0
0
0
If you have three or more base statistics of 0 among Characters you control, I gain 1 boost.
"Tell the world's a stage."

Magical Training
Spell - Corruption
1 1
Draw a card.
Without practice, the gift of Alteration will come to nothing.

Martengale
Character - Animal, Spirit
1 1
1
1
1
1
Spotting a martengale is always a good omen.
The next card you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Martengale
Character - Animal, Spirit
1 1
If you would roll a die, you may add 1 to its result. (Choose after you see the result.)
Spotting a martengale is always a good omen.
The next card you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Mighty Jim
Character - Elemental
4 4
4
4
4
4
When I leave the Expedition zone – You may put me in my owner's Mana zone *(as an exhausted Mana Orb).*
A single spark can start a wildfire.

Mind Apotheosis
Spell - Corruption
9 9
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Reveal the top four cards of your Deck. Choose up to two Characters from these cards and put them in your Expeditions. They gain **Fleeting**. Discard the other cards. *(Don't activate any ✦ triggers.)*

Mind Apotheosis
Spell - Corruption
8 8
Fleeting
Reveal the top four cards of your Deck. Choose up to two Characters from these cards and put them in your Expeditions. They gain **Fleeting**. Discard the other cards. *(Don't activate any ✦ triggers.)*

Off You Go!
Spell - Disruption
2 2
Send to Reserve target Character with Hand Cost ❶ or less.
Time to kiss Kansas goodbye.

Ouroboros Croupier
Character - Citizen
4 4
4
4
4
4
Roll a die. On a 4+, draw a card. On a 1-3, **Resupply**. *(Put the top card of your deck in Reserve.)*
The house never loses.

Ouroboros Croupier
Character - Citizen
4 4
Roll a die. On a 4+, draw a card. On a 1-3, **Resupply**. *(Put the top card of your deck in Reserve.)*
The house never loses.
The next card you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Ouroboros Inkcaster
Character - Artist
3 3
3
3
3
3
When I go to Reserve from the Expedition zone – You may return another card from your Reserve to your hand.
The black liquid traced shapes on the stone, and from these lines sprang innumerable creatures of soot.

Ouroboros Inkcaster
Character - Artist
2 2
0
0
0
0
When I go to Reserve from the Expedition zone – You may return another card from your Reserve to your hand.
*Reveal the top four cards of your Deck. Choose up to two Characters from these cards and put them in your Expeditions. They gain **Fleeting**. Discard the other cards. (Don't activate any ✦ triggers.)*
The next card you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Ouroboros Trickster
Character - Citizen
2 2
0
0
0
0
Roll a die. On a 4+, I gain 2 boosts. On a 1-3, I gain 1 boost. *(A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)*
When luck joins in the game, cleverness soars double.

Ouroboros Trickster
Character - Citizen
2 2
0
0
0
0
Roll a die. On a 4+, I gain 3 boosts. On a 1-3, I gain 1 boost. *(A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)*
When luck joins in the game, cleverness soars double.

Paint Prison
Spell - Disruption
5 5
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
You may discard a card from your Reserve to reduce my cost by ❶.
Return target Character or Permanent to the top of its owner's deck.

Paint Prison
Spell - Disruption
4 4
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
You may discard a card from your Reserve to reduce my cost by ❶.
Return target Character or Permanent to the top of its owner's deck.

Paper Herald
Character - Messenger
1 1
0
0
1
1
Words mean more than what is set down on paper.
Create an **Ordis Recruit 13/13** Soldier token in target Expedition. *(Discard me from Reserve to do this.)*

Ride the Bifröst
Spell - Maneuver
2 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
All Characters you control switch Expeditions. *(They leave their Expeditions and join their controller's other Expedition.)*
The jyn never pay by the rules.

Ride the Bifröst
Spell - Maneuver
2 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
All Characters controlled by target player switch Expeditions. *(They leave their Expeditions and join their controller's other Expedition.)*

Robin Hood
Character - Bureaucra
4 4
3
3
3
3
Characters your opponents play cost ❶ more.
Justice comes from a fair redistribution of wealth.
The next card you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Shenlong
Character - Dragon, Deity
6 6
8
8
8
8
Be careful, what you wish for. There are challenges that even the Bravos prefer to avoid.

Small Step, Giant Leap
Spell - Maneuver
6 6
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Target Expedition moves forward one region.
The journey of a thousand miles begins with one step.

Spy Craft
Spell - Disruption
2 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Subterfuge, then **Resupply**. *(Discard us to one target card from a Reserve. Put the top card of your deck in Reserve.)*
This message will self-destruct in five seconds.

Studious Disciple
Character - Apprentice, Mage
1 1
1
1
1
1
The next Spell you play this Afternoon costs ❶ less.
So far behind, and still so much to learn!
The next Spell you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Tamuki
Character - Spirit
3 3
3
3
3
3
Subterfuge. *(Discard up to one target card from a Reserve.)*
"Pomi! Pompoko, pom!"

Tamuki
Character - Spirit
3 3
3
3
3
3
Subterfuge. *(Discard up to one target card from a Reserve.)*
Roll a die. On a 4+, **Subterfuge**.
"Pomi! Pompoko, pom!"

The Hatter
Character - Citizen
4 4
0
0
0
0
"You can draw water out of a water-well, so I should think you could draw treacle out of a treacle-well - eh, stupid?"
Target Character with Hand Cost ❶ or less gains **Anchored**. *(Discard me from Reserve to do this.)*

The Hatter
Character - Citizen
4 4
0
0
0
0
"You can draw water out of a water-well, so I should think you could draw treacle out of a treacle-well - eh, stupid?"
Target Character with Hand Cost ❶ or less gains **Anchored**. *(Discard me from Reserve to do this.)*

The Kadigr, Tamir Bastion
Permanent - Landmark
8 8
The next Spell you play this turn is free.
What dark, phantasmagorical secrets lurk within Kaperfell's cooking of Magic? Only madmen and the Tamirs know for sure...

The Ouroboros, Lyra Bastion
Permanent - Landmark
4 4
If you would roll one or more dice, instead roll that many dice plus one and ignore the roll of your choice.
The Expeditionary Corps' mobile outpost soars high, like a spinning wheel weaving the wind.

The Ouroboros, Lyra Bastion
Permanent - Landmark
3 3
If you would roll one or more dice, instead roll that many dice plus one and ignore the roll of your choice.
The Expeditionary Corps' mobile outpost soars high, like a spinning wheel weaving the wind.

The Sandman
Character - Artist
3 3
3
3
3
3
Up to one target Character gains **Adeep**. *(During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Adeep.)*

The Sandman
Character - Artist
3 3
0
0
0
0
Up to one target Character gains **Adeep**. You may have it gain 2 boosts. *(During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Adeep.)*

Tinker Bell
Character - Fairy
2 2
3
3
3
3
Subterfuge. *(Discard up to one target card from a Reserve.)*
Ting! Ting-a-ling! There's something magical in mischievous tinkering...

Tomoe Gozen
Character - Soldier
3 3
3
3
3
3
I can't be played if you have less than six Mana Orbs.
For only the most gifted of Alterers could bring humanity's long-remembered legends to life.

Twinkle Twinkle
Spell - Song
2 2
Target Character gains **Adeep**. *(During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Adeep.)*
The next card you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Twinkle Twinkle
Spell - Song
2 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
All Characters in target Expedition gain **Adeep**. *(This only affects one player's Characters. During Dusk, ignore their statistics. During Rest, they don't go to Reserve and they lose Adeep.)*
The next card you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*

Yong-Su, Verdant Weaver
Character - Druid
3 3
3
3
3
3
If you have three or more base statistics of 0 among Characters you control, I gain 2 boosts.
Green is good.

