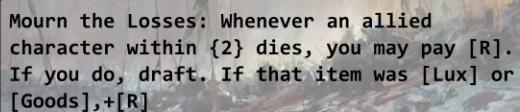


Warriors' Bond: Whenever an allied character within {3} would be dealt damage, prevent 1 of that damage for each other allied character on that tile

Rallying Cry: [R][R]=>Choose an allied character within {3}. Move any number of allied characters within {3} of that

Banner of Arms

[R][R][R][Lux]
3HP

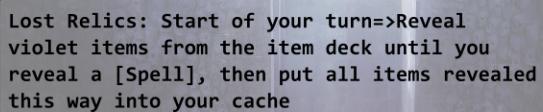


Mourn the Losses: Whenever an allied character within {2} dies, you may pay [R]. If you do, draft. If that item was [Lux] or [Goods], +[R]

Cauterize: [R/Weap]=>Heal 1 or deal <1> to a character within {0}

Barren Battlefield

[R][R][R]
2HP

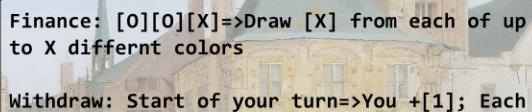


Lost Relics: Start of your turn=>Reveal violet items from the item deck until you reveal a [Spell], then put all items revealed this way into your cache

Entrancing Amazement: Characters on this tile have {-1} on moving

Ancient Labyrinth

[V][Writ][Shadow]
3HP

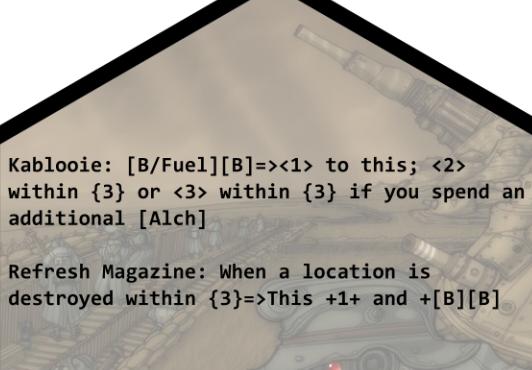


Finance: [0][0][X]=>Draw [X] from each of up to X differnt colors

Withdraw: Start of your turn=>You +[1]; Each other player with a character on this tile +[1];

Bank

[Writ][0][0]
3HP

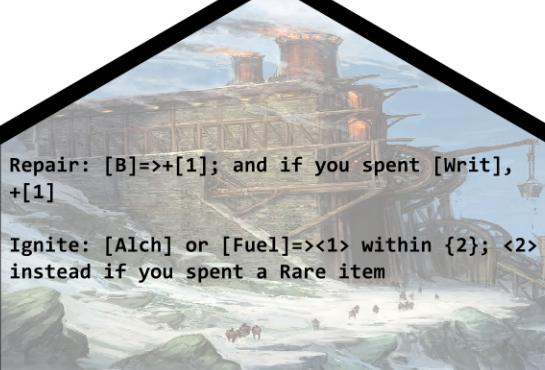


Kablooie: [B/Fuel][B]=><1> to this; <2> within {3} or <3> within {3} if you spend an additional [Alch]

Refresh Magazine: When a location is destroyed within {3}=>This +1+ and +[B][B]

Alchemical Artillery

[B][B][Alch]
3HP

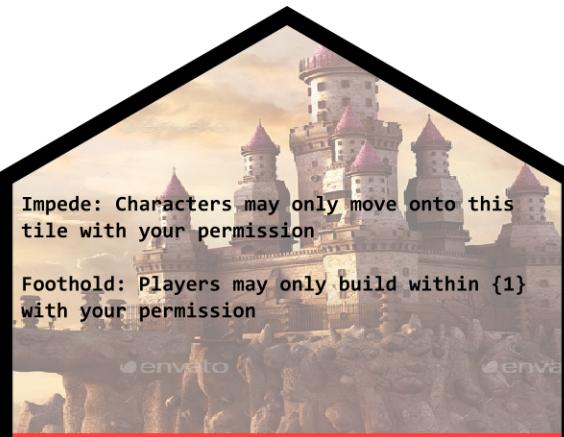


Repair: [B]=>+[1]; and if you spent [Writ], +[1]

Ignite: [Alch] or [Fuel]=><1> within {2}; <2> instead if you spent a Rare item

Alchatorium

[B/Alch]
3HP



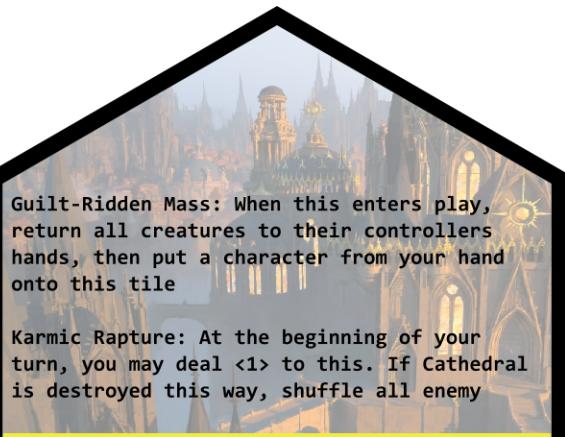
Impede: Characters may only move onto this tile with your permission

