Ada Lovelace
Character - Engineer
2 / 2 / 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."
BTL-001 ✓ Nathan Scullin · ©4.2020.Lightmix

Ada Lovelace
Character - Engineer
2 / 2 / 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."
BTL-001 ✓ Nathan Scullin · ©4.2020.Lightmix

Amelia Earhart
Character - Adventurer
3 / 1 / 2 / 2 / 2
"The most effective way to do it, is to do it."

Amelia Earhart
Character - Adventurer
3 / 1 / 2 / 2 / 2
"The most effective way to do it, is to do it."

Anansi
Character - Artist, Deity
3 / 2 / 2 / 2 / 2
→ 1 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.
BTL-002 ✓ Nathan Scullin · ©4.2020.Lightmix

Anansi
Character - Artist, Deity
3 / 2 / 2 / 2 / 2
→ 1 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.
BTL-002 ✓ Nathan Scullin · ©4.2020.Lightmix

Axiom Reprocessor
Permanent - Landmark
4 / 4
At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*
Nothing is created, nothing is lost, everything is transformed.
BTL-003 ✓ Nathan Scullin · ©4.2020.Lightmix

Axiom Reprocessor
Permanent - Landmark
4 / 4
At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*
Nothing is created, nothing is lost, everything is transformed.
BTL-003 ✓ Nathan Scullin · ©4.2020.Lightmix

Axiom Salvager
Character - Engineer
1 / 2 / 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.
BTL-004 ✓ Joe Fung · ©4.2020.Lightmix

Axiom Salvager
Character - Engineer
1 / 2 / 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.
BTL-004 ✓ Joe Fung · ©4.2020.Lightmix

Boom!
Spell - Disruption
3 / 3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Sacrifice a Character or Permanent. If you do, discard target Character or Permanent.
"Catastrophic failure? I prefer the term 'learning opportunity'."
BTL-005 ✓ Nathan Scullin · ©4.2020.Lightmix

Boom!
Spell - Disruption
3 / 3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Sacrifice a Character or Permanent. If you do, discard target Character or Permanent.
"Catastrophic failure? I prefer the term 'learning opportunity'."
BTL-005 ✓ Nathan Scullin · ©4.2020.Lightmix

Brassbug Hive
Permanent - Landmark
6 / 6
→ Create a **Brassbug 2/2/2** Robot token in target Expedition.
At Noon — Create a **Brassbug 2/2/2** Robot token in target Expedition.
When a Robot joins your Expeditions — It gains 1 boost.
BTL-006 ✓ Nathan Scullin · ©4.2020.Lightmix

Brassbug Hive
Permanent - Landmark
6 / 6
→ Create a **Brassbug 2/2/2** Robot token in target Expedition.
At Noon — Create a **Brassbug 2/2/2** Robot token in target Expedition.
When a Robot joins your Expeditions — It gains 1 boost.
BTL-006 ✓ Nathan Scullin · ©4.2020.Lightmix

Brassbug Hub
Permanent - Landmark
3 / 3
→ 1 gain three Kelon counters.
At Noon — You may pay ❶ and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robot token in target Expedition.
BTL-007 ✓ Joe Fung · ©4.2020.Lightmix

Brassbug Hub
Permanent - Landmark
3 / 3
→ 1 gain three Kelon counters.
At Noon — You may pay ❶ and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robot token in target Expedition.
BTL-007 ✓ Joe Fung · ©4.2020.Lightmix

Bravos Tracer
Character - Adventurer
2 / 2 / 3 / 3 / 3
→ 1 gain **Fleeting**. *(If I would be sent to Reserve, discard me instead.)*
"I only feel alive when I hear the wind whistling in my ears."
BTL-008 ✓ Justin Kong · ©4.2020.Lightmix

Bravos Tracer
Character - Adventurer
2 / 2 / 3 / 3 / 3
→ 1 gain **Fleeting**. *(If I would be sent to Reserve, discard me instead.)*
"I only feel alive when I hear the wind whistling in my ears."
BTL-008 ✓ Justin Kong · ©4.2020.Lightmix

Bravos Vanguard
Character - Adventurer
3 / 3 / 4 / 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!"
BTL-009 ✓ Albert Chebotarev · ©4.2020.Lightmix

Bravos Vanguard
Character - Adventurer
3 / 3 / 4 / 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!"
BTL-009 ✓ Albert Chebotarev · ©4.2020.Lightmix

Coppélia
Character - Robot
2 / 2 / 3 / 3 / 0
When I go to Reserve from your hand — You may play me for free and 1 gain **Asleep**.
During Dusk, ignore my statistics. During First, I don't go to Reserve and I lose Asleep.)
BTL-010 ✓ Joe Fung · ©4.2020.Lightmix

Coppélia
Character - Robot
2 / 2 / 3 / 3 / 0
When I go to Reserve from your hand — You may play me for free and 1 gain **Asleep**.
During Dusk, ignore my statistics. During First, I don't go to Reserve and I lose Asleep.)
BTL-010 ✓ Joe Fung · ©4.2020.Lightmix

Dr. Frankenstein
Character - Engineer
4 / 2 / 3 / 3 / 3
You activate the ➔ triggers of target Permanent you control.
We sometimes seek companionship in the strangest of life forms.
BTL-011 ✓ Joe Fung · ©4.2020.Lightmix

Dr. Frankenstein
Character - Engineer
4 / 2 / 3 / 3 / 3
You activate the ➔ triggers of target Permanent you control.
We sometimes seek companionship in the strangest of life forms.
BTL-011 ✓ Joe Fung · ©4.2020.Lightmix

Foundry Armorer
Character - Engineer
3 / 3 / 2 / 2 / 2
Create a **Brassbug 2/2/2** Robot token in target Expedition.
No Brassbug would survive in the Tumult without armor.
BTL-012 ✓ Albert Chebotarev · ©4.2020.Lightmix

Foundry Armorer
Character - Engineer
3 / 3 / 2 / 2 / 2
Create a **Brassbug 2/2/2** Robot token in target Expedition.
No Brassbug would survive in the Tumult without armor.
BTL-012 ✓ Albert Chebotarev · ©4.2020.Lightmix

Foundry Mechanic
Character - Engineer
1 / 1 / 0 / 1 / 1
You can't choose when and where a quick fix will be needed.
The next Permanent you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*
BTL-013 ✓ Vanessa Tsai · ©4.2020.Lightmix

Foundry Mechanic
Character - Engineer
1 / 1 / 0 / 1 / 1
You can't choose when and where a quick fix will be needed.
The next Permanent you play this turn costs ❶ less. *(Discard me from Reserve to do this.)*
BTL-013 ✓ Vanessa Tsai · ©4.2020.Lightmix

Haven Bouncer
Character - Soldier
3 / 3 / 2 / 2 / 2
Sabotage. *(Discard up to one target card from a Reserve.)*
1 gain 2 boosts.
Only the bravest can enter Haven.
BTL-014 ✓ Justin Kong · ©4.2020.Lightmix

Haven Bouncer
Character - Soldier
3 / 3 / 2 / 2 / 2
Sabotage. *(Discard up to one target card from a Reserve.)*
1 gain 2 boosts.
Only the bravest can enter Haven.
BTL-014 ✓ Justin Kong · ©4.2020.Lightmix

Haven, Bravos Bastion
Permanent - Landmark
2 / 2
→ **Resupply**. *(Put the top card of your deck in Reserve.)*
Your Characters have: "1 gain 1 boost."
Haven isn't where legends are born... it's where they live forever.
BTL-015 ✓ Nathan Scullin · ©4.2020.Lightmix

Haven, Bravos Bastion
Permanent - Landmark
2 / 2
→ **Resupply**. *(Put the top card of your deck in Reserve.)*
Your Characters have: "1 gain 1 boost."
Haven isn't where legends are born... it's where they live forever.
BTL-015 ✓ Nathan Scullin · ©4.2020.Lightmix

Hooked
Spell - Maneuver
1 / 2
Target Character switches Expeditions. *(It leaves its Expedition and joins its controller's other Expedition.)*
Get over here!
BTL-016 ✓ Joe Fung · ©4.2020.Lightmix

Hooked
Spell - Maneuver
1 / 2
Target Character switches Expeditions. *(It leaves its Expedition and joins its controller's other Expedition.)*
Get over here!
BTL-016 ✓ Joe Fung · ©4.2020.Lightmix

Jnari
Character - Deity
3 / 2 / 3 / 3 / 3
Harmony may bloom from a single act of kindness, as a rice field may sprout from a single grain of rice.
Activate the ➔ triggers of target Permanent you control. *(Discard me from Reserve to do this.)*
BTL-017 ✓ Walter Sipsho · ©4.2020.Lightmix

Jnari
Character - Deity
3 / 2 / 3 / 3 / 3
Harmony may bloom from a single act of kindness, as a rice field may sprout from a single grain of rice.
Activate the ➔ triggers of target Permanent you control. *(Discard me from Reserve to do this.)*
BTL-017 ✓ Walter Sipsho · ©4.2020.Lightmix

Kelon Burst
Spell - Disruption
3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Choose one:
- Send to Reserve target Character with Hand Cost ❶ or less.
- Discard target Permanent with Hand Cost ❶ or less.
BTL-021 ✓ Joe Fung · ©4.2020.Lightmix

Kelon Burst
Spell - Disruption
3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Choose one:
- Send to Reserve target Character with Hand Cost ❶ or less.
- Discard target Permanent with Hand Cost ❶ or less.
BTL-021 ✓ Joe Fung · ©4.2020.Lightmix

