



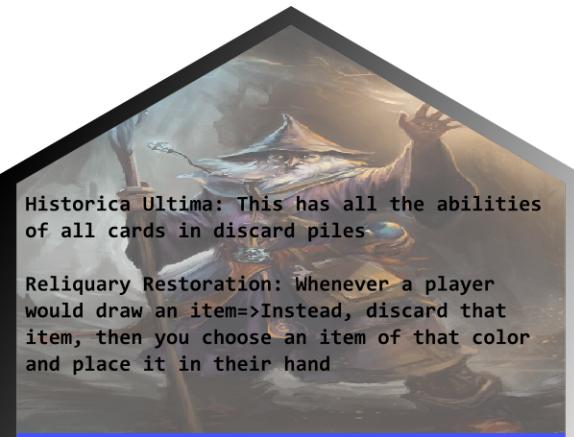
Sudden Strike: [Beast/Weap]=><1> to a character within {1}, then feint
Venomous: When this attacks, the defender and this are destroyed

The Ambusher

Hunter Citizen

[G][G]

3HP



Historica Ultima: This has all the abilities of all cards in discard piles

Reliquary Restoration: Whenever a player would draw an item=>Instead, discard that item, then you choose an item of that color and place it in their hand

The Archaeomancer

Scholar

[B][B][B]

3HP



Sudden Strike: [Beast/Weap]=><1> to a character within {1}, then feint
Venomous: When this attacks, the defender and this are destroyed

The Ambusher

Hunter Citizen

[G][G]

3HP



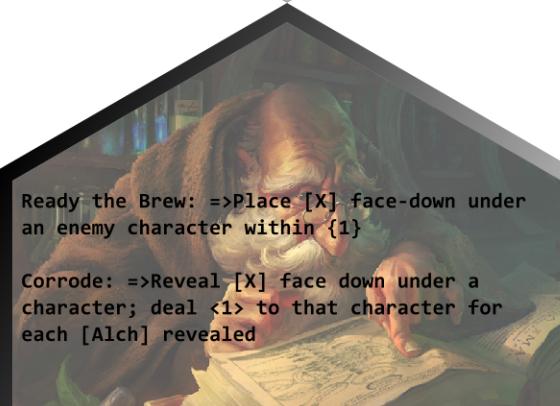
Sudden Strike: [Beast/Weap]=><1> to a character within {1}, then feint
Venomous: When this attacks, the defender and this are destroyed

The Ambusher

Hunter Citizen

[G][G]

3HP



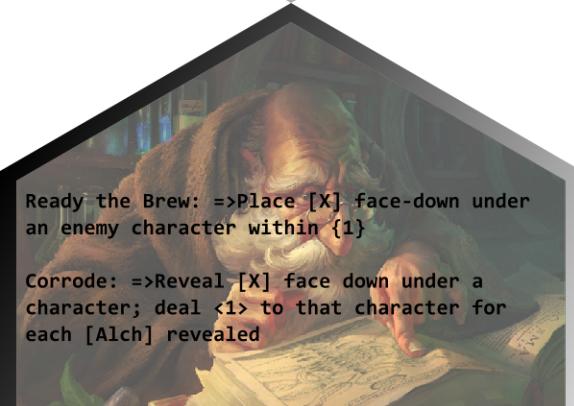
Ready the Brew: =>Place [X] face-down under an enemy character within {1}
Corrode: =>Reveal [X] face down under a character; deal <1> to that character for each [Alch] revealed

The Alchemist

Alchemist

[B][Sci]

3HP



Ready the Brew: =>Place [X] face-down under an enemy character within {1}
Corrode: =>Reveal [X] face down under a character; deal <1> to that character for each [Alch] revealed

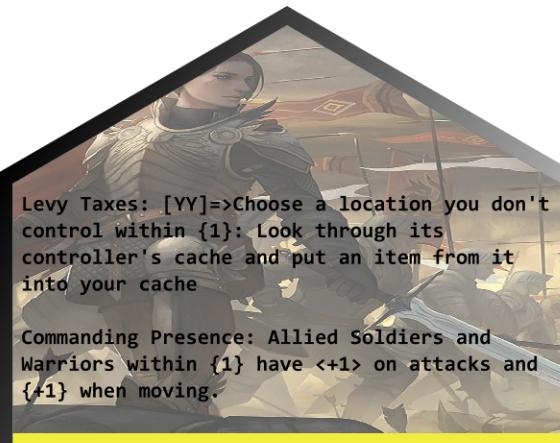
The Alchemist

Alchemist

[B][Sci]