Foothold: Players may only build within {1} with your permission

Castle

[R][R][Goods][Weapon]

5HP



Guilt-Ridden Mass: When this enters play, return all creatures to their controllers hands, then put a character from your hand onto this tile

Karmic Rapture: At the beginning of your turn, you may deal <1> to this. If Cathedral is destroyed this way, shuffle all enemy

Cathedral

[Y][Y][Light][Lux]

4HP



Easy Money: =>+[0]; also +[0] if there is a lake within {1}

Orange Collection: Start of your turn=>+[0]



Insider Dealings: Whenever players trade items, draft

Orange Collection: Start of your turn=>+[0]

Bustling Port

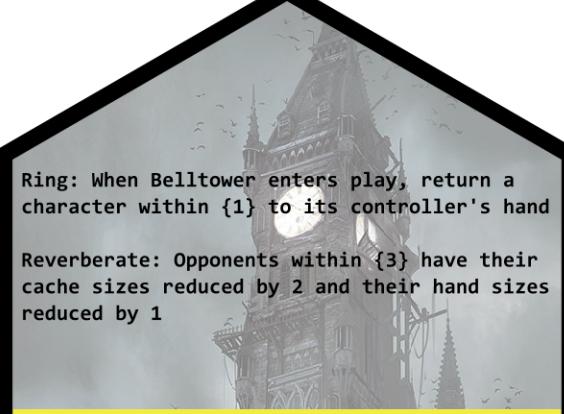
[0][Goods]

3HP

Caravansary

[0][0]

3HP



Ring: When Belltower enters play, return a character within {1} to its controller's hand

Reverberate: Opponents within {3} have their cache sizes reduced by 2 and their hand sizes reduced by 1



Nature's Gifts: At start of turn, +[1], then <1> to this

Phyletic Hold: +1 maximum Cache size

Belltower

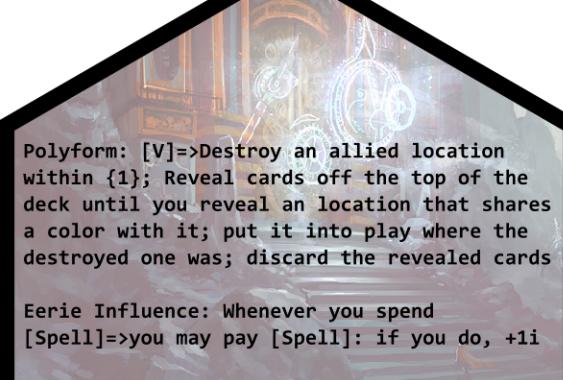
[Y][Bells]

3HP

Bountiful Glen

[G][G]

4HP

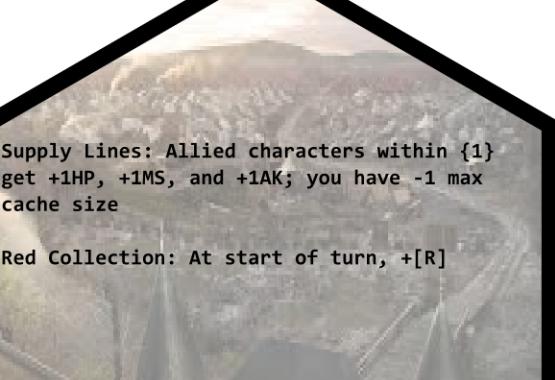


Polyform: [V]=>Destroy an allied location within {1}; Reveal cards off the top of the deck until you reveal a location that shares a color with it; put it into play where the destroyed one was; discard the revealed cards

Eerie Influence: Whenever you spend [Spell]=>you may pay [Spell]: if you do, +1i

Flux Fortress

[V][V]
3HP

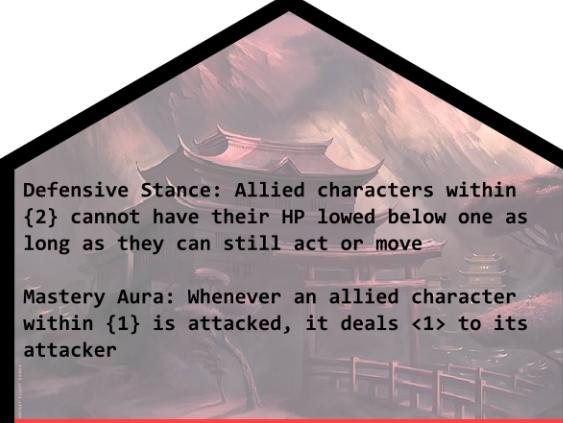


Supply Lines: Allied characters within {1} get +1HP, +1MS, and +1AK; you have -1 max cache size

