Research: [Sci][B]=>You may draft another card and perform another feint

Stitch Up: [Alch] or [Sci]=>You may play a character in the ruin pile onto this tile

Laboratory

[B] 3HP Natural Alignment: @=>+1i

Lunar Sanctum

[GGG][Earth][Earth]

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

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

Castle

[R] 3HP 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

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

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

Alchetorium

[B/Alch]

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

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

Belltower

[Y][Bell] 3HP Grind: [B]=>Put [5] from any decks into their discard; and if on L or M, put [8]

Quicken: [Mech]=>Refresh any number of other allied characters within {1}

Windmill

[B][Mech]

Transfigurate: You can play this improvement as any other improvement within {2}. It returns to being this when it leaves the map.

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

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

Room of Requirement

Tinkery

[v][v] 3HP [B] 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

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

[0] 3HP [v] 3HP