A Coppelia Training
Spell - Song

Target Character gains **Fleeting**. *(If it would be sent to Reserve, discard it instead.)*

"Thank you for being my metronome!"

Aja
Character - Deity

Each player puts the top card of their deck in their Mana zone *(as an exhausted Mana Orb)*.

She is the soul of the forest, the patron of herbal medicine. From herbs and roots, she mixes potent potions.

Aja
Character - Deity

Each player puts the top card of their deck in their Mana zone *(as an exhausted Mana Orb)*.

Target Character with Hand Cost 0 or less gains **Anchored**. *(Discard into Reserve to do this.)*

Aloe Vera
Character - Plant

At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*

Moisturizing every day is essential.

Aloe Vera
Character - Plant

You may pay 0 to have me gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*

Moisturizing every day is essential.

Axiom Reprocessor
Permanent - Landmark

At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*

Nothing is created, nothing is lost, everything is transformed.

Axiom Scrambler
Character - Engineer

Sabotage. *(Discard up to one target card from a reserve.)*

Rushing back the Tumult sometimes prevents other Abreen from materializing their Eidolons. Regrettable, but necessary.

Beauty Sleep
Spell - Disruption

Target Character gains **Adept**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Adept.)*

Yet beware of splinters of flax.

Beauty Sleep
Spell - Disruption

Target Character gains **Adept**. You may give it 2 boosts. *(During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Adept.)*

Yet beware of splinters of flax.

Bountiful Meadow
Permanent - Landmark

: The next Plant you play this turn costs 1 less.

There's no greater joy than seeing all that is green thrive and grow.

Bountiful Meadow
Permanent - Landmark

You may pay 0 to **Resupply**. *(Put the top card of your deck in Reserve.)*

: The next Plant you play this turn costs 1 less.

There's no greater joy than seeing all that is green thrive and grow.

Cernunnos
Character - Druid, Deity

You can feel it in the trees, deep beneath their roots - the very heartbeat of nature.

Cernunnos
Character - Druid, Deity

You can feel it in the trees, deep beneath their roots - the very heartbeat of nature.

Charge!
Spell - Maneuver

Characters you control gain 1 boost.

Young bronze odds and an unfathomably huge Leviathan, the Orchis legion charged nonetheless.

Chiron
Character - Trainer

Up to two target Characters each gain 1 boost.

"And now, pray, mark all these things well, in a wise heart."

Cloth Cocoon
Spell - Disruption

Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*

Choose one:
- Discard target **Fleeting**, **Anchored** or **Adept** Character.
- Discard target Permanent.

Nobody expects... the cloth dancer!

Coniferal Coneman
Character - Plant

Target Character gains **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

At Noon — 1 gain 1 boost.

"Doukaio! Let's put it in the ground!"

Coniferal Coneman
Character - Plant

Target Character gains **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

At Noon — 1 gain 1 boost.

"Doukaio! Let's put it in the ground!"

Coppélia
Character - Robot

When I go to Reserve from your hand — You may play me for free and I gain **Adept**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Adept.)*

Daughter of Yggdrasil
Character - Plant

Target opponent draws a card.

The children of Yggdrasil now take care of the world trees.

Daughter of Yggdrasil
Character - Plant

Each player draws a card.

The children of Yggdrasil now take care of the world trees.

Dracaena
Character - Dragon, Plant

Target Character gains **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

At Noon — 1 gain 1 boost.

They're sometimes seen dozing close to a pond, soaking in the water and the sunlight...

Dracaena
Character - Dragon, Plant

Target Character gains **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

At Noon — 1 gain 1 boost.

They're sometimes seen dozing close to a pond, soaking in the water and the sunlight...

Esmeralda
Character - Artist

Resupply. *(Put the top card of your deck in Reserve.)*

"Fidalgo or not, you are our Shepherdess. You lead and we follow."

Ganesha
Character - Deity

Activate the **Anchored** Character you control, you may **Resupply**.

Knowledge and wisdom must walk side by side.

Harvest
Spell - Conspiration

Resupply. *(Put the top card of your deck in Reserve.)*

The thankful receiver bears a plentiful harvest.

Harvest
Spell - Conspiration

Resupply, then **Resupply** again. *(Put the top card of your deck in Reserve.)*

The thankful receiver bears a plentiful harvest.

Hydracaena
Character - Dragon, Plant

Eternal. *(During Rest, I don't go to Reserve.)*

Target Character gains **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

At Noon — 1 gain 1 boost.

When they reach adult size, it's clear that the Dracaena have really thrived on all that rest and relaxation.

Hydracaena
Character - Dragon, Plant

Eternal. *(During Rest, I don't go to Reserve.)*

Tough 5, where X is the number of plants you control. *(Your opponent's Spells and abilities that target me cost 5 more.)*

At Noon — 1 gain 6 boosts.

Inari
Character - Deity

Harmony may bloom from a single act of kindness, as a rice field may sprout from a single grain of rice.

Inari
Character - Deity

At Noon — Draw a card.

Harmony may bloom from a single act of kindness, as a rice field may sprout from a single grain of rice.

Issun-boshi
Character - Adventurer

Target Character gains 1 boost.

Small stature, big heart, immense adventures.

The next Character you play this turn gains 1 boost. *(Discard into Reserve to do this.)*

Kakoba, Legion Commander
Character - Noble, Soldier

If you control three or more other Characters, I gain 3 boosts.

The general who became a scholar; the scholar who became a senator.

Kelon Elemental
Character - Elemental

You may put a card from your hand in Reserve.

In true Axiom fashion, Kelon Elementals like to put everything to the taste.

Kitsune
Character - Spirit

Each player draws a card.

"Want to play a game of headman-hunter-fox with me? I promise not to cheat!"

Kitsune
Character - Spirit

Each player may **Resupply**. *(Put the top card of your deck in Reserve.)*

"Want to play a game of headman-hunter-fox with me? I promise not to cheat!"

Kodama
Character - Plant, Spirit

I gain **Adept**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Adept.)*

"There's no greater blessing for a tree than to offer a home for a Kodama.

Kodama
Character - Plant, Spirit

I gain **Adept**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Adept.)*

Target Character with Hand Cost 0 or less gains **Anchored**. *(Discard into Reserve to do this.)*

Loki
Character - Deity

Each player discards their hand, then draws three cards.

"What did you expect?"

Lyra Cloth Dancer
Character - Artist

Up to one target Character gains **Fleeting**. *(If it would be sent to Reserve, discard it instead.)*

"Hope you're not afraid of heights!"

Lyra Festival
Permanent - Landmark

Draw a card.

At Dusk, if you control a **Fleeting** Character, another **Anchored** Character and yet another **Adept** Character — You wins the game.

Lyra Thespian
Character - Artist

If you control two or more **Boosted** characters, I gain 3 boosts.

"All the world's a stage."

Mana Channeling
Spell - Conspiration

Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*

Put the top card of your deck in your Mana zone *(as an exhausted Mana Orb)*.

There's only one way to turn the tide: by becoming stronger.

Mana Eruption
Spell - Disruption

Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*

Discard one of your Mana Orbs. If you do, discard target Character or Permanent.

Mana Reaping
Spell - Disruption

Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*

Put target Character or Permanent in its owner's Mana zone *(as an exhausted Mana Orb)*.

Everything is energy and that's all there is to it.

Mana Reaping
Spell - Disruption

Put target Character or Permanent in its owner's Mana zone *(as an exhausted Mana Orb)*.

Everything is energy and that's all there is to it.

Mechanical Training
Spell - Boon

Activate the **:** triggers of target Character you control.

To learn to create, first learn to fix.

Meditation Training
Spell - Boon

Target Character with Hand Cost 0 or less gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*

Don't think you are, know you are.