Red Collection: At start of turn, +[R]

Forward Camp

[R/Weap][Goods]
3HP

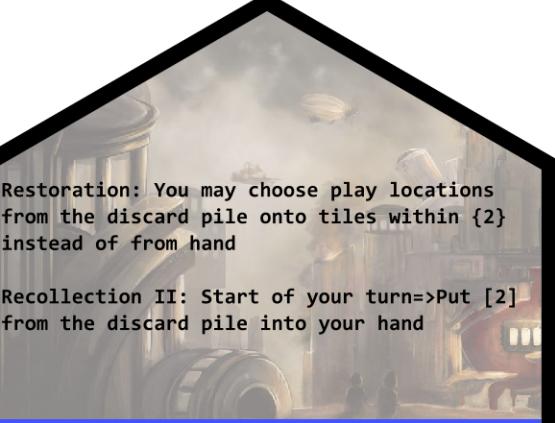


Defensive Stance: Allied characters within {2} cannot have their HP lowered below one as long as they can still act or move

Mastery Aura: Whenever an allied character within {1} is attacked, it deals <1> to its attacker

Dojo

[R][R][Goods]
3HP

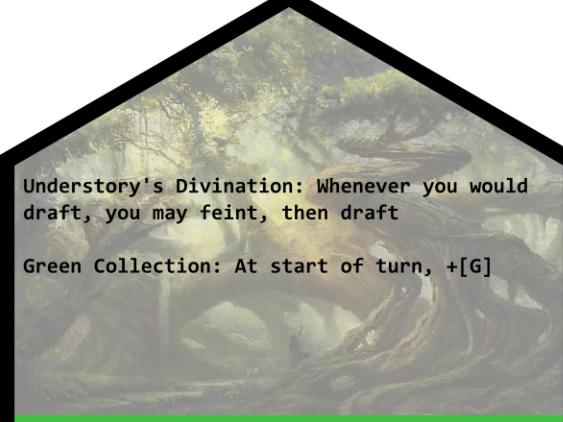


Restoration: You may choose play locations from the discard pile onto tiles within {2} instead of from hand

Recollection II: Start of your turn=>Put [2] from the discard pile into your hand

Fantastical Foundry

[B][B][B][Mech]
3HP

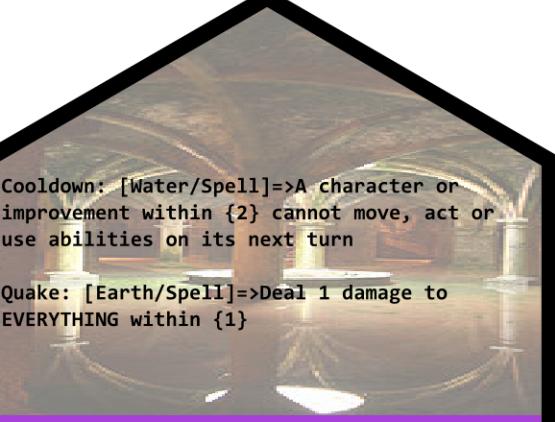


Understory's Divination: Whenever you would draft, you may faint, then draft

Green Collection: At start of turn, +[G]

Darkened Thicket

[G][G]
2HP



Cooldown: [Water/Spell]=>A character or improvement within {2} cannot move, act or use abilities on its next turn