Kelon Burst
Spell - Disruption
3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Choose one:
- Send to Reserve target Character with Hand Cost ❶ or less.
- Discard target Permanent with Hand Cost ❶ or less.
BTL-021 ✓ Joe Fung · ©4.2020.Lightmix

Kelon Cylinder
Permanent - Landmark
1 / 1
→ Target Character gains 1 boost.
1 gain two Kelon counters.
Spend one of my Kelon counters: target Character gains 1 boost.
BTL-018 ✓ Joe Fung · ©4.2020.Lightmix

Kelon Cylinder
Permanent - Landmark
1 / 1
→ Target Character gains 1 boost.
1 gain two Kelon counters.
Spend one of my Kelon counters: target Character gains 1 boost.
BTL-018 ✓ Joe Fung · ©4.2020.Lightmix

Kelon Elemental
Character - Elemental
2 / 1 / 3 / 3
Put a card from your hand in Reserve.
In true Axiom fashion, Kelon Elementals like to put everything to the taste.
BTL-019 ✓ Joe Bero · ©4.2020.Lightmix

Kelon Elemental
Character - Elemental
2 / 1 / 3 / 3
Put a card from your hand in Reserve.
In true Axiom fashion, Kelon Elementals like to put everything to the taste.
BTL-019 ✓ Joe Bero · ©4.2020.Lightmix

Kelon Elemental
Character - Elemental
2 / 1 / 3 / 3
Put a card from your hand in Reserve.
In true Axiom fashion, Kelon Elementals like to put everything to the taste.
BTL-019 ✓ Joe Bero · ©4.2020.Lightmix

Lyra Chronicler
Character - Artist
3 / 4 / 0 / 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.)*
BTL-020 ✓ Tania Souto · ©4.2020.Lightmix

Lyra Chronicler
Character - Artist
3 / 4 / 0 / 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.)*
BTL-020 ✓ Tania Souto · ©4.2020.Lightmix

Martengale
Character - Animal, Spirit
1 / 1 / 1 / 0
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.)*
BTL-022 ✓ Nassor Pacheco · ©4.2020.Lightmix

Martengale
Character - Animal, Spirit
1 / 1 / 1 / 0
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.)*
BTL-022 ✓ Nassor Pacheco · ©4.2020.Lightmix

Monolith Rune-Scribe
Character - Scholar
2 / 1 / 2 / 2
If you control a token, **Resupply**. *(Put the top card of your deck in Reserve.)*
The Ordis manifest their Alteration through the use of glyphs of power.
BTL-023 ✓ Nathan Scullin · ©4.2020.Lightmix

Monolith Rune-Scribe
Character - Scholar
2 / 1 / 2 / 2
If you control a token, **Resupply**. *(Put the top card of your deck in Reserve.)*
The Ordis manifest their Alteration through the use of glyphs of power.
BTL-023 ✓ Nathan Scullin · ©4.2020.Lightmix

Moonlight Jellyfish
Character - Spirit
1 / 1 / 0 / 1
When a Robot joins your Expeditions — You may sacrifice me to give it 2 boosts.
When I'm sacrificed, if I'm not **Fleeting** — Put me in Reserve.
BTL-024 ✓ Joe Bero · ©4.2020.Lightmix

Moonlight Jellyfish
Character - Spirit
1 / 1 / 0 / 1
When a Robot joins your Expeditions — You may sacrifice me to give it 2 boosts.
When I'm sacrificed, if I'm not **Fleeting** — Put me in Reserve.
BTL-024 ✓ Joe Bero · ©4.2020.Lightmix

Muna Druid
Character - Druid
2 / 3 / 2 / 2
"We are the sentinels of the Skein, always keeping a finger on the pulse of nature."
Target Character with Hand Cost ❷ or less gains **Anchored**. *(Discard me from Reserve to do this.)*
BTL-025 ✓ Joe Bero · ©4.2020.Lightmix

Muna Druid
Character - Druid
2 / 3 / 2 / 2
"We are the sentinels of the Skein, always keeping a finger on the pulse of nature."
Target Character with Hand Cost ❷ or less gains **Anchored**. *(Discard me from Reserve to do this.)*
BTL-025 ✓ Joe Bero · ©4.2020.Lightmix

Ogun
Character - Engineer, Deity
2 / 2 / 2 / 1 / 1
→ You may pay ❶ 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.
BTL-026 ✓ Albert Chebotarev · ©4.2020.Lightmix

Ogun
Character - Engineer, Deity
2 / 2 / 2 / 1 / 1
→ You may pay ❶ 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.
BTL-026 ✓ Albert Chebotarev · ©4.2020.Lightmix

Ouroboros Inkcaster
Character - Artist
2 / 2 / 2 / 2
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.
BTL-027 ✓ Joe Bero · ©4.2020.Lightmix

Ouroboros Inkcaster
Character - Artist
2 / 2 / 2 / 2
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.
BTL-027 ✓ Joe Bero · ©4.2020.Lightmix

The Ouroboros, Lyra Bastion
Permanent - Landmark
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.
BTL-028 ✓ Joe Fung · ©4.2020.Lightmix

The Ouroboros, Lyra Bastion
Permanent - Landmark
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.
BTL-028 ✓ Joe Fung · ©4.2020.Lightmix

The Ouroboros, Lyra Bastion
Permanent - Landmark
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.
BTL-028 ✓ Joe Fung · ©4.2020.Lightmix

Achilles — Character - Soldier
5 | 5 | 6 | 6
Tough 2. *(Your opponent's Spells and abilities that target me cost ❷ more.)*
"Many things lie between us - shadowy mountains and sounding sea."
BTG-001-R ✓ Sarai Sasak ™ & © 2020 Equinox

Achilles — Character - Soldier
5 | 5 | 6 | 6
Tough 2. *(Your opponent's Spells and abilities that target me cost ❷ more.)*
"Many things lie between us - shadowy mountains and sounding sea."
BTG-001-S ✓ Sarai Sasak ™ & © 2020 Equinox

Atlas — Character - Titan
5 | 5 | 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.)*
BTG-092-R ✓ Matteo Spirito ™ & © 2020 Equinox

Atlas — Character - Titan
5 | 5 | 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.)*
BTG-092-S ✓ Matteo Spirito ™ & © 2020 Equinox

Axiom Salvager — Character - Engineer
1 | 2 | 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.
BTG-093-R ✓ Ash Tung ™ & © 2020 Equinox

Axiom Salvager — Character - Engineer
1 | 2 | 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.
BTG-093-S ✓ Ash Tung ™ & © 2020 Equinox

Bravos Bladedancer — Character - Soldier
1 | 3 | 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."
BTG-094-R ✓ Sarai Sasak ™ & © 2020 Equinox

Bravos Bladedancer — Character - Soldier
1 | 3 | 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."
BTG-094-S ✓ Sarai Sasak ™ & © 2020 Equinox

Bravos Pathfinder — Character - Adventurer
2 | 2 | 0 | 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!"
BTG-095-R ✓ Edward Cheeksoang ™ & © 2020 Equinox

Bravos Pathfinder — Character - Adventurer
2 | 2 | 0 | 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!"
BTG-095-S ✓ Edward O'Cheeksoang ™ & © 2020 Equinox

Bravos Tracer — Character - Adventurer
2 | 2 | 3 | 3 | 3
➜ I gain **Fleeting**. *(If I would be sent to Reserve, discard me instead.)*
"I only feel alive when I hear the wind whistling in my ears."
BTG-096-C ✓ Justine Wong ™ & © 2020 Equinox

Bravos Tracer — Character - Adventurer
2 | 2 | 3 | 3 | 3
➜ I gain **Fleeting**. *(If I would be sent to Reserve, discard me instead.)*
"I only feel alive when I hear the wind whistling in my ears."
BTG-096-S ✓ Justine Wong ™ & © 2020 Equinox

Bravos Vanguard — Character - Adventurer
3 | 3 | 4 | 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!"
BTG-042-R ✓ Edward Cheeksoang ™ & © 2020 Equinox

Bravos Vanguard — Character - Adventurer
3 | 3 | 4 | 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!"
BTG-042-S ✓ Edward Cheeksoang ™ & © 2020 Equinox

Chiron — Character - Trainer
2 | 2 | 1
➜ Up to two target Characters each gain 1 boost.
"And now, pray, mark all these things well in a wise heart."
BTG-097-R ✓ Justine Wong ™ & © 2020 Equinox

Chiron — Character - Trainer
2 | 2 | 1
➜ Up to two target Characters each gain 1 boost.
"And now, pray, mark all these things well in a wise heart."
BTG-097-S ✓ Julian Kong ™ & © 2020 Equinox

Dorothy Gale — Character - Citizen
5 | 3 | 3 | 2 | 2
: You may send target Character to Reserve.
"I've a feeling we're not in Kansas anymore."
BTG-098-R ✓ Sarai Sasak ™ & © 2020 Equinox

Dorothy Gale — Character - Citizen
5 | 3 | 3 | 2 | 2
: You may send target Character to Reserve.
"I've a feeling we're not in Kansas anymore."
BTG-098-S ✓ Sarai Sasak ™ & © 2020 Equinox

Haven Bouncer — Character - Soldier
3 | 3 | 2 | 2 | 2
Sabotage. *(Discard up to one target card from a Reserve.)*
: I gain 2 boosts.
Only the bravest can enter Haven.
BTG-044-R ✓ Edward Cheeksoang ™ & © 2020 Equinox

Haven Bouncer — Character - Soldier
3 | 3 | 2 | 2 | 2
Sabotage. *(Discard up to one target card from a Reserve.)*
: I gain 2 boosts.
Only the bravest can enter Haven.
BTG-044-S ✓ Edward O'Cheeksoang ™ & © 2020 Equinox