Meditation Training
Spell - Boon

Target Character with Hand Cost 0 or less gains **Anchored**. *(Discard into Reserve to do this.)*

Don't think you are, know you are.

Mowgli
Character - Druid

"Wake up, you lazy furball!"

Mowgli
Character - Druid

"Wake up, you lazy furball!"

Muna Caregiver
Character - Druid

"We don't inherit the earth from our ancestors, we borrow it from our children."

Muna Caregiver
Character - Druid

"We don't inherit the earth from our ancestors, we borrow it from our children."

Muna Druid
Character - Druid

"We are the sentinels of the Sleim, always keeping a finger on the pulse of nature."

Muna Druid
Character - Druid

Up to one target Plant gains 2 boosts.

"We are the sentinels of the Sleim, always keeping a finger on the pulse of nature."

Muna Druid
Character - Druid

Target Character with Hand Cost 0 or less gains **Anchored**. *(Discard into Reserve to do this.)*

Muna Merchant
Character - Citizen

Resupply. *(Put the top card of your deck in Reserve.)*

"What do you need?"

Muna Merchant
Character - Citizen

Resupply. *(Put the top card of your deck in Reserve.)*

"What do you need?"

Nurture
Spell - Boon

Up to two target Characters each gain 1 boost. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*

When the sun shines, we'll shine together.

Nurture
Spell - Boon

Up to two target Characters each gain 2 boosts. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*

When the sun shines, we'll shine together.

Ogun
Character - Engineer, Deity

Plants you control gain 1 boost.

With every blow of his hammer, Ogun forges the Axiom's destiny.

Ordis Gatekeeper
Character - Soldier

Target Character in your other Expedition gains 2 boosts.

The Aegis Sentinel opened the door and stepped aside to let her through, acknowledging her with a nod as she passed.

Paint Prison
Spell - Disruption

Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*

You may discard a card from your Reserve to reduce my cost by 0.

Return target Character or Permanent to the top of its owner's deck.

Parvati
Character - Deity

Target Character gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*

Only in harmony can the world thrive.

Parvati
Character - Deity

Target Character gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*

Only in harmony can the world thrive.

Physical Training
Spell - Boon

Target Character gains 3 boosts. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*

100 crunches, 100 push-ups, 100 squats, a 1.6-km run and a desire to prove yourself. Just your typical morning of Bravos training.

Quetzalcóatl
Character - Bureaucrat, Deity

When an opponent draws one or more cards in their **Resupply** — Create an **Ordis Recruit** (1/1/1). Soldier token in target Expedition.

A soul has yet to be found who is bold enough to contest his wisdom.

Sneezer Shroom
Character - Plant

I gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

"Achoo!"

Sneezer Shroom
Character - Plant

I gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

At Noon — I gain 1 boost. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*

"Achoo!"

Son of Yggdrasil
Character - Plant

Gigantic. *(I am considered present in each of your Expeditions.)*

World trees like the Spindle may have grown from the seeds of the Cosmic Ash.

Son of Yggdrasil
Character - Plant

Gigantic. *(I am considered present in each of your Expeditions.)*

Tough 3. *(Your opponent's Spells and abilities that target me cost 3 more.)*

When the Spindle's trunk is the Bark Refuge, the sanctuary where the Muna converse with sentient plants.

Target Character with Hand Cost 0 or less gains **Anchored**. *(Discard into Reserve to do this.)*

Spindle Harvesters
Character - Animal, Plant

I gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

Some say the harvesters are the caretakers of the world trees.

Spindle Harvesters
Character - Animal, Plant

I gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*

Some say the harvesters are the caretakers of the world trees.

Sun Wukong
Character - Deity

Target Character gains 2 boosts.

Ever the trickster, always the rebel.

The Monolith, Ordis Bastion
Permanent - Landmark

When a **non-Token** Character joins your Expedition — It gains 1 boost.

A beacon of knowledge and order, a lighthouse towering high above the world.

The Spindle, Muna Bastion
Permanent - Landmark

Characters you control have **Tough 2**. *(Your opponent's Spells and abilities that target me cost 2 more.)*

When the Spindle's trunk is the Bark Refuge, the sanctuary where the Muna converse with sentient plants.

The Spindle, Muna Bastion
Permanent - Landmark

Characters you control have **Tough 3**. *(Your opponent's Spells and abilities that target me cost 3 more.)*

At Noon — Target Character you control gains 1 boost.

Tiny Jinn
Character - Elemental

When I leave the Expedition zone, if I'm **Boosted** — Put me in my owner's Mana zone *(as an exhausted Mana Orb)*.

It may be a fire today - tomorrow it will be ice.

Verdantback
Character - Animal, Plant

I have **Defender** unless you control two or more other Plants. *(My Expedition can't advance during Dusk.)*

Slow and steady wins the race.

Verdantback
Character - Animal, Plant

I have **Defender** unless you control two or more other Plants. *(My Expedition can't advance during Dusk.)*

Slow and steady wins the race.

Yong-Su, Verdant Weaver
Character - Druid

If you control two or more Plants, I gain 2 boosts. *(Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*

Green is good.

Yong-Su, Verdant Weaver
Character - Druid

If you control two or more Plants, I gain 2 boosts. *(Cards in Reserve are not controlled. A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*

Green is good.

Achilles — Character - Soldier
5 / 5 / 5 / 5
Tough 1. *(Your opponent's Spells and abilities that target me cost 1 more.)*
"Many things be between us - shadowy mountains and sounding sea."
#Achilles #Tough #Trojan

Amelia Earhart — Character - Adventurer
2 / 2 / 2 / 2
1 gain 1 boost.
"The most effective way to do it, is to do it."
#Amelia #Adventurer #Pilot

Anubis — Character - Deity
5 / 3 / 3 / 3
→ Each player sacrifices a Character.
Only a heart as light as a feather can stand up to the judgment of Anubis.
#Anubis #Deity #Egyptian

Anubis — Character - Deity
4 / 3 / 3 / 3
→ Each player sacrifices a Character.
Only a heart as light as a feather can stand up to the judgment of Anubis.
#Anubis #Deity #Egyptian

Armored Jammer — Permanent - Landmark
2 / 2 / 2 / 2
→ **Sabotage.** *(Discard up to one target card from a Reserve.)*
When I leave your Landmark zone — **Sabotage.**
"In a jam? Sorry, mate. Maybe a side effect of our scrambling..."
#Armored #Jammer #Landmark

Athena — Character - Deity
5 / 3 / 3 / 3
If you control two or more other Characters, I gain 2 boosts.
If you control two or more other Characters, I lose **Fleeting**.
"I've lifted the mist from off your eyes that's blurred them up to now."
#Athena #Deity #Greek

Atlas — Character - Titan
5 / 1 / 1 / 1
Gigantic. *(I am considered present in each of your Expeditions.)*
I blame you control have **Gigantic**.
Not even the weight of the sky could make him buckle.
#Atlas #Titan #Gigantic

Baba's Isba — Permanent - Landmark
3 / 3
→ Draw a card.
Sacrifice a Character: **After You.** *(End your turn and I will take a turn). You may initiate cards later this Day.)*
Bony legs, she's lazed, and her hut is one reason why.
#Baba's #Isba #Landmark

Baba Yaga — Character - Mage
3 / 2 / 2 / 2
Draw a card.
Help or harm? Only the card will tell.
#Baba #Yaga #Mage

Banishing Gate — Spell - Disruption
4 / 4 / 4 / 4
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Discard target Character or Permanent.
"Let me walk you to the door."
#Banishing #Gate #Spell

Bountiful Meadow — Permanent - Landmark
2 / 2 / 2 / 2
The next **Bureaucrat** you play this turn costs 1 less.
There's no gorgeous joy than seeing all that is green thrive and grow.
#Bountiful #Meadow #Landmark