Quake: [Earth/Spell]=>Deal 1 damage to EVERYTHING within {1}

Deep Cistern

[V]
3HP



Laboratory

[B]
3HP



Leyline Cross

[V][V]
3HP



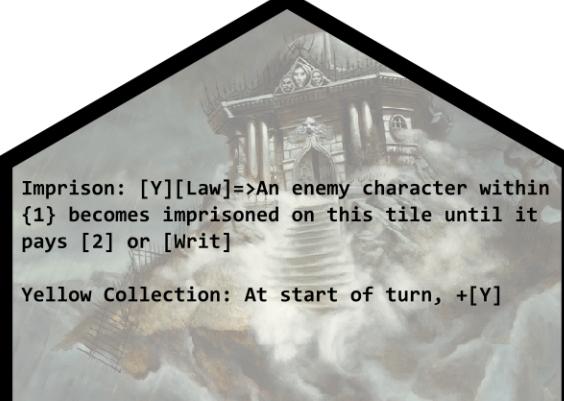
Hunting Lodge

[G][Goods]
3HP



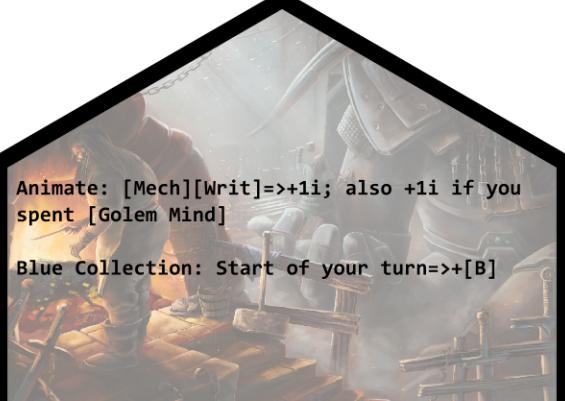
Imperial Mint

[Y][Y][Goods]
3HP



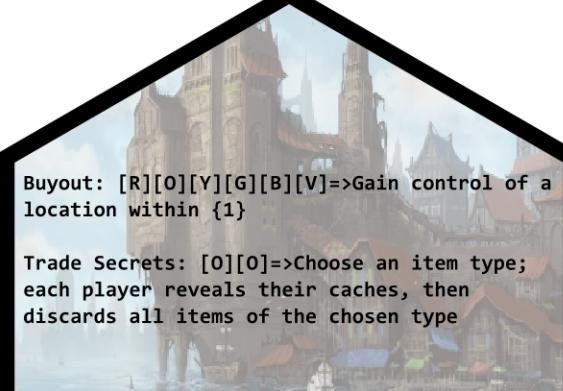
Gaol

[Y][Y][Y]
3HP



Golem Forge

[B][B]
3HP



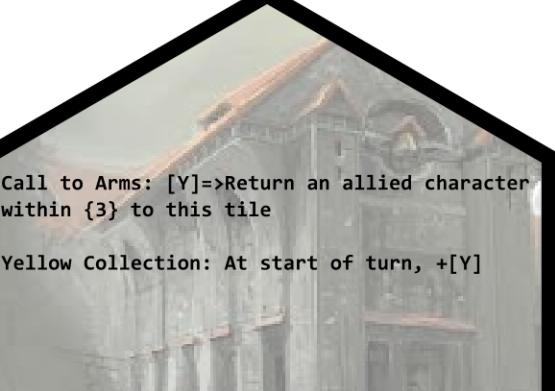
Buyout: [R][O][Y][G][B][V] => Gain control of a location within {1}

Trade Secrets: [O][O] => Choose an item type; each player reveals their caches, then discards all items of the chosen type

Merchant Guild

[O][O]

3HP



Call to Arms: [Y] => Return an allied character within {3} to this tile

Yellow Collection: At start of turn, +[Y]

Militia Station

[Y][Y]

3HP



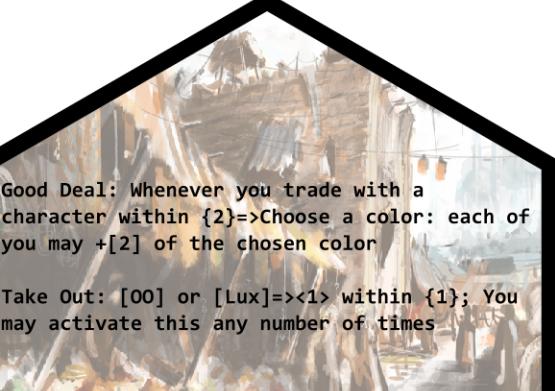
Natural Alignment: At start of turn, +1i, then <1> to this

Sowing Season: [G][Earth] => Feint three times; draft

Lunar Sanctum

[G][G][Earth][Plant]

3HP



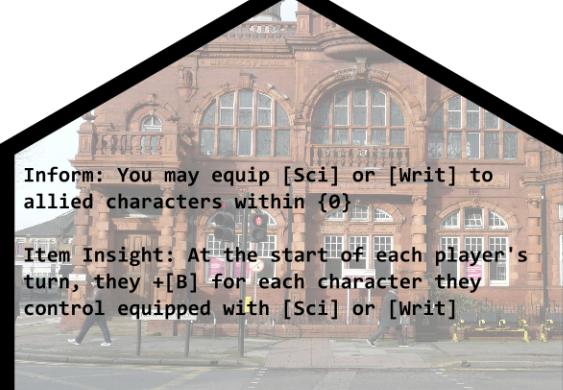
Good Deal: Whenever you trade with a character within {2} => Choose a color: each of you may +[2] of the chosen color

Take Out: [OO] or [Lux] => <1> within {1}; You may activate this any number of times

Marketplace

[O]

3HP



Inform: You may equip [Sci] or [Writ] to allied characters within {0}

Item Insight: At the start of each player's turn, they +[B] for each character they control equipped with [Sci] or [Writ]

Library

[B][B]

3HP



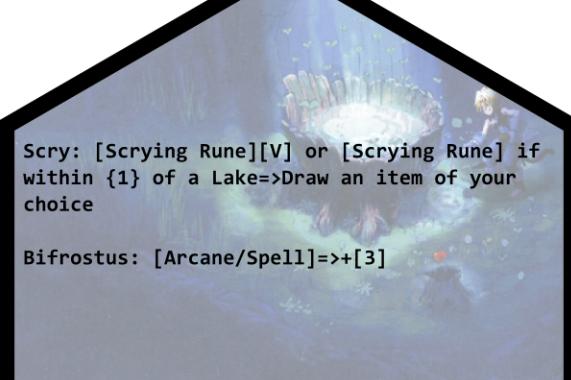
Prized Find: At start of each player's turn, that player drafts an additional time, then discards a card if they are an opponent