3HP





Levy Taxes: [YY]=>Choose a location you don't control within {1}: Look through its controller's cache and put an item from it into your cache

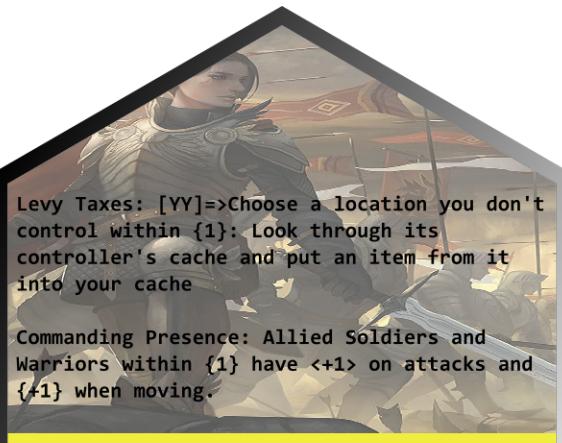
Commanding Presence: Allied Soldiers and Warriors within {1} have <+1> on attacks and {+1} when moving.

The Commander

Soldier

[Y][Law]

3HP



Levy Taxes: [YY]=>Choose a location you don't control within {1}: Look through its controller's cache and put an item from it into your cache

Commanding Presence: Allied Soldiers and Warriors within {1} have <+1> on attacks and {+1} when moving.

The Commander

Soldier

[Y][Law]

3HP



Parry: Whenever this is dealt damage=>Pay [R] [R] to prevent that damage and then <1> back to its source within {1}

Blade Dance: [Blade] equippable; {+1} on moving and <+1> on attacks for every [2]

The Blade Master

Warrior Artist

[R][Blade]

3HP



Parry: Whenever this is dealt damage=>Pay [R] [R] to prevent that damage and then <1> back to its source within {1}

Blade Dance: [Blade] equippable; {+1} on moving and <+1> on attacks for every [2]

The Blade Master

Warrior Artist

[R][Blade]

3HP



Inspire: [0]=>Refresh a character you control within {1}

Fables and Songs: [0]=>Reveal a card from your hand. Put that card onto the bottom of the playables deck, then draft

The Bard

Artist Citizen

[0][0]

3HP



Parry: Whenever this is dealt damage=>Pay [R] [R] to prevent that damage and then <1> back to its source within {1}

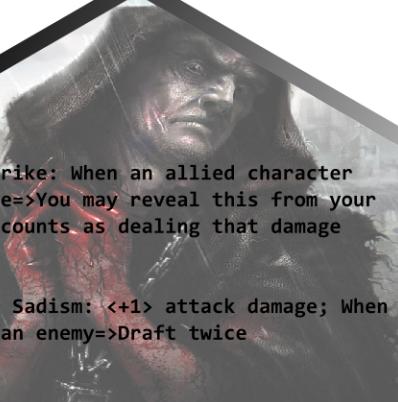
Blade Dance: [Blade] equippable; {+1} on moving and <+1> on attacks for every [2]

The Blade Master

Warrior Artist

[R][Blade]

3HP



Surprise Strike: When an allied character deals damage=>You may reveal this from your hand: this counts as dealing that damage instead

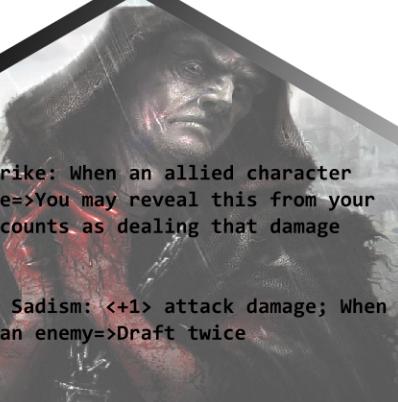
Sacrificial Sadism: <+1> attack damage; When this kills an enemy=>Draft twice

The Cultist

Rogue Cleric

[Y][Y]

2HP



Surprise Strike: When an allied character deals damage=>You may reveal this from your hand: this counts as dealing that damage instead