Haven Warrior — Character - Soldier
3 | 3 | 4 | 2 | 4
We've all lived through some things. But she's been through worse.
BTG-045-C ✓ Edward Cheeksoang ™ & © 2020 Equinox

Haven Warrior — Character - Soldier
3 | 3 | 4 | 2 | 4
We've all lived through some things. But she's been through worse.
BTG-045-C ✓ Edward O'Cheeksoang ™ & © 2020 Equinox

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.
BTG-046-C ✓ Kuchibar Studio ™ & © 2020 Equinox

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.
BTG-046-C ✓ Kuchibar Studio ™ & © 2020 Equinox

Helping Hand — Spell - Boon
1 | 1
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.
BTG-001-R ✓ Edward Cheeksoang ™ & © 2020 Equinox

Helping Hand — Spell - Boon
1 | 1
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.
BTG-001-S ✓ Edward O'Cheeksoang ™ & © 2020 Equinox

Hua Mulan — Character - Adventurer
2 | 2 | 1 | 2 | 2
: I lose **Fleeting**.
Her determination has yet to meet its match in this world.
BTG-046-R ✓ Zeng Chen ™ & © 2020 Equinox

Hua Mulan — Character - Adventurer
2 | 2 | 1 | 2 | 2
: I lose **Fleeting**.
Her determination has yet to meet its match in this world.
BTG-046-S ✓ Zeng Chen ™ & © 2020 Equinox

Issun-bōshi — Character - Adventurer
1 | 1 | 0 | 0 | 2
Small stature, big heart, immense adventures.
: The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*
BTG-099-C ✓ Ash Tung ™ & © 2020 Equinox

Issun-bōshi — Character - Adventurer
1 | 1 | 0 | 0 | 2
Small stature, big heart, immense adventures.
: The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*
BTG-099-C ✓ Ash Tung ™ & © 2020 Equinox

Kitsune — Character - Spirit
2 | 2 | 0 | 3 | 2
: Each player draws a card.
"Want to play a game of headman-hunter-fox with me? I promise not to cheat!"
BTG-097-F ✓ Gaga Zhou ™ & © 2020 Equinox

Kitsune — Character - Spirit
2 | 2 | 0 | 3 | 2
: Each player draws a card.
"Want to play a game of headman-hunter-fox with me? I promise not to cheat!"
BTG-097-F ✓ Gaga Zhou ™ & © 2020 Equinox

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.
BTG-001-C ✓ Zeng Chen ™ & © 2020 Equinox

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.
BTG-001-C ✓ Zeng Chen ™ & © 2020 Equinox

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.
BTG-100-R ✓ Zeng Chen ™ & © 2020 Equinox

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.
BTG-100-R ✓ Zeng Chen ™ & © 2020 Equinox

Mighty Jinn — Character - Elemental
4 | 3 | 4 | 4 | 0
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.
BTG-043-C ✓ Kuchibar Studio ™ & © 2020 Equinox

Mighty Jinn — Character - Elemental
4 | 3 | 4 | 4 | 0
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.
BTG-043-C ✓ Kuchibar Studio ™ & © 2020 Equinox

Ordis Spy — Character - Citizen
3 | 2 | 2 | 2 | 2
: **Sabotage.** *(Discard up to one target card from a Reserve.)*
: Create an **Ordis Recruit 1/1/1** Soldier token in my Expedition.
Stirred, but not shaken.
BTG-101-C ✓ Matteo Spirito ™ & © 2020 Equinox

Ordis Spy — Character - Citizen
3 | 2 | 2 | 2 | 2
: **Sabotage.** *(Discard up to one target card from a Reserve.)*
: Create an **Ordis Recruit 1/1/1** Soldier token in my Expedition.
Stirred, but not shaken.
BTG-101-C ✓ Matteo Spirito ™ & © 2020 Equinox

Parvati — Character - Deity
4 | 3 | 3 | 0 | 3
➜ Target Character gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*
Only in harmony can the world thrive.
BTG-102-C ✓ Natsio Panagiotakis ™ & © 2020 Equinox

Parvati — Character - Deity
4 | 3 | 3 | 0 | 3
➜ Target Character gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*
Only in harmony can the world thrive.
BTG-102-C ✓ Natsio Panagiotakis ™ & © 2020 Equinox

Physical Training — Spell - Boon
2 | 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.
BTG-098-C ✓ Polar Engine ™ & © 2020 Equinox

Physical Training — Spell - Boon
2 | 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.
BTG-098-C ✓ Polar Engine ™ & © 2020 Equinox

Ratatoskr — Character - Messenger
1 | 3 | 1 | 1 | 1
➜ I gain 3 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!
BTG-048-R ✓ Gaga Zhou ™ & © 2020 Equinox

Ratatoskr — Character - Messenger
1 | 3 | 1 | 1 | 1
➜ I gain 3 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!
BTG-048-R ✓ Gaga Zhou ™ & © 2020 Equinox

Red — Character - Adventurer
2 | 3 | 2 | 2 | 2
Seasoned. *(I keep my boosts when I go to Reserve.)*
At Dusk, if I have 3 or more boosts — Draw a card.
Grandma would be proud.
BTG-049-R ✓ Jean-Baptiste Andrier ™ & © 2020 Equinox

Red — Character - Adventurer
2 | 3 | 2 | 2 | 2
Seasoned. *(I keep my boosts when I go to Reserve.)*
At Dusk, if I have 3 or more boosts — Draw a card.
Grandma would be proud.
BTG-049-C ✓ Jean-Baptiste Andrier ™ & © 2020 Equinox

Shenlong — Character - Dragon, Deity
6 | 6 | 8 | 8 | 8
Be careful what you wish for. There are challenges that even the Bravos prefer to avoid.
BTG-050-C ✓ Kuchibar Studio ™ & © 2020 Equinox

Shenlong — Character - Dragon, Deity
6 | 6 | 8 | 8 | 8
Be careful what you wish for. There are challenges that even the Bravos prefer to avoid.
BTG-050-C ✓ Kuchibar Studio ™ & © 2020 Equinox

Tanuki — Character - Spirit
3 | 3 | 3 | 3 | 0
: **Sabotage.** *(Discard up to one target card from a Reserve.)*
"Pom! Pompoko, pom!"
BTG-051-F ✓ Matteo Spirito ™ & © 2020 Equinox

Tanuki — Character - Spirit
3 | 3 | 3 | 3 | 0
: **Sabotage.** *(Discard up to one target card from a Reserve.)*
"Pom! Pompoko, pom!"
BTG-051-F ✓ Matteo Spirito ™ & © 2020 Equinox

Three Little Pigs — Character - Engineer
3 | 3 | 3 | 3 | 3
➜ If you control one or more Landmarks, I gain 1 boost.
Together they can build more than just a stone house.
BTG-052-R ✓ Ash Tung ™ & © 2020 Equinox

Three Little Pigs — Character - Engineer
3 | 3 | 3 | 3 | 3
➜ If you control one or more Landmarks, I gain 1 boost.
Together they can build more than just a stone house.
BTG-052-S ✓ Ash Tung ™ & © 2020 Equinox

Tiny Jinn — Character - Elemental
2 | 3 | 0 | 3 | 0
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.
BTG-053-C ✓ Kuchibar Studio ™ & © 2020 Equinox

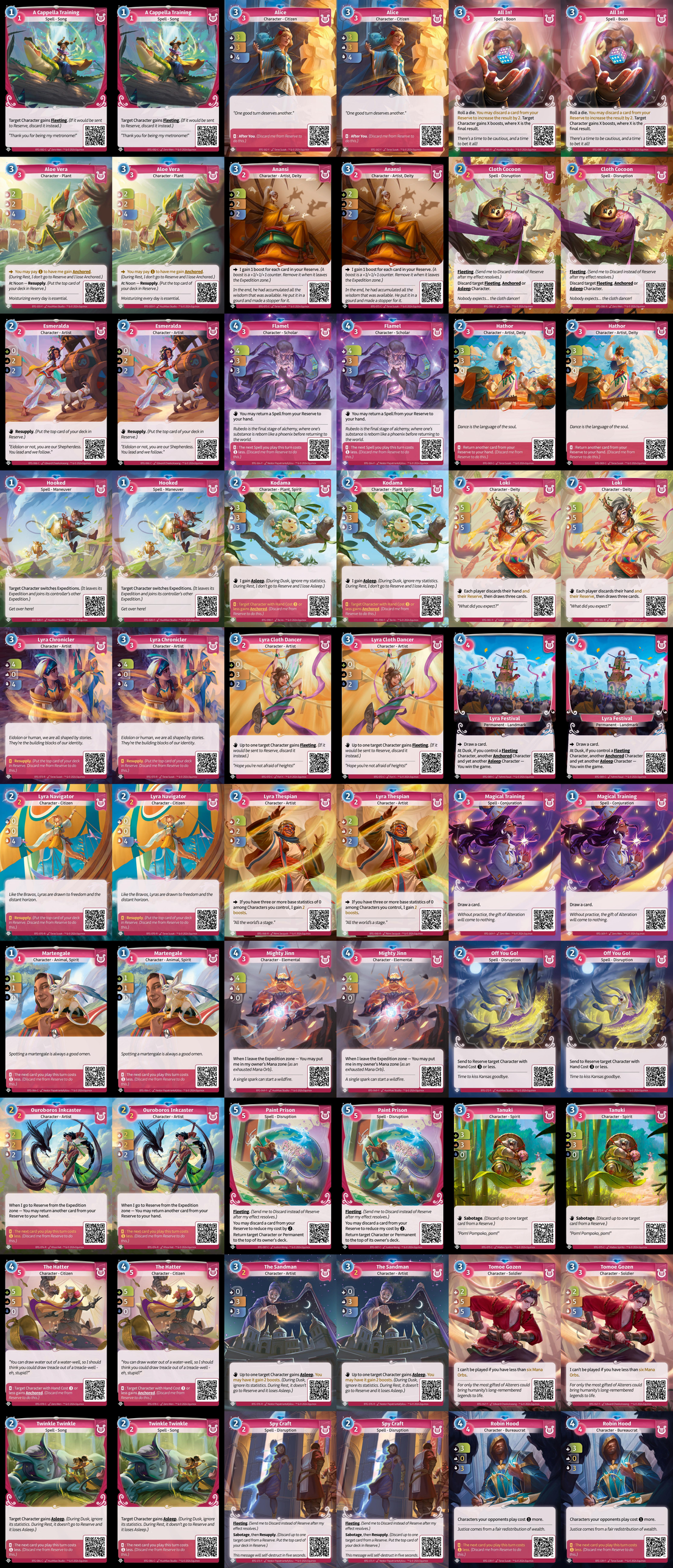
Tiny Jinn — Character - Elemental
2 | 3 | 0 | 3 | 0
When I leave the Expedition zone, if I'm **Boosted** — Put me in my owner's Mana zone *(as an exhausted Mana Orb)*.
: I gain 1 boost.
It may be a fire today - tomorrow it will be ashes.
BTG-053-C ✓ Kuchibar Studio ™ & © 2020 Equinox