Sift: When you draft, you may put any card in your chosen pile into your hand instead of the topmost one

Lifetimber Stand

[G][Plant][Earth]

3HP

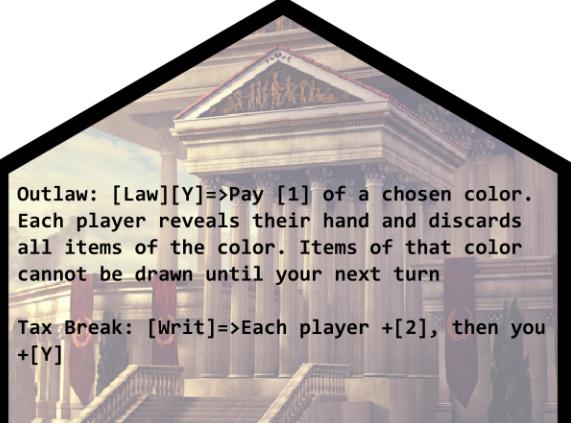


Scry: [Scrying Rune][V] or [Scrying Rune] if within {1} of a Lake=>Draw an item of your choice

Bifrostus: [Arcane/Spell]=>+[3]

Mystic Pools

[V]
3HP

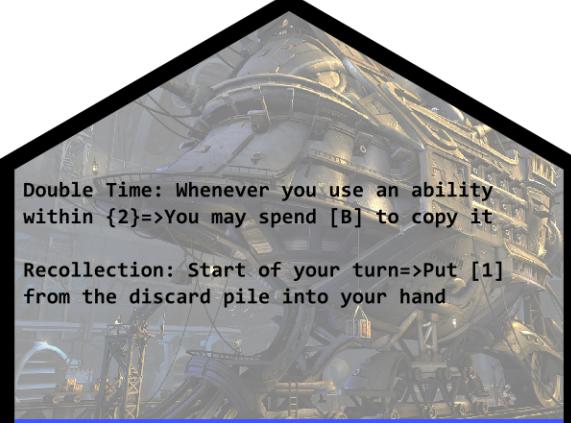


Outlaw: [Law][Y]=>Pay [1] of a chosen color. Each player reveals their hand and discards all items of the color. Items of that color cannot be drawn until your next turn

Tax Break: [Writ]=>Each player +[2], then you +[Y]

Overbearing Senate

[Y][Y][Law][Writ]
3HP



Double Time: Whenever you use an ability within {2}>You may spend [B] to copy it

Recollection: Start of your turn=>Put [1] from the discard pile into your hand

Miracle Mekanism

[B][Mech][Mech]
3HP



Mirrored Masonry: When this comes into play, it gains the abilities a location of your choice within {3} until it leaves play

Violet Collection: Start of your turn=>+[V]

Mirrorizm

[V][V]
3HP



Curfew: [Writ]=>Each player may return each creature to a location they control; For each character that was not returned this way, +[Y]; +1i

Embargo: [Y]=>Choose a color; Items of the chosen color cannot be traded until your next turn

Ministry of State

[Y][Y][Law]
3HP

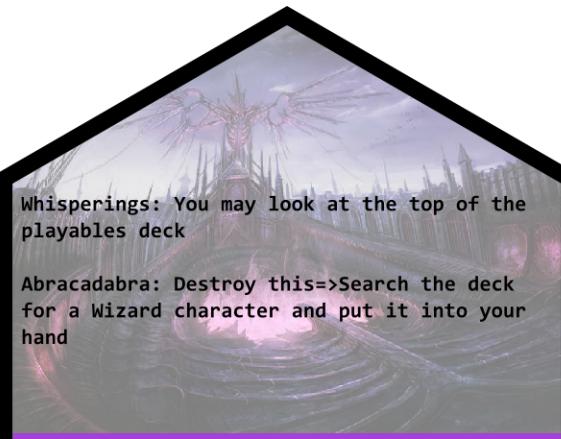


Bar: [Y][X]=>Activate this ability when someone pays items for a card or ability. Up to X of those items enter your hand instead of the scrapyard, and those items do not count toward the card or ability

Yellow Collection: At start of turn, +[Y]

Ministry Office

[Y][Law]
3HP



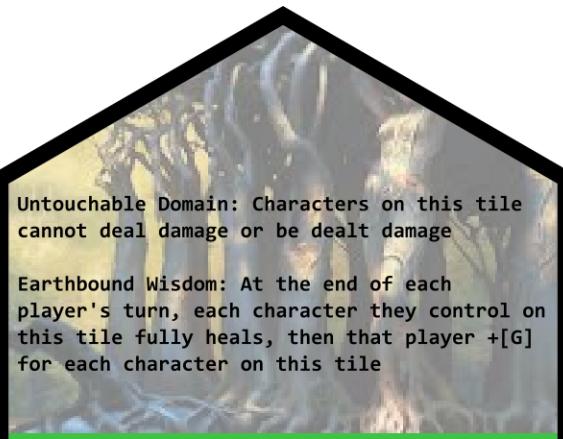
Whisperings: You may look at the top of the playables deck