Brassbug Hub — Permanent - Landmark
3 / 3 / 3 / 3
I gain three Kelon counters.
At Noon — You may pay 1 and spend one of my Kelon counters to create a **Brassbug 2/1/2** Robot token in target Expedition.
#Brassbug #Hub #Landmark

Celebration Day — Spell - Maneuver
5 / 2 / 2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Target Expedition can't move forward this Day.
"Today, and for centuries to come, we will celebrate victory over the Kraken and read a maiden aloud."
#Celebration #Day #Spell

Celebration Day — Spell - Maneuver
8 / 2 / 2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Target Expedition can't move forward this Day.
"Today, and for centuries to come, we will celebrate victory over the Kraken and read a maiden aloud."
#Celebration #Day #Spell

Celestial Blast — Spell - Disruption
7 / 1 / 1 / 1
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Sacrifice Characters, Characters or Permanents.
Draw a card.
The sky cracked open in a thunderous wave. In the distance was another gate that wined.
#Celestial #Blast #Spell

Charge! — Spell - Maneuver
2 / 2 / 2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Characters you control gain 1 boost.
(Cards in Reserve are not controlled. A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)
#Charge! #Spell #Maneuver

Charge! — Spell - Maneuver
2 / 3 / 3 / 3
Characters you control gain 1 boost.
Facing terrible odds and an unfathomably huge Leviathan, the Onto region charged nonetheless.
#Charge! #Spell #Maneuver

Conjuring Seal — Spell - Conjuration
3 / 2 / 2 / 2
Draw two cards.
The imagination shapes our reality just as our beliefs shaped the Æther.
#Conjuring #Seal #Spell

Foundry Engineer — Character - Engineer
2 / 2 / 2 / 2
Tired. The next Permanent you play this Afternoon costs 2 less.
Behind every Axiom masterwork, there are Foundry Engineers.
#Foundry #Engineer #Tired

Foundry Mechanic — Character - Engineer
1 / 1 / 1 / 1
You can't choose when and where a quick fix will be needed.
#Foundry #Mechanic #Engineer

Gift of Self — Spell - Conjuration
2 / 2 / 2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Sacrifice a Character. If you do, draw two cards.
Ten beings begins to disintegrate as she breaks all the Æthra bridges linking the idea of who she is to physical matter.
#Gift #Self #Spell

Grand Endeavor — Permanent - Landmark
6 / 6 / 6 / 6
At Noon — Target Expedition moves forward one region.
The Onto built a relay of lighthouses to light the way through the Tumult.
#Grand #Endeavor #Landmark

Grand Endeavor — Permanent - Landmark
6 / 6 / 6 / 6
Tough 3. *(Your opponent's Spells and abilities that target me cost 3 more.)*
At Noon — Target Expedition moves forward one region.
The Onto built a relay of lighthouses to light the way through the Tumult.
#Grand #Endeavor #Landmark

Haven Trainee — Character - Apprentice
2 / 3 / 1 / 1
Create an **Onto Recruit 1/1/1** Soldier token in each of your Expeditions.
"No sight, lad, show me what you've learned."
#Haven #Trainee #Apprentice

Haven Warrior — Character - Soldier
3 / 4 / 4 / 4
We've all lived through some things. But she's been through worse.
The next Character you play this turn costs 3 less. *(Discard me from Reserve to do this.)*
#Haven #Warrior #Soldier

Issitoq — Character - Bureaucrat, Deity
6 / 4 / 4 / 4
Your other Expedition and the Expedition facing it can't move forward.
No one can escape their gaze.
Draw a card. *(Discard me from Reserve to do this.)*
#Issitoq #Bureaucrat #Deity

Issitoq — Character - Bureaucrat, Deity
5 / 3 / 3 / 3
Your other Expedition and the Expedition facing it can't move forward.
No one can escape their gaze.
Draw a card. *(Discard me from Reserve to do this.)*
#Issitoq #Bureaucrat #Deity

Jeanne d'Arc — Character - Soldier
4 / 2 / 2 / 2
When I leave the Expedition zone — Create an **Onto Recruit 1/1/1** Soldier token in each of your Expeditions.
She'll be followed long after she's gone.
#Jeanne #Arc #Soldier

Jeanne d'Arc — Character - Soldier
5 / 2 / 2 / 2
When I leave the Expedition zone — Create two **Onto Recruit 1/1/1** Soldier tokens in each of your Expeditions.
She'll be followed long after she's gone.
#Jeanne #Arc #Soldier

Jian, Assembly Overseer — Character - Engineer
2 / 3 / 0 / 0
"This material does not seem to be affected by gravity. By harnessing the properties of this Aeroloth, we could create flying ships and cities, and fly close to the clouds..."
Activate the ⇒ triggers of target Permanent you control. *(Discard me from Reserve to do this.)*
#Jian #Assembly #Overseer #Engineer

Kadigiran Alchemist — Character - Scholar
1 / 1 / 1 / 1
I gain 3 boosts.
Alchemy is not just a matter of turning lead to gold. It's about purifying yourself of imperfections to become your true self.
#Kadigiran #Alchemist #Scholar

Kakoba, Legion Commander — Character - Noble, Soldier
2 / 2 / 2 / 2
→ If you control three or more other Characters, I gain 2 boosts. *(Cards in Reserve are not controlled. A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)*
#Kakoba #Legion #Commander #Noble #Soldier

Kakoba, Legion Commander — Character - Noble, Soldier
3 / 3 / 3 / 3
→ If you control three or more other Characters, I gain 3 boosts. *(Cards in Reserve are not controlled. A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)*
#Kakoba #Legion #Commander #Noble #Soldier

Keton Burst — Spell - Disruption
3 / 3 / 3 / 3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Send to Reserve target Character with Hand Cost 0 or less.
Discard target Permanent with Hand Cost 0 or less.
#Keton #Burst #Spell

Kelonic Generator — Permanent - Landmark
4 / 4 / 4 / 4
1, 1: Draw a card.
"Sulopra's mines will soon run dry. Your precious Kelon will run dry."
#Kelonic #Generator #Landmark

Kuwat, the Dissenter — Character - Mage
4 / 5 / 5 / 5
→ Sacrifice a Character in my Expedition.
"There are gates one should not open, there are seals one should not break. And yet I will."
#Kuwat #Dissenter #Mage

Monolith Archivist — Character - Bureaucrat
2 / 3 / 3 / 3
Defender. *(My Expedition can't advance during Dusk.)*
The document has been filled out incorrectly. Please make a new appointment tomorrow.
#Monolith #Archivist #Bureaucrat

Monolith Archivist — Character - Bureaucrat
3 / 3 / 3 / 3
I have **Defender** unless you control two or more other Bureaucrats. *(My Expedition can't advance during Dusk.)*
The document has been filled out incorrectly. Please make a new appointment tomorrow.
#Monolith #Archivist #Bureaucrat

Monolith Legate — Character - Bureaucrat
2 / 2 / 2 / 2
When my Expedition fails to move forward during Dusk — **Sabotage** after Rest. *(Discard up to one target card from a Reserve.)*
Your document has expired. Needless to say, that's not her problem.
#Monolith #Legate #Bureaucrat

Monolith Legate — Character - Bureaucrat
2 / 2 / 2 / 2
When my Expedition fails to move forward during Dusk — **Sabotage** after Rest. *(Discard up to one target card from a Reserve.)*
Create an **Onto Recruit 1/1/1** Soldier token in each of your Expeditions. *(Discard me from Reserve to do this.)*
#Monolith #Legate #Bureaucrat

Monolith Rune-Scribe — Character - Scholar
2 / 2 / 2 / 2
The Onto manifest their Alteration through the use of glyphs of power.
#Monolith #Rune-Scribe #Scholar