Tomoe Gozen — Character - Soldier
3 | 3 | 2 | 5 | 5
I can't be played if you have less than six Mana Orbs.
For only the most gifted of Alteres could bring humanity's long-remembered legends to life.
BTG-054-R ✓ Edward Cheeksoang ™ & © 2020 Equinox

Tomoe Gozen — Character - Soldier
3 | 3 | 2 | 5 | 5
I can't be played if you have less than six Mana Orbs.
For only the most gifted of Alteres could bring humanity's long-remembered legends to life.
BTG-054-R ✓ Edward O'Cheeksoang ™ & © 2020 Equinox

Tooth Fairy — Character - Fairy
2 | 2 | 1 | 1 | 1
: **Sabotage.** *(Discard up to one target card from a Reserve.)*
"Show me those pearly whites."
BTG-055-R ✓ Ash Tung ™ & © 2020 Equinox

Tooth Fairy — Character - Fairy
2 | 2 | 1 | 1 | 1
: **Sabotage.** *(Discard up to one target card from a Reserve.)*
"Show me those pearly whites."
BTG-055-R ✓ Ash Tung ™ & © 2020 Equinox


A Cappella Training
Spell - Song
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
Target Character gains Fleeting. (If it would be sent to Reserve, discard it instead.)
"Thank you for being my metronome!"
Alice
Character - Citizen
"One good turn deserves another."
After You. (Discard me from Reserve to do this.)
Alice
Character - Citizen
"One good turn deserves another."
After You. (Discard me from Reserve to do this.)
All In!
Spell - Boon
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!
All In!
Spell - Boon
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
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.
Aloe Vera
Character - Plant
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.
Anansi
Character - Artist, Deity
I gain 1 boost for each card in your Reserve. (A boost is a +1/+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
I gain 1 boost for each card in your Reserve. (A boost is a +1/+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.
Cloth Cocoon
Spell - Disruption
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Discard target Fleeting, Anchored or Asleep Character.
Nobody expects... the cloth dancer!
Cloth Cocoon
Spell - Disruption
Fleeting. (Send me to Discard instead of Reserve after my effect resolves.)
Discard target Fleeting, Anchored or Asleep Character.
Nobody expects... the cloth dancer!
Esmeralda
Character - Artist
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
Resupply. (Put the top card of your deck in Reserve.)
"Eidolon or not, you are our Shepherdess. You lead and we follow."
Flamel
Character - Scholar
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.
: The next Spell you play this turn costs 1 less. (Discard me from Reserve to do this.)
Flamel
Character - Scholar
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.
: The next Spell you play this turn costs 1 less. (Discard me from Reserve to do this.)
Hathor
Character - Artist, Deity
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
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
Target Character switches Expeditions. (It leaves its Expedition and joins its controller's other Expedition.)
Get over here!
Hooked
Spell - Maneuver
Target Character switches Expeditions. (It leaves its Expedition and joins its controller's other Expedition.)
Get over here!
Kodama
Character - Plant, Spirit
I gain Asleep. (During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Asleep.)
: Target Character with Hand Cost 3 or less gains Anchored. (Discard me from Reserve to do this.)
Kodama
Character - Plant, Spirit
I gain Asleep. (During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Asleep.)
: Target Character with Hand Cost 3 or less gains Anchored. (Discard me from Reserve to do this.)
Loki
Character - Deity
Each player discards their hand and their Reserve, then draws three cards.
"What did you expect?"
Loki
Character - Deity
Each player discards their hand and their Reserve, then draws three cards.
"What did you expect?"
Lyra Chronicler
Character - Artist
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
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
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
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 Asleep Character — You win the game.
Lyra Festival
Permanent - Landmark
Draw a card.
At Dusk, if you control a Fleeting Character, another Anchored Character and yet another Asleep Character — You win the game.
Lyra Navigator
Character - Citizen
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 Navigator
Character - Citizen
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 Thespian
Character - Artist
If you have three or more base statistics of 0 among Characters you control, I gain 2 boosts.
"All the world's a stage."
Lyra Thespian
Character - Artist
If you have three or more base statistics of 0 among Characters you control, I gain 2 boosts.
"All the world's a stage."
Magical Training
Spell - Conjuration
Draw a card.
Without practice, the gift of Alteration will come to nothing.
Magical Training
Spell - Conjuration
Draw a card.
Without practice, the gift of Alteration will come to nothing.
Martengale
Character - Animal, Spirit
Spotting a martengale is always a good omen.
: The next card you play this turn costs 1 less. (Discard me from Reserve to do this.)
Martengale
Character - Animal, Spirit
Spotting a martengale is always a good omen.
: The next card you play this turn costs 1 less. (Discard me from Reserve to do this.)
Mighty Jinn
Character - Elemental
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.
Mighty Jinn
Character - Elemental
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.
Off You Go!
Spell - Disruption
Send to Reserve target Character with Hand Cost 3 or less.
Time to kiss Kansas goodbye.
Off You Go!
Spell - Disruption
Send to Reserve target Character with Hand Cost 3 or less.
Time to kiss Kansas goodbye.
Ouroboros Inkcaster
Character - Artist
When I go to Reserve from the Expedition zone — You may return another card from your Reserve to your hand.
: The next card you play this turn costs 1 less. (Discard me from Reserve to do this.)
Ouroboros Inkcaster
Character - Artist
When I go to Reserve from the Expedition zone — You may return another card from your Reserve to your hand.
: The next card you play this turn costs 1 less. (Discard me from Reserve to do this.)
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 1.
Return target Character or Permanent to the top of its owner's deck.
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 1.
Return target Character or Permanent to the top of its owner's deck.
Tanuki
Character - Spirit
Sabotage. (Discard up to one target card from a Reserve.)
"Pom! Pompoko, pom!"
Tanuki
Character - Spirit
Sabotage. (Discard up to one target card from a Reserve.)
"Pom! Pompoko, pom!"
The Hatter
Character - Citizen
"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 3 or less gains Anchored. (Discard me from Reserve to do this.)
The Hatter
Character - Citizen
"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 3 or less gains Anchored. (Discard me from Reserve to do this.)
The Sandman
Character - Artist
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
Character - Artist
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.)
Tomoe Gozen
Character - Soldier
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.
Tomoe Gozen
Character - Soldier
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
Target Character gains Asleep. (During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Asleep.)
: The next card you play this turn costs 1 less. (Discard me from Reserve to do this.)
Twinkle Twinkle
Spell - Song
Target Character gains Asleep. (During Dusk, ignore its statistics. During Rest, it doesn't go to Reserve and it loses Asleep.)
: The next card you play this turn costs 1 less. (Discard me from Reserve to do this.)
Spy Craft
Spell - Disruption
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.
Spy Craft
Spell - Disruption
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.
Robin Hood
Character - Bureaucrat
Characters your opponents play cost 1 more.
Justice comes from a fair redistribution of wealth.
: The next card you play this turn costs 1 less. (Discard me from Reserve to do this.)
Robin Hood
Character - Bureaucrat
Characters your opponents play cost 1 more.
Justice comes from a fair redistribution of wealth.
: The next card you play this turn costs 1 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!"
BTG-061-F ✓ Zero Hero ™ & © 2024 Eagle Hill

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!"
BTG-061-F ✓ Zero Hero ™ & © 2024 Eagle Hill

Aja — Character - Deity — 4 / 4 — 4 5 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.
BTG-101-C ✓ Rami Jacquet ™ & © 2024 Eagle Hill

Aja — Character - Deity — 4 / 4 — 4 5 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.
BTG-101-C ✓ Rami Jacquet ™ & © 2024 Eagle Hill

Aloe Vera — Character - Plant — 3 / 3 — 2 2 4
At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*
Moisturizing every day is essential.
BTG-101-C ✓ Heather Buckle ™ & © 2024 Eagle Hill

Aloe Vera — Character - Plant — 3 / 3 — 2 2 4
At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*
Moisturizing every day is essential.
BTG-101-C ✓ Heather Buckle ™ & © 2024 Eagle Hill

Axiom Reprocessor — Permanent - Landmark — 4 / 4
At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*
Nothing is created, nothing is lost, everything is transformed.
BTG-024-F ✓ Heather Buckle ™ & © 2024 Eagle Hill