Abracadabra: Destroy this=>Search the deck for a Wizard character and put it into your hand

Restless Tomb

[V][V]

3HP



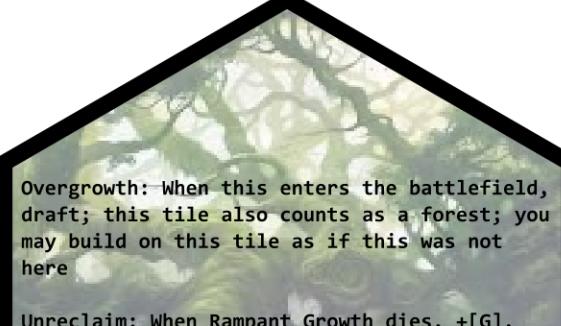
Untouchable Domain: Characters on this tile cannot deal damage or be dealt damage

Earthbound Wisdom: At the end of each player's turn, each character they control on this tile fully heals, then that player +[G] for each character on this tile

Sacred Orchard

[G][Lux][Plant]

4HP



Overgrowth: When this enters the battlefield, draft; this tile also counts as a forest; you may build on this tile as if this was not here

Unreclaim: When Rampant Growth dies, +[G], then search the Green items pile for [Lumber] and put it into your hand

Rampant Grove

[G][G]

3HP



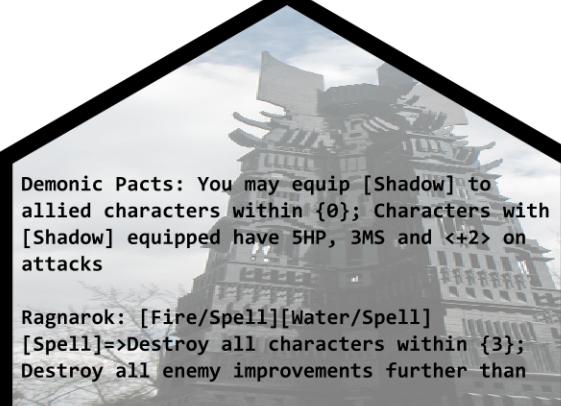
Bounty: At start of each player's turn, that player +[1], then discards an item if they are an opponent

Unregulated Poaching: Whenever a character dies on Remote Outpost's tile type, you may +[G] or put the top card of the playables deck into your hand

Remote Outpost

[G][G][Goods]

3HP



Demonic Pacts: You may equip [Shadow] to allied characters within {0}; Characters with [Shadow] equipped have 5HP, 3MS and <+2> on attacks

Ragnarok: [Fire/Spell][Water/Spell]
[Spell]=>Destroy all characters within {3};
Destroy all enemy improvements further than

Ozeroth

[V][V][Shadow]

3HP



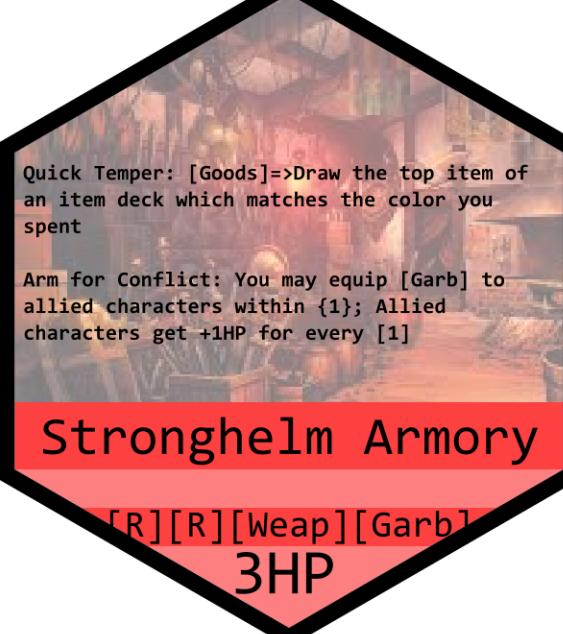
Secret Stash: +4 cache size; +6 instead if on a desert

Orange Collection II: Start of your turn=> +[0][0]

Private Palace

[O][O][Lux][Lux]

3HP



Quick Temper: [Goods]=>Draw the top item of an item deck which matches the color you spent

Arm for Conflict: You may equip [Garb] to allied characters within {1}; Allied characters get +1HP for every [1]

Stronghelm Armory

[R][R][Weap][Garb]