Monolith Rune-Scribe — Character - Scholar
2 / 2 / 2 / 2
If you control a token, **Resupply**. *(Put the top card of your deck in Reserve.)*
The Onto manifest their Alteration through the use of glyphs of power.
#Monolith #Rune-Scribe #Scholar

Nurture — Spell - Boon
2 / 1 / 1 / 1
Up to two target Characters each gain 1 boost.
When the sun shines, we'll shine together.
#Nurture #Spell #Boon

Open the Gates — Spell - Maneuver
5 / 5 / 5 / 5
Create two **Onto Recruit 1/1/1** Soldier tokens in each of your Expeditions.
For the first time in centuries, the Solstice Gate has opened. For the first time in ages, humanity will discover what lies beyond the gates.
#Open #Gates #Spell #Maneuver

Open the Gates — Spell - Maneuver
5 / 5 / 5 / 5
Create four **Onto Recruit 1/1/1** Soldier tokens, distributed as you choose among any number of target Expeditions.
The flow of Onto's Recruits seems to go on forever.
#Open #Gates #Spell #Maneuver

Ordis Attorney — Character - Bureaucrat
3 / 2 / 2 / 2
When my Expedition fails to move forward during Dusk — Draw a card.
"Objection!"
#Ordis #Attorney #Bureaucrat

Ordis Attorney — Character - Bureaucrat
2 / 2 / 2 / 2
When my Expedition fails to move forward during Dusk — Draw a card.
"Objection!"
#Ordis #Attorney #Bureaucrat

Ordis Cadets — Character - Apprentice, Soldier
1 / 1 / 1 / 1
→ Create an **Onto Recruit 1/1/1** Soldier token in my Expedition.
Together they learn, and together they'll protect.
#Ordis #Cadets #Apprentice #Soldier

Ordis Cadets — Character - Apprentice, Soldier
1 / 1 / 1 / 1
→ Create an **Onto Recruit 1/1/1** Soldier token in my Expedition.
Together they learn, and together they'll protect.
#Ordis #Cadets #Apprentice #Soldier

Ordis Carrier — Permanent - Landmark
3 / 3 / 3 / 3
At Noon — Create an **Onto Recruit 1/1/1** Soldier token in your Complementary Expedition.
The flow of Onto's Recruits seems to go on forever.
#Ordis #Carrier #Landmark

Ordis Carrier — Permanent - Landmark
5 / 3 / 3 / 3
At Noon — Create an **Onto Recruit 1/1/1** Soldier token in each of your Expeditions.
The flow of Onto's Recruits seems to go on forever.
#Ordis #Carrier #Landmark

Ordis Gatekeeper — Character - Soldier
3 / 1 / 1 / 1
→ Create an **Onto Recruit 1/1/1** Soldier token in your other Expedition.
The Aegis Sentinel opened the door and stepped aside to let her through, acknowledging her with a nod as she passed.
#Ordis #Gatekeeper #Soldier

Ordis Gatekeeper — Character - Soldier
3 / 1 / 1 / 1
→ Create an **Onto Recruit 1/1/1** Soldier token in each of your Expeditions.
The Aegis Sentinel opened the door and stepped aside to let her through, acknowledging her with a nod as she passed.
#Ordis #Gatekeeper #Soldier

Ordis Spy — Character - Citizen
3 / 2 / 2 / 2
Sabotage. *(Discard up to one target card from a Reserve.)*
Stirred, but not shaken.
#Ordis #Spy #Citizen

Ordis Spy — Character - Citizen
3 / 2 / 2 / 2
Sabotage. *(Discard up to one target card from a Reserve.)*
Create an **Onto Recruit 1/1/1** Soldier token in my Expedition.
Stirred, but not shaken.
#Ordis #Spy #Citizen

Ordis Trooper — Character - Soldier
1 / 1 / 1 / 1
"Chin up and stand tall. You're shieldbearers of the Aegis now!"
#Ordis #Trooper #Soldier

Ordis Trooper — Character - Soldier
1 / 1 / 1 / 1
"Chin up and stand tall. You're shieldbearers of the Aegis now!"
#Ordis #Trooper #Soldier

Ozma — Character - Noble
2 / 2 / 2 / 2
→ If you control three or more other Characters, draw a card. *(Cards in Reserve are not controlled.)*
"Never give up. No one knows what's going to happen next."
#Ozma #Noble

Ozma — Character - Noble
2 / 2 / 2 / 2
→ If you control three or more other Characters, draw a card. *(Cards in Reserve are not controlled.)*
"Never give up. No one knows what's going to happen next."
#Ozma #Noble

Paper Herald — Character - Messenger
1 / 0 / 0 / 1
Words mean more than what is set down on paper.
Create an **Onto Recruit 1/1/1** Soldier token in target Expedition. *(Discard me from Reserve to do this.)*
#Paper #Herald #Messenger

Paper Herald — Character - Messenger
1 / 0 / 0 / 1
Words mean more than what is set down on paper.
Create an **Onto Recruit 1/1/1** Soldier token in target Expedition. *(Discard me from Reserve to do this.)*
#Paper #Herald #Messenger

Quetzalcoatl — Character - Bureaucrat, Deity
4 / 3 / 3 / 3
When an opponent draws one or more cards or Gods **Resupply** — Create an **Onto Recruit 1/1/1** Soldier token in target Expedition.
A soul has yet to be found who is bold enough to contest his wisdom.
#Quetzalcoatl #Bureaucrat #Deity

Quetzalcoatl — Character - Bureaucrat, Deity
3 / 3 / 3 / 3
When an opponent draws one or more cards or Gods **Resupply** — Create an **Onto Recruit 1/1/1** Soldier token in target Expedition.
A soul has yet to be found who is bold enough to contest his wisdom.
#Quetzalcoatl #Bureaucrat #Deity

Ratatoskr — Character - Messenger
1 / 1 / 1 / 1
Create two **Onto Recruit 1/1/1** Soldier tokens in my Expedition.
You're nuts if you think you can keep up with this little one!
#Ratatoskr #Messenger

Robin Hood — Character - Bureaucrat
4 / 3 / 2 / 2
Characters your opponents play cost 1 more.
Justice comes from a fair redistribution of wealth.
#Robin #Hood #Bureaucrat

Robin Hood — Character - Bureaucrat
4 / 3 / 2 / 2
Cards your opponents play cost 1 more.
Justice comes from a fair redistribution of wealth.
#Robin #Hood #Bureaucrat

Sticky Note Seals — Spell - Disruption
3 / 0 / 0 / 0
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Choose one:
- Send to Reserve target Character with Hand Cost 0 or more.
- Discard target Permanent with Hand Cost 0 or more.

Some lessons stick better than others.
#Sticky #Note #Seals #Spell

Sticky Note Seals — Spell - Disruption
3 / 0 / 0 / 0
Choose one:
- Send to Reserve target Character with Hand Cost 0 or more.
- Discard target Permanent with Hand Cost 0 or more.