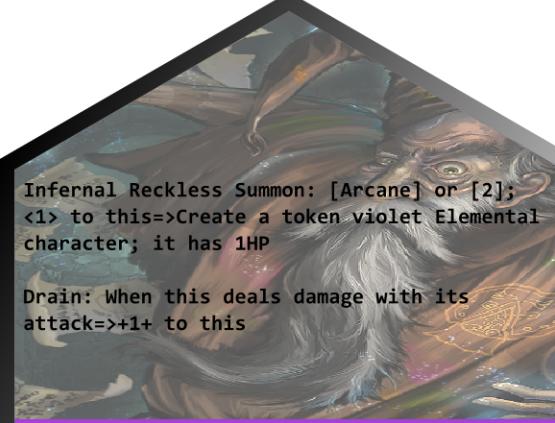
Sacrificial Sadism: <+1> attack damage; When this kills an enemy=>Draft twice

The Cultist

Rogue Cleric

[Y][Y]

2HP



Infernal Reckless Summon: [Arcane] or [2]; <1> to this=>Create a token violet Elemental character; it has 1HP

Drain: When this deals damage with its attack=>+1+ to this

The Crazed Conjuror

Wizard

[V][V]

3HP



Infernal Reckless Summon: [Arcane] or [2]; <1> to this=>Create a token violet Elemental character; it has 1HP

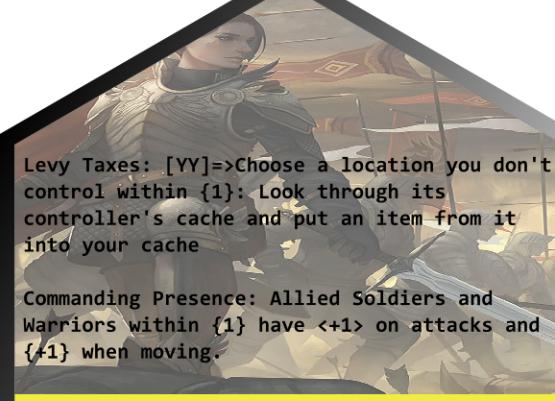
Drain: When this deals damage with its attack=>+1+ to this

The Crazed Conjuror

Wizard

[V][V]

3HP



Levy Taxes: [YY]=>Choose a location you don't control within {1}: Look through its controller's cache and put an item from it into your cache

Commanding Presence: Allied Soldiers and Warriors within {1} have <+1> on attacks and {+1} when moving.

The Commander

Soldier

[Y][Law]

3HP



Resettle: When this destroys a location=>Put that location into your hand and +1i

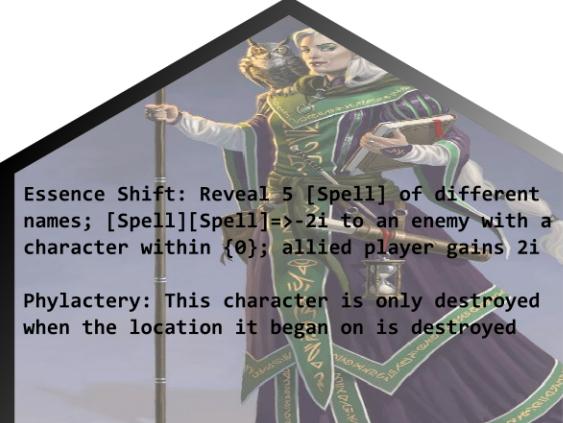
Rampage: Discard an location=>Allied characters within {1} get <+1> on attacks and {+1} on moving until end of turn

The Conqueror

Warrior

[R][R][Weap]

3HP



Essence Shift: Reveal 5 [Spell] of different names; [Spell][Spell]=>-2i to an enemy with a character within {0}; allied player gains 2i

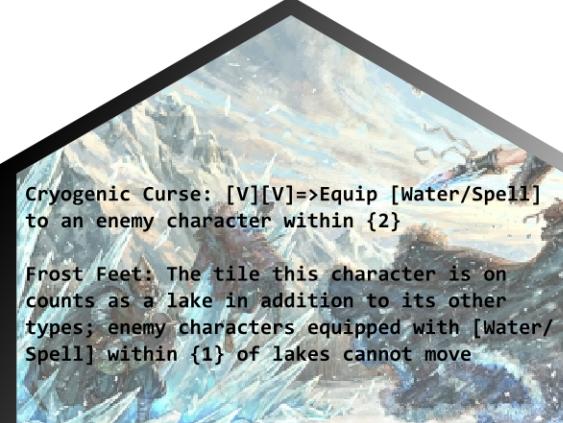
Phylactery: This character is only destroyed when the location it began on is destroyed

The High Sorceress

Wizard Spirit

[V][V][Shadow]