3HP



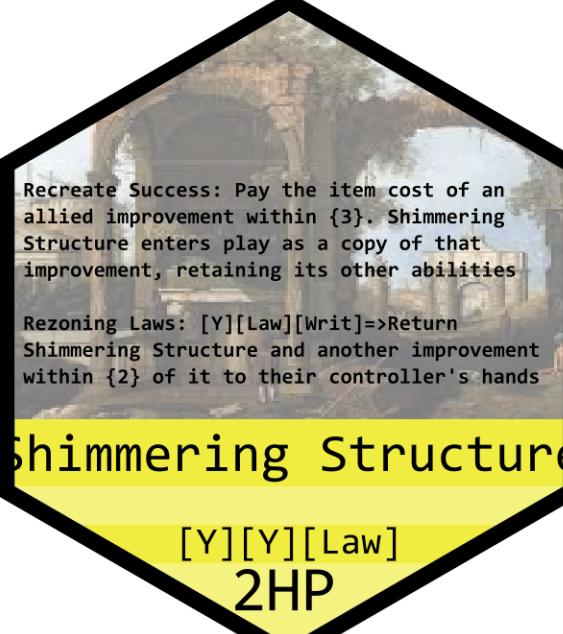
Misfire Fear: All enemy abilities within {2} have {-1}

Total War: Each other enemy has -2i for each improvement within {1}

Stronghold

[R][R][R][WEAP]

5HP



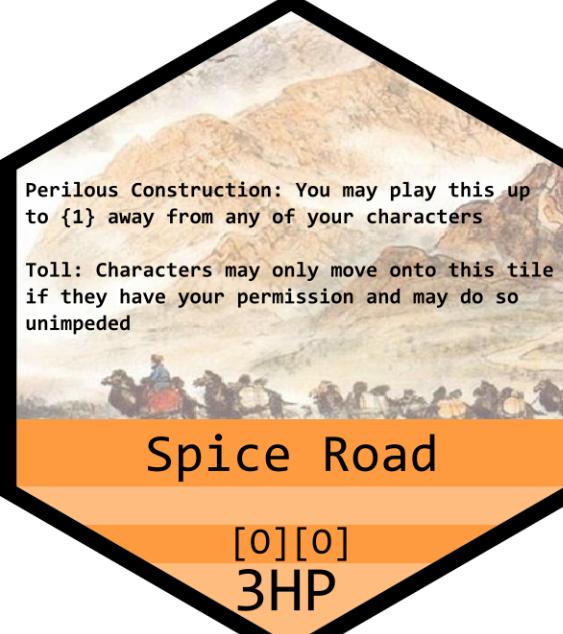
Recreate Success: Pay the item cost of an allied improvement within {3}. Shimmering Structure enters play as a copy of that improvement, retaining its other abilities

Rezoning Laws: [Y][Law][Writ]=>Return Shimmering Structure and another improvement within {2} of it to their controller's hands

Shimmering Structure

[Y][Y][Law]

2HP



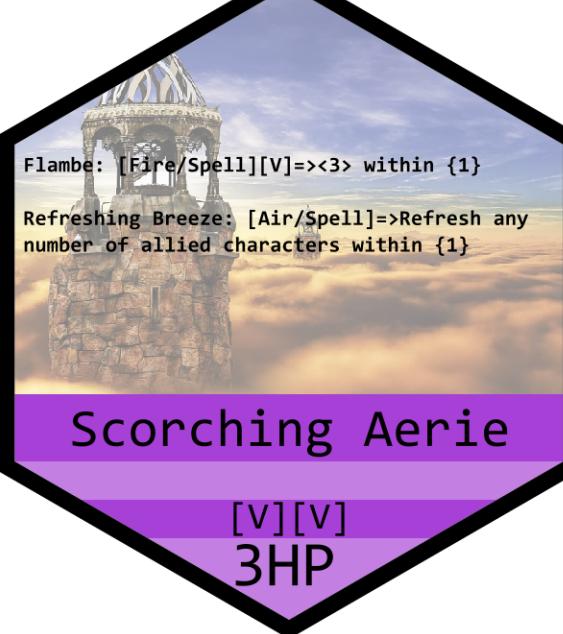
Perilous Construction: You may play this up to {1} away from any of your characters

Toll: Characters may only move onto this tile if they have your permission and may do so unimpeded

Spice Road

[O][O]

3HP



Flambe: [Fire/Spell][V]=><3> within {1}

Refreshing Breeze: [Air/Spell]=>Refresh any number of allied characters within {1}

Scorching Aerie

[V][V]

3HP



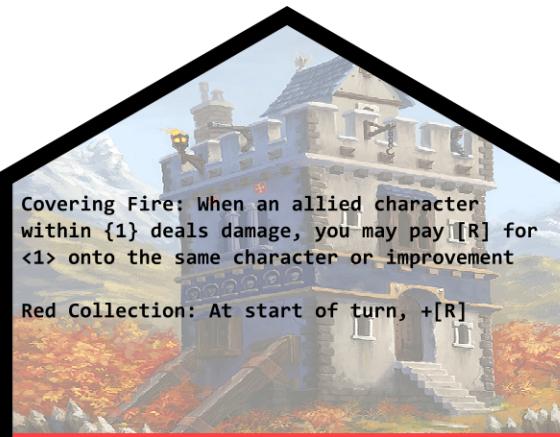
Wild Adaptation: At start of turn, this tile becomes the tile type of your choice