Some lessons stick better than others.
#Sticky #Note #Seals #Spell

Teamwork Training — Spell - Disruption
2 / 2 / 2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Send to Reserve target Character with Hand Cost 0 or less, where it is the number of Characters you control.
#Teamwork #Training #Spell

Teamwork Training — Spell - Disruption
3 / 2 / 2 / 2
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Create an **Onto Recruit 1/1/1** Soldier token in target Expedition.
Send to Reserve target Character with Hand Cost 0 or less, where it is the number of Characters you control.
#Teamwork #Training #Spell

The Council — Character - Bureaucrat
4 / 3 / 3 / 3
The ⇒, 1, and ⟲ triggers of Characters facing me don't activate.
The idea of facing the Council is deterred enough for most would-be criminals in Aigarthe.
#The #Council #Bureaucrat

The Council — Character - Bureaucrat
3 / 3 / 3 / 3
The ⇒, 1, and ⟲ triggers of Characters facing me don't activate.
The idea of facing the Council is deterred enough for most would-be criminals in Aigarthe.
#The #Council #Bureaucrat

The Frog Prince — Character - Bureaucrat, Noble
2 / 3 / 0 / 3
Thankfully, he doesn't seal his contracts with a kiss.
#The #Frog #Prince #Bureaucrat #Noble

The Frog Prince — Character - Bureaucrat, Noble
1 / 2 / 0 / 2
Thankfully, he doesn't seal his contracts with a kiss.
#The #Frog #Prince #Bureaucrat #Noble

The Kraken — Character - Leviathan
7 / 5 / 5 / 5
Gigantic. *(I am considered present in each of your Expeditions.)*
→ Sacrifice two Characters.
All regions are **3** and lose their other types.
#The #Kraken #Leviathan #Gigantic

The Monolith, Ordis Bastion — Permanent - Landmark
5 / 4 / 4 / 4
When a Character joins your Expeditions — It gains 1 boost. *(A boost is a +1/+1 counter. Remove it when it leaves the Expedition zone.)*
A beacon of knowledge and order, a lighthouse towering high above the world.
#The #Monolith #Ordis #Bastion #Landmark

The Monolith, Ordis Bastion — Permanent - Landmark
4 / 4 / 4 / 4
When a non-token Character joins your Expeditions — It gains 1 boost.
A beacon of knowledge and order, a lighthouse towering high above the world.
#The #Monolith #Ordis #Bastion #Landmark

The Sandman — Character - Artist
3 / 0 / 3 / 3
Up to one target Character gains **Asleep**. You may have it gain 2 boosts. *(During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Asleep.)*
#The #Sandman #Artist

Thoth — Character - Bureaucrat, Deity
3 / 3 / 3 / 3
When my Expedition fails to move forward during Dusk — Create two **Onto Recruit 1/1/1** Soldier tokens in target Expedition after Rest.
"The pen is mightier than the sword."
#Thoth #Bureaucrat #Deity

Thoth — Character - Bureaucrat, Deity
3 / 3 / 3 / 3
When my Expedition fails to move forward during Dusk — Create two **Onto Recruit 1/1/1** Soldier tokens in target Expedition after Rest.
"The pen is mightier than the sword."
#Thoth #Bureaucrat #Deity

Verdantback — Character - Animal, Plant
4 / 0 / 5 / 5
I have **Defender** unless you control two or more **Bureaucrats**. *(My Expedition can't advance during Dusk.)*
Slow and steady wins the race.
#Verdantback #Animal #Plant

Ada Lovelace — Character - Engineer
2 / 3 / 1 / 1
You may put a card from your hand in Reserve. If it's a Spell, draw a card.
"Imagination is the discovering faculty. It is that which penetrates the unseen worlds around us."
ES.001 / Aethelia · T4.0.0 Beta

Aether Shard — Permanent - Landmark
5 / 5
At Noon — Draw a card.
No mere trinket, but a fragment of purest dream.
ES.004 / Aethelia · T4.0.0 Beta

Aether Shard — Permanent - Landmark
5 / 5
Draw a card.
At Noon — Draw a card.
No mere trinket, but a fragment of purest dream.
ES.004 / Aethelia · T4.0.0 Beta

Alice — Character - Citizen
3 / 2 / 2 / 4
"One good turn deserves another."
After You, (Discard one from Reserve to do this.)
ES.005 / Aethelia · T4.0.0 Beta

Alice — Character - Citizen
3 / 3 / 3 / 4
"One good turn deserves another."
After You, (Discard one from Reserve to do this.)
ES.005 / Aethelia · T4.0.0 Beta

Anubis — Character - Deity
5 / 5 / 3 / 4 / 3 / 3
Each player sacrifices a Character.
Only a heart as light as a feather can stand up to the judgment of Anubis.
ES.006 / Aethelia · T4.0.0 Beta

Baba's Isba — Permanent - Landmark
3 / 3
Draw a card.
(1), Sacrifice a Character: **After You**. (End your turn as if you had played a card. You may still play cards later this Day.)
Bony legs, she's called, and her hut is one reason why.
ES.007 / Aethelia · T4.0.0 Beta

Baba's Isba — Permanent - Landmark
2 / 2
Draw a card.
(1), Sacrifice a Character: **After You**. (End your turn as if you had played a card. You may still play cards later this Day.)
Bony legs, she's called, and her hut is one reason why.
ES.007 / Aethelia · T4.0.0 Beta

Baba Yaga — Character - Mage
2 / 2 / 1 / 2 / 1 / 1
Draw a card.
Help or harm? Only the card will tell.
ES.008 / Aethelia · T4.0.0 Beta

Baba Yaga — Character - Mage
2 / 2 / 3 / 2 / 1 / 1
Draw a card.
Help or harm? Only the card will tell.
ES.008 / Aethelia · T4.0.0 Beta

Baku — Character - Spirit
2 / 2 / 2 / 2 / 2 / 2
Target opponent discards a card from their hand.
"I've seen it myself! 'Baku! Baku!', it says, eating up ghosts as though they were candies."
ES.009 / Aethelia · T4.0.0 Beta

Baku — Character - Spirit
4 / 6 / 2 / 1
Target opponent discards a card from their hand.
"I've seen it myself! 'Baku! Baku!', it says, eating up ghosts as though they were candies."
ES.009 / Aethelia · T4.0.0 Beta

Banishing Gate — Spell - Disruption
4 / 4
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Discard target Character or Permanent.
"Let me walk you to the door."
ES.010 / Aethelia · T4.0.0 Beta

Banishing Gate — Spell - Disruption
4 / 5
Discard target Character or Permanent.
"Let me walk you to the door."
ES.010 / Aethelia · T4.0.0 Beta

Beauty Sleep — Spell - Disruption
1 / 3
Target Character gains **Asleep**. (During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Asleep.)
Yet because of splinters of Glass.
ES.011 / Aethelia · T4.0.0 Beta

Boom! — Spell - Disruption
3 / 5
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Sacrifice a Character. If you do, discard target Character or Permanent.
"Catastrophic failure! I prefer the term learning opportunity."
ES.012 / Aethelia · T4.0.0 Beta

Brassbug Hive — Permanent - Landmark
5 / 5
Create a **Brassbug** 2/2/2 Robot token in target Expedition.
At Noon — Create a **Brassbug** 2/2/2 Robot token in target Expedition.
What could possibly go wrong with an adorable little self-replicating autonomous drone?
ES.013 / Aethelia · T4.0.0 Beta

Bravos Bladedancer — Character - Soldier
1 / 2 / 0 / 0 / 0
Seasoned. (I keep my boosts when I go to Reserve.)
I gain 1 boost.
"It seems Thoth has never seen me duel."
ES.014 / Aethelia · T4.0.0 Beta

Celebration Day — Spell - Maneuver
8 / 8
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Expedition: can't move forward this Day.
"Today, and for centuries to come, we will celebrate victory over the Kraken and revel in freedom regained!"
ES.015 / Aethelia · T4.0.0 Beta

Celestial Blast — Spell - Disruption
7 / 7
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Discard up to two targets, Characters or Permanents.
The sky cracked open in a thunderous wave as the dream-was unleashed upon the world.
ES.016 / Aethelia · T4.0.0 Beta

Celestial Blast — Spell - Disruption
7 / 7
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Discard up to two targets, Characters or Permanents.
Draw a card.
The sky cracked open in a thunderous wave as the dream-was unleashed upon the world.
ES.016 / Aethelia · T4.0.0 Beta