Axiom Reprocessor — Permanent - Landmark — 4 / 4
At Noon — **Resupply**. *(Put the top card of your deck in Reserve.)*
Nothing is created, nothing is lost, everything is transformed.
BTG-024-F ✓ Heather Buckle ™ & © 2024 Eagle Hill

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 beware of splinters of flax.
BTG-101-C ✓ Heather Buckle ™ & © 2024 Eagle Hill

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 beware of splinters of flax.
BTG-101-C ✓ Heather Buckle ™ & © 2024 Eagle Hill

Chiron — Character - Trainer — 2 / 2 — 1
Up to two target Characters each gain 1 boost.
"And now, pray, mark all these things well in a wise heart."
BTG-101-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Chiron — Character - Trainer — 2 / 2 — 1
Up to two target Characters each gain 1 boost.
"And now, pray, mark all these things well in a wise heart."
BTG-101-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Daughter of Yggdrasil — Character - Plant — 3 / 3 — 5 5 3
Target opponent draws a card.
The children of Yggdrasil now take care of the world trees.
BTG-101-C ✓ Nestor Paparatsarlatzos ™ & © 2024 Eagle Hill

Daughter of Yggdrasil — Character - Plant — 3 / 3 — 5 5 3
Target opponent draws a card.
The children of Yggdrasil now take care of the world trees.
BTG-101-C ✓ Nestor Paparatsarlatzos ™ & © 2024 Eagle Hill

Harvest — Spell - Conjuration — 2 / 2
Resupply, then **Resupply again**. *(Put the top card of your deck in Reserve.)*
The thankful receiver bears a plentiful harvest.
BTG-101-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Harvest — Spell - Conjuration — 2 / 2
Resupply, then **Resupply again**. *(Put the top card of your deck in Reserve.)*
The thankful receiver bears a plentiful harvest.
BTG-101-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Hydracaena — Character - Dragon, Plant — 7 / 7 — 0 0 0
Eternal. *(During Rest, I don't go to Reserve.)*
Tough X, where X is the number of plants you control. *(Your opponent's Spells and abilities that target me cost ❷ more.)*
1 gain 4 boosts.
At Noon — 1 gain 4 boosts.
BTG-101-F ✓ Jorge Lacera ™ & © 2024 Eagle Hill

Hydracaena — Character - Dragon, Plant — 7 / 7 — 0 0 0
Eternal. *(During Rest, I don't go to Reserve.)*
Tough X, where X is the number of plants you control. *(Your opponent's Spells and abilities that target me cost ❷ more.)*
1 gain 4 boosts.
At Noon — 1 gain 4 boosts.
BTG-101-F ✓ Jorge Lacera ™ & © 2024 Eagle Hill

Inari — Character - Deity — 3 / 2 — 3 1 3
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.
BTG-101-B ✓ Mateo Sanchez ™ & © 2024 Eagle Hill

Inari — Character - Deity — 3 / 2 — 3 1 3
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.
BTG-101-B ✓ Mateo Sanchez ™ & © 2024 Eagle Hill

Issun-bōshi — Character - Adventurer — 1 / 2 — 0 0 2
Target Character gains 1 boost.
Small stature, big heart, immense adventures.
1 The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*
BTG-101-F ✓ Anh Vung ™ & © 2024 Eagle Hill

Issun-bōshi — Character - Adventurer — 1 / 2 — 0 0 2
Target Character gains 1 boost.
Small stature, big heart, immense adventures.
1 The next Character you play this turn gains 1 boost. *(Discard me from Reserve to do this.)*
BTG-101-F ✓ Anh Vung ™ & © 2024 Eagle Hill

Coppélia — Character - Robot — 2 / 2 — 3 3 0
When I go to Reserve from your hand — You may play me for free and I gain **Asleep**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Asleep.)*
BTG-087-F ✓ Jorge Lacera ™ & © 2024 Eagle Hill

Coppélia — Character - Robot — 2 / 2 — 3 3 0
When I go to Reserve from your hand — You may play me for free and I gain **Asleep**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Asleep.)*
BTG-087-F ✓ Jorge Lacera ™ & © 2024 Eagle Hill

Kodama — Character - Plant, Spirit — 2 / 2 — 3 3 3
1 gain **Asleep**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Asleep.)*
1 Target Character with Hand Cost ❸ or less gains **Anchored**. *(Discard me from Reserve to do this.)*
BTG-098-B ✓ Ka Ho ™ & © 2024 Eagle Hill

Kodama — Character - Plant, Spirit — 2 / 2 — 3 3 3
1 gain **Asleep**. *(During Dusk, ignore my statistics. During Rest, I don't go to Reserve and I lose Asleep.)*
1 Target Character with Hand Cost ❸ or less gains **Anchored**. *(Discard me from Reserve to do this.)*
BTG-098-B ✓ Ka Ho ™ & © 2024 Eagle Hill

Loki — Character - Deity — 7 / 5 — 5 5 5
Each player discards their hand, then draws three cards.
"What did you expect?"
BTG-081-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Loki — Character - Deity — 7 / 5 — 5 5 5
Each player discards their hand, then draws three cards.
"What did you expect?"
BTG-081-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Lyra Cloth Dancer — Character - Artist — 3 / 2 — 0 3 2
Up to one target Character gains **Fleeting**. *(If it would be sent to Reserve, discard it instead.)*
"Hope you're not afraid of heights!"
BTG-093-F ✓ Kari K. ™ & © 2024 Eagle Hill

Lyra Cloth Dancer — Character - Artist — 3 / 2 — 0 3 2
Up to one target Character gains **Fleeting**. *(If it would be sent to Reserve, discard it instead.)*
"Hope you're not afraid of heights!"
BTG-093-F ✓ Kari K. ™ & © 2024 Eagle Hill

Lyra Festival — Permanent - Landmark — 4 / 4
Draw a card.
At Dusk, if you control a **Fleeting** Character, another **Anchored** Character and yet another **Asleep** Character — You win the game.
BTG-088-F ✓ Fatima Fleuri ™ & © 2024 Eagle Hill

Lyra Festival — Permanent - Landmark — 4 / 4
Draw a card.
At Dusk, if you control a **Fleeting** Character, another **Anchored** Character and yet another **Asleep** Character — You win the game.
BTG-088-F ✓ Fatima Fleuri ™ & © 2024 Eagle Hill

Lyra Thespian — Character - Artist — 2 / 2 — 2 2 2
If you control two or more **Boosted** Characters, 1 gain 2 boosts.
"All the world's a stage."
BTG-061-F ✓ Rami Jacquet ™ & © 2024 Eagle Hill

Lyra Thespian — Character - Artist — 2 / 2 — 2 2 2
If you control two or more **Boosted** Characters, 1 gain 2 boosts.
"All the world's a stage."
BTG-061-F ✓ Rami Jacquet ™ & © 2024 Eagle Hill

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.
BTG-101-C ✓ Nestor Paparatsarlatzos ™ & © 2024 Eagle Hill

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.
BTG-101-C ✓ Nestor Paparatsarlatzos ™ & © 2024 Eagle Hill

Mana Reaping — Spell - Disruption — 3 / 3
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.
BTG-101-B ✓ Heather Buckle ™ & © 2024 Eagle Hill

Mana Reaping — Spell - Disruption — 3 / 3
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.
BTG-101-B ✓ Heather Buckle ™ & © 2024 Eagle Hill

Meditation Training — Spell - Boon — 3 / 3
Target Character with Hand Cost ❸ or less gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*
Don't think you are, know you are.
BTG-101-C ✓ Heather Buckle ™ & © 2024 Eagle Hill

Meditation Training — Spell - Boon — 3 / 3
Target Character with Hand Cost ❸ or less gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*
Don't think you are, know you are.
BTG-101-C ✓ Heather Buckle ™ & © 2024 Eagle Hill

Muna Caregiver — Character - Druid — 1 / 1 — 0 1 0
"We don't inherit the earth from our ancestors, we borrow it from our children."
1 Target Character with Hand Cost ❶ or less gains **Anchored**. *(Discard me from Reserve to do this.)*
BTG-096-C ✓ Nestor Paparatsarlatzos ™ & © 2024 Eagle Hill

Muna Caregiver — Character - Druid — 1 / 1 — 0 1 0
"We don't inherit the earth from our ancestors, we borrow it from our children."
1 Target Character with Hand Cost ❶ or less gains **Anchored**. *(Discard me from Reserve to do this.)*
BTG-096-C ✓ Nestor Paparatsarlatzos ™ & © 2024 Eagle Hill

Muna Druid — Character - Druid — 3 / 2 — 3 2 2
"We are the sentinels of the Skein, always keeping a finger on the pulse of nature."
1 Target Character with Hand Cost ❸ or less gains **Anchored**. *(Discard me from Reserve to do this.)*
BTG-101-C ✓ Ka Ho ™ & © 2024 Eagle Hill

Muna Druid — Character - Druid — 3 / 2 — 3 2 2
"We are the sentinels of the Skein, always keeping a finger on the pulse of nature."
1 Target Character with Hand Cost ❸ or less gains **Anchored**. *(Discard me from Reserve to do this.)*
BTG-101-C ✓ Ka Ho ™ & © 2024 Eagle Hill

Muna Merchant — Character - Citizen — 2 / 2 — 3 2 0
Resupply. *(Put the top card of your deck in Reserve.)*
"What do you need?"
BTG-101-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Muna Merchant — Character - Citizen — 2 / 2 — 3 2 0
Resupply. *(Put the top card of your deck in Reserve.)*
"What do you need?"
BTG-101-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Nurture — Spell - Boon — 2 / 1
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.
BTG-101-C ✓ Jorge Lacera ™ & © 2024 Eagle Hill