2HP



Cryogenic Curse: [V][V]=>Equip [Water/Spell] to an enemy character within {2}

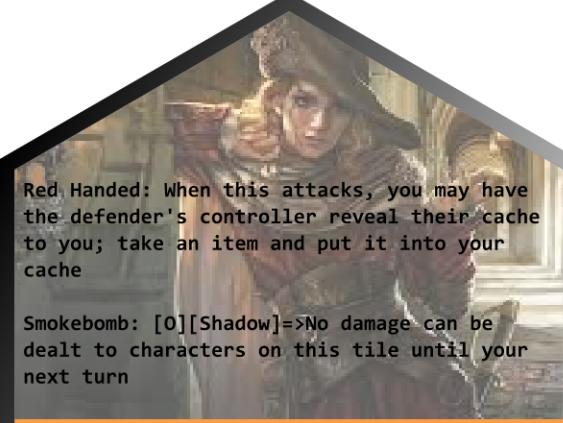
Frost Feet: The tile this character is on counts as a lake in addition to its other types; enemy characters equipped with [Water/Spell] within {1} of lakes cannot move

The Lady of Ice

Elemental

[V][V]

3HP



Red Handed: When this attacks, you may have the defender's controller reveal their cache to you; take an item and put it into your cache

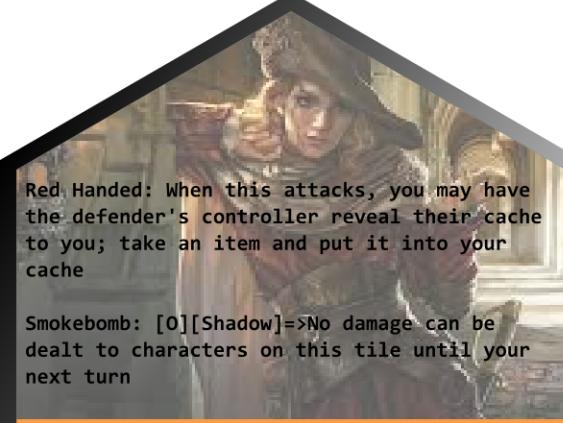
Smokebomb: [0][Shadow]=>No damage can be dealt to characters on this tile until your next turn

The Gentleman Thief

Rogue Merchant

[0][Goods][Lux]

2HP



Red Handed: When this attacks, you may have the defender's controller reveal their cache to you; take an item and put it into your cache

Smokebomb: [0][Shadow]=>No damage can be dealt to characters on this tile until your next turn

The Gentleman Thief

Rogue Merchant

[0][Goods][Lux]

2HP



Drain: When this deals damage with its attack=>+1+ to this

Vengeful Wight: When this is destroyed=>You may turn it face down instead of discarding it; When you destroy a character you may replay this and deal <X> to it, where X is its HP - 1

The Eldritch Knight

Warrior Vampire

[R][R]

3HP



Drain: When this deals damage with its attack=>+1+ to this

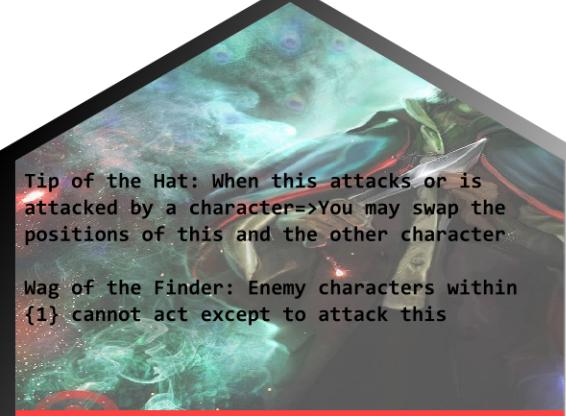
Vengeful Wight: When this is destroyed=>You may turn it face down instead of discarding it; When you destroy a character you may replay this and deal <X> to it, where X is its HP - 1

The Eldritch Knight

Warrior Vampire

[R][R]

3HP



Tip of the Hat: When this attacks or is attacked by a character=>You may swap the positions of this and the other character