Conjuring Seal — Spell - Conjuration
3 / 5
Draw two cards.
The imagination shapes our reality just as our beliefs shaped the Æther.
ES.017 / Aethelia · T4.0.0 Beta

Conjuring Seal — Spell - Conjuration
4 / 5
Draw three cards.
The imagination shapes our reality just as our beliefs shaped the Æther.
ES.017 / Aethelia · T4.0.0 Beta

Dorothy Gale — Character - Citizen
5 / 3 / 3 / 2 / 2
You may send target Character to Reserve.
"I've a fleeting we're not in Kansas anymore."
ES.018 / Aethelia · T4.0.0 Beta

Dorothy Gale — Character - Citizen
5 / 5 / 3 / 2 / 2
You may send target Character to Reserve.
"I've a fleeting we're not in Kansas anymore."
ES.018 / Aethelia · T4.0.0 Beta

Flamel — Character - Scholar
4 / 3 / 4 / 3 / 3
You may return a Spell from your Reserve to your hand.
Rubedo is the final stage of alchemy, where one's substance is reborn like a phoenix before returning to the world.
This next Spell you play this turn costs 1 less. (Discard me from Reserve to do this.)
ES.019 / Aethelia · T4.0.0 Beta

Flamel — Character - Scholar
4 / 3 / 4 / 3 / 3
Resupply. Then, you may return a Spell from your Reserve to your hand. (Put the top card of your deck in Reserve.)
This next Spell you play this turn costs 1 less. (Discard me from Reserve to do this.)
ES.019 / Aethelia · T4.0.0 Beta

Gift of Self — Spell - Conjuration
2 / 2
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Sacrifice a Character. If you do, draw two cards.
Her being begins to disintegrate as she breaks all the Mana bridges linking the idea of who she is to physical matter.
ES.020 / Aethelia · T4.0.0 Beta

Gift of Self — Spell - Conjuration
3 / 3
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Sacrifice a Character. If you do, draw three cards.
Her being begins to disintegrate as she breaks all the Mana bridges linking the idea of who she is to physical matter.
ES.020 / Aethelia · T4.0.0 Beta

Grand Endeavor — Permanent - Landmark
6 / 6
At Noon — Target Expedition moves forward one region.
The Orb's built a relay of lighthouses to light the way through the Tumult.
ES.021 / Aethelia · T4.0.0 Beta

Hathor — Character - Artist, Deity
7 / 3 / 3 / 3 / 3 / 3
Dance is the language of the soul.
Return another card from your Reserve to your hand. (Discard me from Reserve to do this.)
Never gonna give you up.
ES.022 / Aethelia · T4.0.0 Beta

Helping Hand — Spell - Boon
1 / 1
Target Character gains 1 boost and loses **Fleeting**.
Never gonna give you up.
ES.023 / Aethelia · T4.0.0 Beta

Mua Mulan — Character - Adventurer
2 / 2 / 1 / 1 / 1 / 1
Lose **Fleeting**.
Her determination has yet to meet its match in this world.
ES.024 / Aethelia · T4.0.0 Beta

Intimidation — Spell - Disruption
2 / 2
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Return target Character or Permanent with Cost 3 or less to its owner's hand.
The terrible beast shrank and cowered before the might of the Bravos.
ES.025 / Aethelia · T4.0.0 Beta

Isstoq — Character - Bureaucrat, Deity
6 / 6 / 4 / 4 / 4
Your other Expedition and the Expedition facing it can't move forward.
No one can escape their gaze.
Draw a card. (Discard me from Reserve to do this.)
ES.026 / Aethelia · T4.0.0 Beta

Kadigiran Alchemist — Character - Scholar
3 / 1 / 1 / 1
I gain 2 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)
Alchemy is not just a matter of turning lead to gold. It's about purifying yourself of imperfections to become your true self.
ES.027 / Aethelia · T4.0.0 Beta

Kadigiran Alchemist — Character - Scholar
3 / 1 / 1 / 1
I gain 3 boosts. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)
Alchemy is not just a matter of turning lead to gold. It's about purifying yourself of imperfections to become your true self.
ES.027 / Aethelia · T4.0.0 Beta

Kadigiran Maze-Dancer — Character - Mage, Soldier
2 / 1 / 1 / 1
When you play a Spell, — I gain 1 boost. (A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)
"Don't just wait for magic to happen. Go out and make your own!"
ES.028 / Aethelia · T4.0.0 Beta

Kadigiran Maze-Dancer — Character - Mage, Soldier
2 / 1 / 1 / 1
When you play a Spell, — I gain 1 boost.
At Dusk, if I have 3 or more boosts — Draw a card.
"Don't just wait for magic to happen. Go out and make your own!"
ES.028 / Aethelia · T4.0.0 Beta

Kraken's Wrath — Spell - Disruption
5 / 5
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Send to Reserve up to three target Characters with a total Hand Cost 3 or less.
ES.029 / Aethelia · T4.0.0 Beta

Kraken's Wrath — Spell - Disruption
5 / 5
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Send to Reserve up to four target Characters with a total Hand Cost 3 or less.
ES.029 / Aethelia · T4.0.0 Beta

Kuwat, the Dissenter — Character - Mage
4 / 5 / 5 / 5 / 5
Sacrifice a Character in my Expedition.
"There are gates one should not open, there are seals one should not breach. And yet I will."
ES.030 / Aethelia · T4.0.0 Beta

Kuwat, the Dissenter — Character - Mage
4 / 5 / 5 / 5 / 5
Sacrifice a Character.
"There are gates one should not open, there are seals one should not breach. And yet I will."
ES.030 / Aethelia · T4.0.0 Beta

Lady of the Lake — Character - Fairy, Spirit
2 / 1 / 1 / 1 / 3
"One day, I will show you the wonders of Avalon and the true might of the Fae realms."
ES.031 / Aethelia · T4.0.0 Beta

Lady of the Lake — Character - Fairy, Spirit
2 / 1 / 1 / 1 / 3
"One day, I will show you the wonders of Avalon and the true might of the Fae realms."
This next Spell you play this turn loses **Fleeting**. (Send me from Reserve to do this.)
ES.031 / Aethelia · T4.0.0 Beta

Lyra Skald — Character - Artist
2 / 3 / 1 / 2
You may discard a card from your Reserve to **Resupply**. (Put the top card of your deck in Reserve.)
We're all stories, in the end.
This next card you play this turn costs 1 less. (Discard me from Reserve to do this.)
ES.032 / Aethelia · T4.0.0 Beta

Magical Training — Spell - Conjuration
3 / 1
Draw a card.
Without practice, the gift of Alteration will come to nothing.
ES.033 / Aethelia · T4.0.0 Beta

Magical Training — Spell - Conjuration
1 / 2
Draw a card.
Without practice, the gift of Alteration will come to nothing.
ES.033 / Aethelia · T4.0.0 Beta

Meditation Training — Spell - Boon
3 / 3
Target Character with Hand Cost 0 or less gains **Anchored**. (During Rest, it doesn't go to Reserve and it loses Anchored.)
Don't think you are, know you are.
ES.034 / Aethelia · T4.0.0 Beta

Monolith Archivist — Character - Bureaucrat
2 / 3 / 3 / 3
Defender. (My Expedition can't advance during Dusk.)
"The document has been filled out incorrectly. Please make a new appointment tomorrow."
ES.035 / Aethelia · T4.0.0 Beta

Monolith Grave — Character - Bureaucrat
2 / 2
When my Expedition fails to move forward during Dusk — **Sabotage** after Rest. (Discard up to one target card from a Reserve.)
Your document has expired. Needless to say, that's not her problem.
ES.036 / Aethelia · T4.0.0 Beta