Nurture — Spell - Boon — 2 / 1
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.
BTG-101-C ✓ Jorge Lacera ™ & © 2024 Eagle Hill

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 ❷.
Return target Character or Permanent to the top of its owner's deck.
BTG-101-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

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 ❷.
Return target Character or Permanent to the top of its owner's deck.
BTG-101-F ✓ Joshua Wong ™ & © 2024 Eagle Hill

Parvati — Character - Deity — 4 / 2 — 3 0 3
Target Character gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*
Only in harmony can the world thrive.
BTG-101-C ✓ Nestor Paparatsarlatzos ™ & © 2024 Eagle Hill

Parvati — Character - Deity — 4 / 2 — 3 0 3
Target Character gains **Anchored**. *(During Rest, it doesn't go to Reserve and it loses Anchored.)*
Only in harmony can the world thrive.
BTG-101-C ✓ Nestor Paparatsarlatzos ™ & © 2024 Eagle Hill

Physical Training — Spell - Boon — 2 / 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.
BTG-098-F ✓ Jorge Lacera ™ & © 2024 Eagle Hill

Physical Training — Spell - Boon — 2 / 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.
BTG-098-F ✓ Jorge Lacera ™ & © 2024 Eagle Hill

Sneezer Shroom — Character - Plant — 2 / 2 — 1 1 1
1 gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*
At Noon — 1 gain 1 boost. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
"Achoo!"
BTG-099-B ✓ Joshua Wong ™ & © 2024 Eagle Hill

Sneezer Shroom — Character - Plant — 2 / 2 — 1 1 1
1 gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*
At Noon — 1 gain 1 boost. *(A boost is a +1/+1/+1 counter. Remove it when it leaves the Expedition zone.)*
"Achoo!"
BTG-099-B ✓ Joshua Wong ™ & © 2024 Eagle Hill

Spindle Harvesters — Character - Animal, Plant — 1 / 1 — 1 0 0
1 gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*
At Noon, if I have 2 or more boosts — **Resupply**. *(Put the top card of your deck in Reserve.)*
Some say the harvesters are the caretakers of the world-trees.
BTG-099-F ✓ Ka Ho ™ & © 2024 Eagle Hill

Spindle Harvesters — Character - Animal, Plant — 1 / 1 — 1 0 0
1 gain **Anchored**. *(During Rest, I don't go to Reserve and I lose Anchored.)*
At Noon, if I have 2 or more boosts — **Resupply**. *(Put the top card of your deck in Reserve.)*
Some say the harvesters are the caretakers of the world-trees.
BTG-099-F ✓ Ka Ho ™ & © 2024 Eagle Hill

Tiny Jinn — Character - Elemental — 2 / 3 — 0 3 0
When I leave the Expedition zone, if I'm **Boosted** — Put me in my owner's Mana zone *(as an exhausted Mana Orb)*.
1 gain 1 boost.
It may be a fire today - tomorrow it will be ashes.
BTG-062-F ✓ Heather Buckle ™ & © 2024 Eagle Hill

Tiny Jinn — Character - Elemental — 2 / 3 — 0 3 0
When I leave the Expedition zone, if I'm **Boosted** — Put me in my owner's Mana zone *(as an exhausted Mana Orb)*.
1 gain 1 boost.
It may be a fire today - tomorrow it will be ashes.
BTG-062-F ✓ Heather Buckle ™ & © 2024 Eagle Hill

Amelia Earhart
Character - Adventurer
3 1
2 2 2
I gain 1 boost.
"The most effective way to do it, is to do it."
BTG-152-F ✓ Tania Sasak ™ & © 2020 Equinox

Amelia Earhart
Character - Adventurer
3 1
2 2 2
I gain 1 boost.
"The most effective way to do it, is to do it."
BTG-152-F ✓ Tania Sasak ™ & © 2020 Equinox

Anubis
Character - Deity
4 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.
BTG-161-R ✓ Roman Kurak ™ & © 2020 Equinox

Anubis
Character - Deity
4 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.
BTG-161-R ✓ Roman Kurak ™ & © 2020 Equinox

Atlas
Character - Titan
5 5
1 1 1
Gigantic. *(I am considered present in each of your Expeditions.)*
Tokens you control have **Gigantic**.
Not even the weight of the sky could make him buckle.
BTG-062-F ✓ Nestor Ripoll ™ & © 2020 Equinox

Atlas
Character - Titan
5 5
1 1 1
Gigantic. *(I am considered present in each of your Expeditions.)*
Tokens you control have **Gigantic**.
Not even the weight of the sky could make him buckle.
BTG-062-F ✓ Nestor Ripoll ™ & © 2020 Equinox

Baba Yaga
Character - Mage
3 2
3 2 2
Draw a card.
Help or harm? Only the card will tell.
BTG-162-F ✓ Roman Lozenko ™ & © 2020 Equinox

Baba Yaga
Character - Mage
3 2
3 2 2
Draw a card.
Help or harm? Only the card will tell.
BTG-162-F ✓ Roman Lozenko ™ & © 2020 Equinox

Baba's Isba
Permanent - Landmark
3 3
Draw a card.
Sacrifice a Character: **After You**. *(End your turn as if you had played a card. You may still play cards later this Day.)*
Boney Legs, she's called, and her hut is one reason why.
BTG-170-F ✓ Tania Sasak ™ & © 2020 Equinox

Baba's Isba
Permanent - Landmark
3 3
Draw a card.
Sacrifice a Character: **After You**. *(End your turn as if you had played a card. You may still play cards later this Day.)*
Boney Legs, she's called, and her hut is one reason why.
BTG-170-F ✓ Tania Sasak ™ & © 2020 Equinox

Brassbug Hub
Permanent - Landmark
2 2
I gain three Kelon counters.
At Noon — You may pay 1 and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robotok token in target Expedition.
BTG-026-F ✓ NeoMan Studio ™ & © 2020 Equinox

Brassbug Hub
Permanent - Landmark
2 2
I gain three Kelon counters.
At Noon — You may pay 1 and spend one of my Kelon counters to create a **Brassbug 2/2/2** Robotok token in target Expedition.
BTG-026-F ✓ NeoMan Studio ™ & © 2020 Equinox

Charge!
Spell - Maneuver
2 3
Characters you control gain 1 boost.
Facing terrible odds and an unfathomably huge Leviathan, the Ordis legion charged nonetheless.
BTG-160-F ✓ Jerry Wen ™ & © 2020 Equinox

Charge!
Spell - Maneuver
2 3
Characters you control gain 1 boost.
Facing terrible odds and an unfathomably huge Leviathan, the Ordis legion charged nonetheless.
BTG-160-F ✓ Jerry Wen ™ & © 2020 Equinox

Conjuring Seal
Spell - Conjuration
3 5
Draw two cards.
The imagination shapes our reality just as our beliefs shaped the Æther.
BTG-173-F ✓ Alex Hall ™ & © 2020 Equinox

Conjuring Seal
Spell - Conjuration
3 5
Draw two cards.
The imagination shapes our reality just as our beliefs shaped the Æther.
BTG-173-F ✓ Alex Hall ™ & © 2020 Equinox

Issitoq
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.
1: Draw a card. *(Discard me from Reserve to do this.)*
BTG-242-C ✓ Kenan Lozenko ™ & © 2020 Equinox

Issitoq
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.
1: Draw a card. *(Discard me from Reserve to do this.)*
BTG-242-C ✓ Kenan Lozenko ™ & © 2020 Equinox

Kadigiran Alchemist
Character - Scholar
3 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.
BTG-180-F ✓ Eduard Chernosvang ™ & © 2020 Equinox

Kadigiran Alchemist
Character - Scholar
3 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.
BTG-180-F ✓ Eduard Chernosvang ™ & © 2020 Equinox

Kelon Burst
Spell - Disruption
3 3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Choose one:
- Send to Reserve target Character with Hand Cost 0 or less.
- Discard target Permanent with Hand Cost 0 or less.

BTG-181-F ✓ NeoMan Studio ™ & © 2020 Equinox

Kelon Burst
Spell - Disruption
3 3
Fleeting. *(Send me to Discard instead of Reserve after my effect resolves.)*
Choose one:
- Send to Reserve target Character with Hand Cost 0 or less.
- Discard target Permanent with Hand Cost 0 or less.