Eye for Beauty: You have +1 max hand size and +1 max cache size for each influence you have

Shifting Scape

[G][Earth][Plant]

3HP



Covering Fire: When an allied character within {1} deals damage, you may pay [R] for <1> onto the same character or improvement

Red Collection: At start of turn, +[R]

Watchtower

[R][R]

4HP



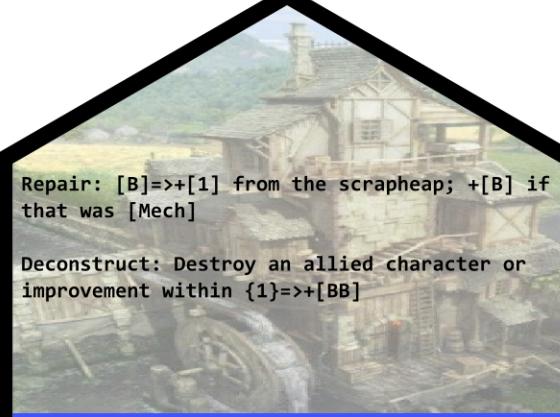
Grind: [B]=>Put 3 cards from any deck into its discard; and if there is a lake or mountain within {1}, put 5

Repair Location: [Mech][B]=>Return a location from the discard pile to your hand

Windmill

[B][Mech]

3HP



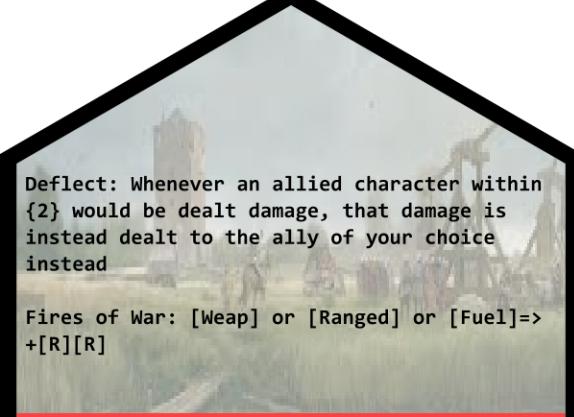
Repair: [B]=>+[1] from the scrapheap; +[B] if that was [Mech]

Deconstruct: Destroy an allied character or improvement within {1}=>+[BB]

Tinkery

[B]

3HP



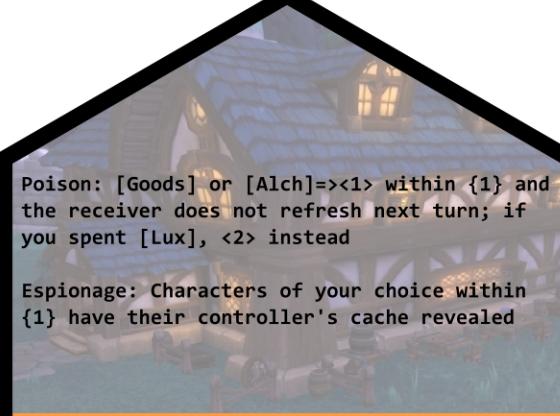
Deflect: Whenever an allied character within {2} would be dealt damage, that damage is instead dealt to the ally of your choice instead

Fires of War: [Weap] or [Ranged] or [Fuel]=>+[R][R]

Warzone

[R][R][Weap]

2HP



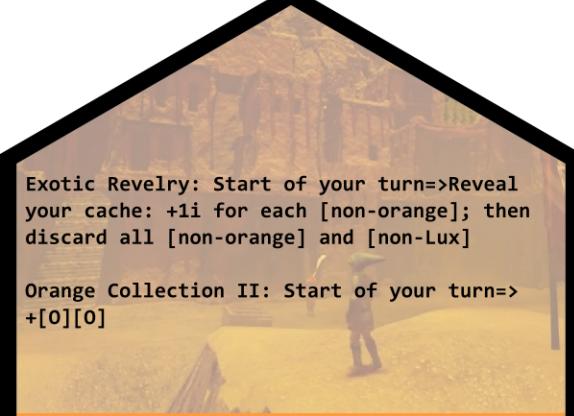
Poison: [Goods] or [Alch]=><1> within {1} and the receiver does not refresh next turn; if you spent [Lux], <2> instead

Espionage: Characters of your choice within {1} have their controller's cache revealed

Tavern

[0][0]

3HP



Exotic Revelry: Start of your turn=>Reveal your cache: +1i for each [non-orange]; then discard all [non-orange] and [non-Lux]

Orange Collection II: Start of your turn=>+[0][0]

Thieves' Den

[0][0][Goods][Goods]

3HP