Moonlight Jellyfish — Character - Spirit
1 / 1 / 0 / 1
When I'm sacrificed, if I'm not **Fleeting** — Put me in Reserve.
Theoretically, transdifferentiation can go on indefinitely, effectively rendering the jellyfish biologically immortal... and squishy.
ES.037 / Aethelia · T4.0.0 Beta

Moonlight Jellyfish — Character - Spirit
1 / 1 / 0 / 1
When I'm sacrificed, if I'm not **Fleeting** — Put me in Reserve.
When I'm sacrificed, if I'm **Fleeting** — Draw a card.
ES.037 / Aethelia · T4.0.0 Beta

Muna Caregiver — Character - Druid
1 / 1 / 0 / 1
"We don't inherit the earth from our ancestors, we borrow it from our children."
ES.038 / Aethelia · T4.0.0 Beta

Off You Go! — Spell - Disruption
2 / 2
Send to Reserve target Character with Hand Cost 0 or less.
Time to kiss Kansas goodbye.
ES.039 / Aethelia · T4.0.0 Beta

Off You Go! — Spell - Disruption
3 / 2
Send to Reserve target Character with Hand Cost 0 or less.
Time to kiss Kansas goodbye.
ES.039 / Aethelia · T4.0.0 Beta

Ordis Attorney — Character - Bureaucrat
3 / 2 / 3 / 3 / 3
When my Expedition fails to move forward during Dusk — Draw a card.
"Objection!"
ES.040 / Aethelia · T4.0.0 Beta

Ordis Cadets — Character - Apprentice, Soldier
2 / 1 / 1 / 1 / 0
Create an **Ordis Recruit** 1/1/1 Soldier token in Expedition.
Together they learn, and together they'll protect.
This next Spell you play this turn costs 1 less. (Discard me from Reserve to do this.)
ES.041 / Aethelia · T4.0.0 Beta

Ordis Carrier — Character - Bureaucrat, Soldier
3 / 3 / 1 / 1 / 1 / 1
At Noon — Create an **Ordis Recruit** 1/1/1 Soldier token in your Companion Expedition.
The flow of Ordis Recruits seems to grow thinner.
ES.042 / Aethelia · T4.0.0 Beta

Ordis Trooper — Character - Soldier
1 / 1 / 1 / 1 / 1
"Chin up and stand tall. You're shieldbearers of the Aegis now."
ES.043 / Aethelia · T4.0.0 Beta

Red — Character - Adventurer
2 / 2 / 2 / 2 / 2
Seasoned. (I keep my boosts when I go to Reserve.)
Grandma would be proud.
ES.044 / Aethelia · T4.0.0 Beta

Ride the Bifrost — Spell - Maneuver
2 / 2
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
All Characters you control switch Expeditions. (They leave their Expeditions and join their controller's other Expedition.)
The Lyra never play by the rules.
ES.045 / Aethelia · T4.0.0 Beta

Sakarabru — Character - Deity
7 / 4 / 5 / 5 / 6
Your opponent's Expedition facing mine moves backwards one region.
When such a terrifying being appears in your path, taking a step back is only natural.
ES.046 / Aethelia · T4.0.0 Beta

Sakarabru — Character - Deity
7 / 7 / 5 / 5 / 5
Your opponent's Expedition facing mine moves backwards one region.
When such a terrifying being appears in your path, taking a step back is only natural.
Draw a card. (Discard me from Reserve to do this.)
ES.046 / Aethelia · T4.0.0 Beta

Small Step, Giant Leap — Spell - Maneuver
6 / 6
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Target Expedition moves forward one region.
The journey of a thousand miles begins with one step.
ES.047 / Aethelia · T4.0.0 Beta

Small Step, Giant Leap — Spell - Maneuver
6 / 7
Target Expedition moves forward one region.
The journey of a thousand miles begins with one step.
ES.047 / Aethelia · T4.0.0 Beta

Sneezer Shroom — Character - Plant
2 / 1 / 1 / 1 / 1
I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)
At Noon — I gain 1 boost.
"Achoo!"
ES.048 / Aethelia · T4.0.0 Beta

Spindle Harvesters — Character - Animal, Plant
1 / 1 / 0 / 0 / 0
I gain **Anchored**. (During Rest, I don't go to Reserve and I lose Anchored.)
Some say the harvesters are the caretakers of the world-trees.
ES.049 / Aethelia · T4.0.0 Beta

Spy Craft — Spell - Disruption
2 / 2
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Sabotage, then **Resupply**. (Discard up to one target card from a Reserve. Put the top card of your deck in Reserve.)
This message will self-destruct in five seconds.
ES.050 / Aethelia · T4.0.0 Beta

Spy Craft — Spell - Disruption
2 / 3
Sabotage, then **Resupply**. (Discard up to one target card from a Reserve. Put the top card of your deck in Reserve.)
This message will self-destruct in five seconds.
ES.050 / Aethelia · T4.0.0 Beta

Studious Disciple — Character - Apprentice, Mage
1 / 1 / 1 / 1 / 1
So far behind, and still so much to learn!
This next Spell you play this turn costs 1 less. (Discard me from Reserve to do this.)
ES.051 / Aethelia · T4.0.0 Beta

Studious Disciple — Character - Apprentice, Mage
1 / 1
The next Spell you play this Afternoon costs 1 less.
So far behind, and still so much to learn!
This next Spell you play this turn costs 1 less. (Discard me from Reserve to do this.)
ES.051 / Aethelia · T4.0.0 Beta

The Kadigir, Yzmir Bastion — Permanent - Landmark
8 / 8
(1): The next Spell you play this turn is free.
What dark, phantasmagorical secrets hide within Aigarthe's College of Magic? Only madmen and the Yzmirs know for sure...
ES.052 / Aethelia · T4.0.0 Beta

The Kadigir, Yzmir Bastion — Permanent - Landmark
8 / 8
(1): The next Spell you play this turn is free. If you play it from your hand, it loses **Fleeting**.
What dark, phantasmagorical secrets hide within Aigarthe's College of Magic? Only madmen and the Yzmirs know for sure...
ES.052 / Aethelia · T4.0.0 Beta

The Kraken — Character - Leviathan
7 / 7 / 0 / 0 / 8
Gigantic. (I am considered present in each of your Expeditions.)
Sacrifice two Characters.
All regions are ❄ and lose their other types.
ES.053 / Aethelia · T4.0.0 Beta

The Kraken — Character - Leviathan
7 / 7 / 0 / 0 / 8
Gigantic. (I am considered present in each of your Expeditions.)
Sacrifice one Character.
All regions are ❄ and lose their other types.
ES.053 / Aethelia · T4.0.0 Beta

Thoth — Character - Bureaucrat, Deity
3 / 3 / 3 / 1 / 1
When my Expedition fails to move forward during Dusk — Create two **Ordis Recruit** 1/1/1 Soldier tokens in target Expedition after Rest.
"The pen is mightier than the sword."
ES.054 / Aethelia · T4.0.0 Beta

Tooth Fairy — Character - Fairy
2 / 1 / 1 / 1 / 1
Sabotage. (Discard up to one target card from a Reserve.)
"Show me those pearly whites."
ES.055 / Aethelia · T4.0.0 Beta

Tooth Fairy — Character - Fairy
2 / 1 / 1 / 1 / 1
Sabotage. (Discard up to one target card from a Reserve.)
"Show me those pearly whites."
ES.055 / Aethelia · T4.0.0 Beta

Yzmir Stargazer — Character - Mage, Scholar
1 / 2 / 1 / 1
She won't read the future in the stars, she'll change it herself.
ES.056 / Aethelia · T4.0.0 Beta

Yzmir Stargazer — Character - Mage, Scholar
1 / 2 / 1 / 1
When I'm sacrificed — You may have target Character gains 2 boosts.
She won't read the future in the stars, she'll change it herself.
ES.056 / Aethelia · T4.0.0 Beta