BTG-181-F ✓ NeoMan Studio ™ & © 2020 Equinox

Kuwat, the Dissenter
Character - Mage
4 4
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."
BTG-189-F ✓ Ze Yin ™ & © 2020 Equinox

Kuwat, the Dissenter
Character - Mage
4 4
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."
BTG-189-F ✓ Ze Yin ™ & © 2020 Equinox

Monolith Archivist
Character - Bureaucrat
2 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."
BTG-126-C ✓ Kenan Lozenko ™ & © 2020 Equinox

Monolith Archivist
Character - Bureaucrat
2 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."
BTG-126-C ✓ Kenan Lozenko ™ & © 2020 Equinox

Monolith Rune-Scribe
Character - Scholar
2 2
1 2 2
If you control a token, **Resupply**. *(Put the top card of your deck in Reserve.)*
The Ordis manifest their Alteration through the use of glyphs of power.
BTG-128-F ✓ NeoMan Studio ™ & © 2020 Equinox

Monolith Rune-Scribe
Character - Scholar
2 2
1 2 2
If you control a token, **Resupply**. *(Put the top card of your deck in Reserve.)*
The Ordis manifest their Alteration through the use of glyphs of power.
BTG-128-F ✓ NeoMan Studio ™ & © 2020 Equinox

Ordis Attorney
Character - Bureaucrat
3 3
2 3 3
When my Expedition fails to move forward during Dusk — Draw a card.
"Objection!"
BTG-136-C ✓ Nestor Pigueiri artofjuhu ™ & © 2020 Equinox

Ordis Attorney
Character - Bureaucrat
3 3
2 3 3
When my Expedition fails to move forward during Dusk — Draw a card.
"Objection!"
BTG-136-C ✓ Nestor Pigueiri artofjuhu ™ & © 2020 Equinox

Ordis Cadets
Character - Apprentice, Soldier
2 2
1 1 1
Create an **Ordis Recruit 1/1/1** Soldier token in your other Expedition.
Together they learn, and together they'll protect.
BTG-129-F ✓ Anh Tung ™ & © 2020 Equinox

Ordis Cadets
Character - Apprentice, Soldier
2 2
1 1 1
Create an **Ordis Recruit 1/1/1** Soldier token in your other Expedition.
Together they learn, and together they'll protect.
BTG-129-F ✓ Anh Tung ™ & © 2020 Equinox

Ordis Carrier
Permanent - Landmark
3 3
At Noon — Create an **Ordis Recruit 1/1/1** Soldier token in your Companion Expedition.
The flow of Ordis Recruits seems to go on forever.
BTG-168-C ✓ Tania Sasak ™ & © 2020 Equinox

Ordis Carrier
Permanent - Landmark
3 3
At Noon — Create an **Ordis Recruit 1/1/1** Soldier token in your Companion Expedition.
The flow of Ordis Recruits seems to go on forever.
BTG-168-C ✓ Tania Sasak ™ & © 2020 Equinox

Ordis Gatekeeper
Character - Soldier
3 3
1 1 1
Create an **Ordis 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.
BTG-138-R ✓ Kenan Lozenko ™ & © 2020 Equinox

Ordis Gatekeeper
Character - Soldier
3 3
1 1 1
Create an **Ordis 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.
BTG-138-R ✓ Kenan Lozenko ™ & © 2020 Equinox

Ordis Spy
Character - Citizen
3 2
2 2 2
Sabotage. *(Discard up to one target card from a Reserve.)*
Create an **Ordis Recruit 1/1/1** Soldier token in my Expedition.
Stirred, but not shaken.
BTG-139-R ✓ Matteo Spirito ™ & © 2020 Equinox

Ordis Spy
Character - Citizen
3 2
2 2 2
Sabotage. *(Discard up to one target card from a Reserve.)*
Create an **Ordis Recruit 1/1/1** Soldier token in my Expedition.
Stirred, but not shaken.
BTG-139-R ✓ Matteo Spirito ™ & © 2020 Equinox

Ordis Trooper
Character - Soldier
1 1
1 2 2
"Chin up and stand tall. You're shieldbearers of the Aegis now!"
BTG-126-R ✓ Jean-Baptiste Andrier ™ & © 2020 Equinox

Ordis Trooper
Character - Soldier
1 1
1 2 2
"Chin up and stand tall. You're shieldbearers of the Aegis now!"
BTG-126-R ✓ Jean-Baptiste Andrier ™ & © 2020 Equinox

Ozma
Character - Noble
2 2
1 2 1
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."
BTG-106-C ✓ Tania Sasak ™ & © 2020 Equinox

Ozma
Character - Noble
2 2
1 2 1
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."
BTG-106-C ✓ Tania Sasak ™ & © 2020 Equinox

Paper Herald
Character - Messenger
1 1
0 0 1
Words mean more than what is set down on paper.
1: Create an **Ordis Recruit 1/1/1** Soldier token in target Expedition. *(Discard me from Reserve to do this.)*
BTG-121-C ✓ Jean-Baptiste Andrier ™ & © 2020 Equinox

Paper Herald
Character - Messenger
1 1
0 0 1
Words mean more than what is set down on paper.
1: Create an **Ordis Recruit 1/1/1** Soldier token in target Expedition. *(Discard me from Reserve to do this.)*
BTG-121-C ✓ Jean-Baptiste Andrier ™ & © 2020 Equinox

Quetzalcóatl
Character - Bureaucrat, Deity
4 4
4 4 4
When an opponent draws one or more cards or does **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.
BTG-139-C ✓ Tania Sasak ™ & © 2020 Equinox

Quetzalcóatl
Character - Bureaucrat, Deity
4 4
4 4 4
When an opponent draws one or more cards or does **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.
BTG-139-C ✓ Tania Sasak ™ & © 2020 Equinox

Ratatoskr
Character - Messenger
1 3
1 1 1
Create two **Ordis Recruit 1/1/1** Soldier tokens in my Expedition.
You're nuts if you think you can keep up with this little one!
BTG-158-R ✓ Gaga Zhou ™ & © 2020 Equinox

Ratatoskr
Character - Messenger
1 3
1 1 1
Create two **Ordis Recruit 1/1/1** Soldier tokens in my Expedition.
You're nuts if you think you can keep up with this little one!
BTG-158-R ✓ Gaga Zhou ™ & © 2020 Equinox

The Sandman
Character - Artist
3 2
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.)*
BTG-170-F ✓ Nestor Pigueiri artofjuhu ™ & © 2020 Equinox

The Sandman
Character - Artist
3 2
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.)*
BTG-170-F ✓ Nestor Pigueiri artofjuhu ™ & © 2020 Equinox

Sticky Note Seals
Spell - Disruption
3 4
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.
BTG-181-R ✓ Kenan Lozenko ™ & © 2020 Equinox

Sticky Note Seals
Spell - Disruption
3 4
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.
BTG-181-R ✓ Kenan Lozenko ™ & © 2020 Equinox

The Council
Character - Bureaucrat
3 3
3 3 3
The ✦, ✦ and ✦ triggers of Characters facing me don't activate.
The idea of facing the Council is deterrent enough for most would-be criminals in Asgartha.
BTG-181-R ✓ Jean-Baptiste Andrier ™ & © 2020 Equinox

The Council
Character - Bureaucrat
3 3
3 3 3
The ✦, ✦ and ✦ triggers of Characters facing me don't activate.
The idea of facing the Council is deterrent enough for most would-be criminals in Asgartha.
BTG-181-R ✓ Jean-Baptiste Andrier ™ & © 2020 Equinox

The Frog Prince
Character - Bureaucrat, Noble
1 1
2 0 2
Thankfully, he doesn't seal his contracts with a kiss.
BTG-131-R ✓ Gaga Zhou ™ & © 2020 Equinox

The Frog Prince
Character - Bureaucrat, Noble
1 1
2 0 2
Thankfully, he doesn't seal his contracts with a kiss.
BTG-131-R ✓ Gaga Zhou ™ & © 2020 Equinox

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.
BTG-166-F ✓ Fabio Fiasco ™ & © 2020 Equinox

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.
BTG-166-F ✓ Fabio Fiasco ™ & © 2020 Equinox

Thoth
Character - Bureaucrat, Deity
3 3
3 3 2
When my Expedition fails to move forward during Dusk — Create an **Ordis Recruit 1/1/1** Soldier token in target Expedition after Rest.
"The pen is mightier than the sword."
BTG-186-C ✓ Christophe Young ™ & © 2020 Equinox

Thoth
Character - Bureaucrat, Deity
3 3
3 3 2
When my Expedition fails to move forward during Dusk — Create an **Ordis Recruit 1/1/1** Soldier token in target Expedition after Rest.
"The pen is mightier than the sword."
BTG-186-C ✓ Christophe Young ™ & © 2020 Equinox

Ada Lovelace — Character - Engineer
2 | 1 | 3 | 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."
BTG 001-F ✓ Tania Susak ™ & © 2020 Eagle Rock

Ada Lovelace — Character - Engineer
2 | 1 | 3 | 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."
BTG 001-F ✓ Tania Susak ™ & © 2020 Eagle Rock

Alice — Character - Citizen
3 | 3 | 3 | 4
"One good turn deserves another."
After You. *(Discard me from Reserve to do this.)*
BTG 002-R ✓ Tania Susak ™ & © 2020 Eagle Rock

Alice — Character - Citizen
3 | 3 | 3 | 4
"One good turn deserves another."
After You. *(Discard me from Reserve to do this.)*
BTG 002-R ✓ Tania Susak ™ & © 2020 Eagle Rock

Baba Yaga — Character - Mage
3 | 2 | 3 | 2
Draw a card.
Help or harm? Only the card will tell.
BTG 003-R ✓ Maria Uzunova ™ & © 2020 Eagle Rock

Baba Yaga — Character - Mage
3 | 2 | 3 | 2
Draw a card.
Help or harm? Only the card will tell.
BTG 003-R ✓ Maria Uzunova ™ & © 2020 Eagle Rock

Baba's Isba — Permanent - Landmark
2 | 2
Draw a card.
Sacrifice a Character: **After You.** *(End your turn as if you had played a card. You may still play cards later this Day.)*
Boney Legs, she's called, and her hut is one reason why.
BTG 004-R ✓ Tania Susak ™ & © 2020 Eagle Rock

Baba's Isba — Permanent - Landmark
2 | 2
Draw a card.
Sacrifice a Character: **After You.** *(End your turn as if you had played a card. You may still play cards later this Day.)*
Boney Legs, she's called, and her hut is one reason why.
BTG 004-R ✓ Tania Susak ™ & © 2020 Eagle Rock

Baku — Character - Spirit
4 | 2 | 2 | 2
Target opponent discards a card from their hand.
"I've seen it myself! 'Bakú! Bakú!', it says, eating up ghosts as though they were candies."
BTG 005-F ✓ Zito Marx ™ & © 2020 Eagle Rock