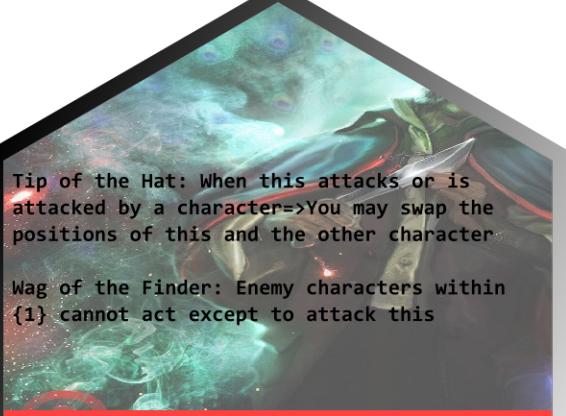
Wag of the Finder: Enemy characters within {1} cannot act except to attack this

The Madman

Rogue Artist

[R][R]

4HP



Tip of the Hat: When this attacks or is attacked by a character=>You may swap the positions of this and the other character

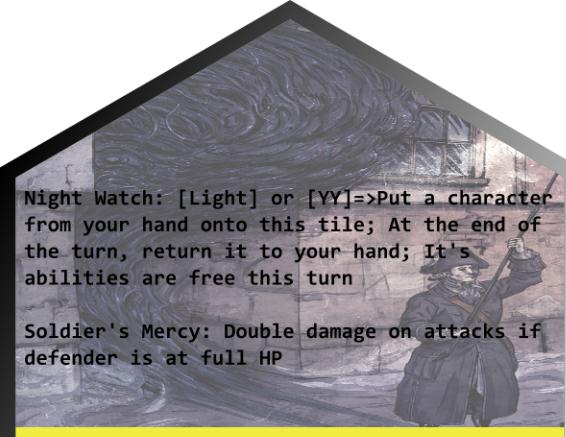
Wag of the Finder: Enemy characters within {1} cannot act except to attack this

The Madman

Rogue Artist

[R][R]

4HP



Night Watch: [Light] or [YY]=>Put a character from your hand onto this tile; At the end of the turn, return it to your hand; It's abilities are free this turn

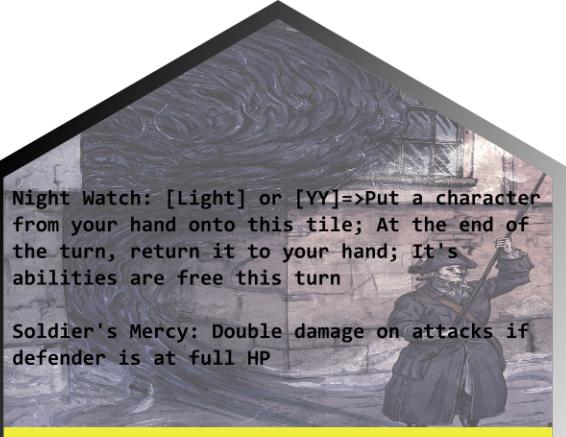
Soldier's Mercy: Double damage on attacks if defender is at full HP

The Lamplighter

Soldier Citizen

[Y][Y]

3HP



Night Watch: [Light] or [YY]=>Put a character from your hand onto this tile; At the end of the turn, return it to your hand; It's abilities are free this turn

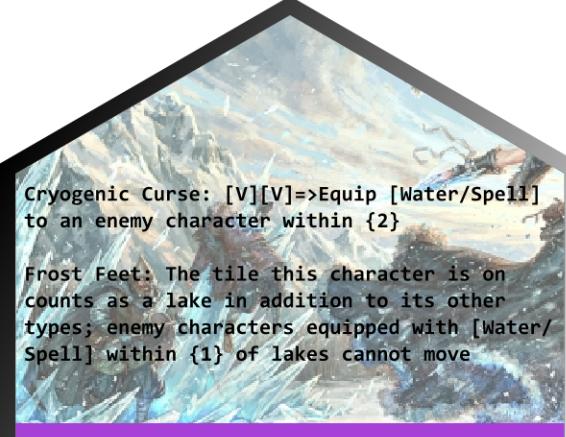
Soldier's Mercy: Double damage on attacks if defender is at full HP

The Lamplighter

Soldier Citizen

[Y][Y]