Baku — Character - Spirit
4 | 2 | 2 | 2
Target opponent discards a card from their hand.
"I've seen it myself! 'Bakú! Bakú!', it says, eating up ghosts as though they were candies."
BTG 005-F ✓ Zito Marx ™ & © 2020 Eagle Rock

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."
BTG 006-C ✓ Jean Baptiste Andrier ™ & © 2020 Eagle Rock

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."
BTG 006-C ✓ Jean Baptiste Andrier ™ & © 2020 Eagle Rock

Boom! — Spell - Disruption
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'."
BTG 007-U ✓ HuuMee Studio ™ & © 2020 Eagle Rock

Boom! — Spell - Disruption
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'."
BTG 007-U ✓ HuuMee Studio ™ & © 2020 Eagle Rock

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."
BTG 008-F ✓ Tania Susak ™ & © 2020 Eagle Rock

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."
BTG 008-F ✓ Tania Susak ™ & © 2020 Eagle Rock

Conjuring Seal — Spell - Conjuration
4 | 5
Draw three cards.
The imagination shapes our reality just as our beliefs shaped the Æther.
BTG 009-R ✓ Khoa Vũ ™ & © 2020 Eagle Rock

Conjuring Seal — Spell - Conjuration
4 | 5
Draw three cards.
The imagination shapes our reality just as our beliefs shaped the Æther.
BTG 009-R ✓ Khoa Vũ ™ & © 2020 Eagle Rock

Dorothy Gale — Character - Citizen
5 | 5 | 3 | 2 | 2
You may send target Character to Reserve.
"I've a feeling we're not in Kansas anymore."
BTG 010-F ✓ Tania Susak ™ & © 2020 Eagle Rock

Dorothy Gale — Character - Citizen
5 | 5 | 3 | 2 | 2
You may send target Character to Reserve.
"I've a feeling we're not in Kansas anymore."
BTG 010-F ✓ Tania Susak ™ & © 2020 Eagle Rock

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.)*
The next Spell you play this turn costs 1 less. *(Discard me from Reserve to do this.)*
BTG 011-R ✓ Nestor Paparatsarkis/Fotiou ™ & © 2020 Eagle Rock

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.)*
The next Spell you play this turn costs 1 less. *(Discard me from Reserve to do this.)*
BTG 011-R ✓ Nestor Paparatsarkis/Fotiou ™ & © 2020 Eagle Rock

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.
BTG 012-C ✓ Fabrice Fauci ™ & © 2020 Eagle Rock

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.
BTG 012-C ✓ Fabrice Fauci ™ & © 2020 Eagle Rock

Helping Hand — Spell - Boon
1 | 2
Target Character gains 1 boost and loses **Fleeting**.
Never gonna give you up.
BTG 013-F ✓ Edward Chaveleyang ™ & © 2020 Eagle Rock

Helping Hand — Spell - Boon
1 | 2
Target Character gains 1 boost and loses **Fleeting**.
Never gonna give you up.
BTG 013-F ✓ Edward Chaveleyang ™ & © 2020 Eagle Rock

Kadigiran Alchemist — Character - Scholar
3 | 1 | 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.
BTG 014-C ✓ Edward Chaveleyang ™ & © 2020 Eagle Rock

Kadigiran Alchemist — Character - Scholar
3 | 1 | 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.
BTG 014-C ✓ Edward Chaveleyang ™ & © 2020 Eagle Rock

Kadigiran Mage-Dancer — Character - Mage, Soldier
2 | 1 | 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!"
BTG 015-R ✓ Nestor Paparatsarkis/Fotiou ™ & © 2020 Eagle Rock

Kadigiran Mage-Dancer — Character - Mage, Soldier
2 | 1 | 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!"
BTG 015-R ✓ Nestor Paparatsarkis/Fotiou ™ & © 2020 Eagle Rock

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 4 or less.
BTG 016-C ✓ Fabrice Fauci ™ & © 2020 Eagle Rock

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 4 or less.
BTG 016-C ✓ Fabrice Fauci ™ & © 2020 Eagle Rock

Lyra Skald — Character - Artist
2 | 2 | 3 | 0 | 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.
The next card you play this turn costs 1 less. *(Discard me from Reserve to do this.)*
BTG 017-R ✓ Ka-ro ™ & © 2020 Eagle Rock

Lyra Skald — Character - Artist
2 | 2 | 3 | 0 | 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.
The next card you play this turn costs 1 less. *(Discard me from Reserve to do this.)*
BTG 017-R ✓ Ka-ro ™ & © 2020 Eagle Rock

Magical Training — Spell - Conjuration
1 | 2
Draw a card.
Without practice, the gift of Alteration will come to nothing.
BTG 018-R ✓ Zero Mien ™ & © 2020 Eagle Rock

Magical Training — Spell - Conjuration
1 | 2
Draw a card.
Without practice, the gift of Alteration will come to nothing.
BTG 018-R ✓ Zero Mien ™ & © 2020 Eagle Rock

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."
BTG 019-C ✓ HuuMee Studio ™ & © 2020 Eagle Rock

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."
BTG 019-C ✓ HuuMee Studio ™ & © 2020 Eagle Rock

Monolith Legate — Character - Bureaucrat
2 | 2 | 1 | 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.
BTG 020-F ✓ Richard Suik ™ & © 2020 Eagle Rock

Monolith Legate — Character - Bureaucrat
2 | 2 | 1 | 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.
BTG 020-F ✓ Richard Suik ™ & © 2020 Eagle Rock

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.
BTG 021-R ✓ HuuMee Studio ™ & © 2020 Eagle Rock

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.
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Off You Go! — Spell - Disruption
2 | 4
Send to Reserve target Character with Hand Cost 3 or less.
Time to kiss Kansas goodbye.
BTG 022-C ✓ HuuMee Studio ™ & © 2020 Eagle Rock

Off You Go! — Spell - Disruption
2 | 4
Send to Reserve target Character with Hand Cost 3 or less.
Time to kiss Kansas goodbye.
BTG 022-C ✓ HuuMee Studio ™ & © 2020 Eagle Rock

Ordis Carrier — Permanent - Landmark
3 | 3
At Noon — Create an **Ordis Recruit 1/1/1** Soldier token in your Companion Expedition.
The flow of Ordis Recruits seems to go on forever.
BTG 023-F ✓ Tania Susak ™ & © 2020 Eagle Rock

Ordis Carrier — Permanent - Landmark
3 | 3
At Noon — Create an **Ordis Recruit 1/1/1** Soldier token in your Companion Expedition.
The flow of Ordis Recruits seems to go on forever.
BTG 023-F ✓ Tania Susak ™ & © 2020 Eagle Rock

Red — Character - Adventurer
2 | 2 | 2 | 2
Seasoned. *(I keep my boosts when I go to Reserve.)*
Grandma would be proud.
BTG 024-C ✓ Jean Baptiste Andrier ™ & © 2020 Eagle Rock

Red — Character - Adventurer
2 | 2 | 2 | 2
Seasoned. *(I keep my boosts when I go to Reserve.)*
Grandma would be proud.
BTG 024-C ✓ Jean Baptiste Andrier ™ & © 2020 Eagle Rock

Sakarabru — Character - Deity
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.
BTG 025-C ✓ Gaël Goshard ™ & © 2020 Eagle Rock

Sakarabru — Character - Deity
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.
BTG 025-C ✓ Gaël Goshard ™ & © 2020 Eagle Rock

Studious Disciple — Character - Apprentice, Mage
1 | 1 | 0 | 1 | 1
So far behind, and still so much to learn!
The next Spell you play this turn costs 1 less. *(Discard me from Reserve to do this.)*
BTG 026-C ✓ Floriane Bodereau ™ & © 2020 Eagle Rock

Studious Disciple — Character - Apprentice, Mage
1 | 1 | 0 | 1 | 1
So far behind, and still so much to learn!
The next Spell you play this turn costs 1 less. *(Discard me from Reserve to do this.)*
BTG 026-C ✓ Floriane Bodereau ™ & © 2020 Eagle Rock

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.
BTG 027-R ✓ Fabrice Fauci ™ & © 2020 Eagle Rock

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.
BTG 027-R ✓ Fabrice Fauci ™ & © 2020 Eagle Rock

Thoth — Character - Bureaucrat, Deity
3 | 3 | 3 | 3 | 2
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."
BTG 028-F ✓ Christiana Wang ™ & © 2020 Eagle Rock

Thoth — Character - Bureaucrat, Deity
3 | 3 | 3 | 3 | 2
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."
BTG 028-F ✓ Christiana Wang ™ & © 2020 Eagle Rock

Tooth Fairy — Character - Fairy
2 | 1 | 1 | 1 | 1
Sabotage. *(Discard up to one target card from a Reserve.)*
"Show me those pearly whites."
BTG 029-R ✓ Jiah Fung ™ & © 2020 Eagle Rock

Tooth Fairy — Character - Fairy
2 | 1 | 1 | 1 | 1
Sabotage. *(Discard up to one target card from a Reserve.)*
"Show me those pearly whites."
BTG 029-R ✓ Jiah Fung ™ & © 2020 Eagle Rock

Yzmir Stargazer — Character - Mage, Scholar
2 | 2 | 2 | 2 | 2
When I'm sacrificed — You may have target Character gain 2 boosts.
She won't read the future in the stars, she'll change it herself.
BTG 030-F ✓ HuuMee Studio ™ & © 2020 Eagle Rock

Yzmir Stargazer — Character - Mage, Scholar
2 | 2 | 2 | 2 | 2
When I'm sacrificed — You may have target Character gain 2 boosts.
She won't read the future in the stars, she'll change it herself.
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