3HP



Cryogenic Curse: [V][V]=>Equip [Water/Spell] to an enemy character within {2}

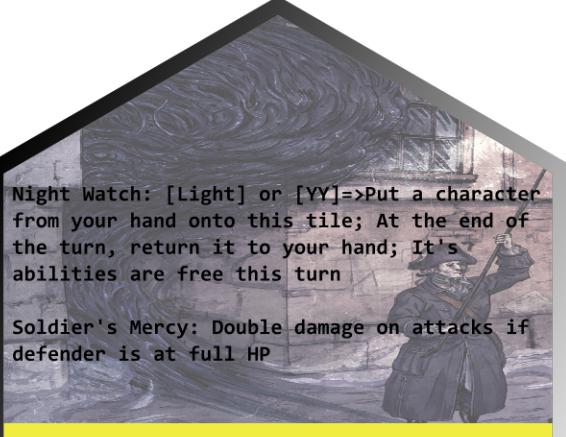
Frost Feet: The tile this character is on counts as a lake in addition to its other types; enemy characters equipped with [Water/Spell] within {1} of lakes cannot move

The Lady of Ice

Elemental

[V][V]

3HP



Night Watch: [Light] or [YY]=>Put a character from your hand onto this tile; At the end of the turn, return it to your hand; It's abilities are free this turn

Soldier's Mercy: Double damage on attacks if defender is at full HP

The Lamplighter

Soldier Citizen

[Y][Y]

3HP



Healer's Grace: At the end of each character's turn, that player heals all improvements they control within {3} of this. For each improvement healed this way, you +[G]

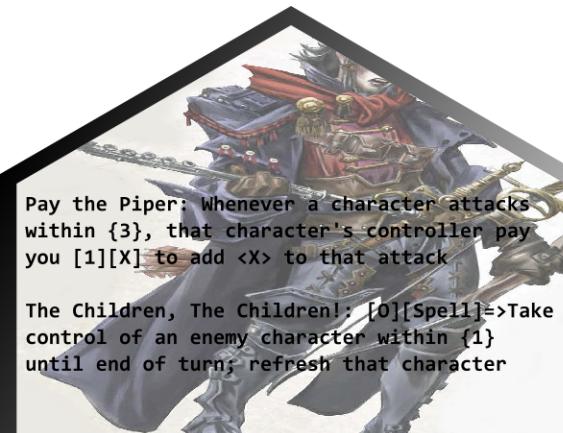
Neutrality: This cannot attack or be attacked

The Nurturer

Elf Druid

[G][Goods]

3HP



Pay the Piper: Whenever a character attacks within {3}, that character's controller pay you [1][X] to add <X> to that attack

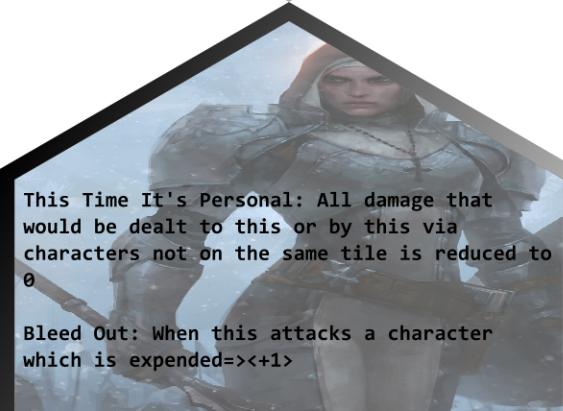
The Children, The Children!: [0][Spell]=>Take control of an enemy character within {1} until end of turn; refresh that character

The Piper

Rogue Artist

[0][Goods]

3HP



This Time It's Personal: All damage that would be dealt to this or by this via characters not on the same tile is reduced to 0

Bleed Out: When this attacks a character which is expended=><+1>

The Mercenary

Rogue

[R][R]

3HP



Healer's Grace: At the end of each character's turn, that player heals all improvements they control within {3} of this. For each improvement healed this way, you +[G]

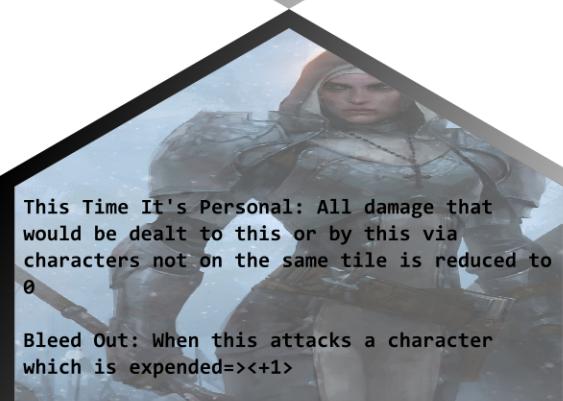
Neutrality: This cannot attack or be attacked

The Nurturer

Elf Druid

[G][Goods]

3HP



This Time It's Personal: All damage that would be dealt to this or by this via characters not on the same tile is reduced to 0

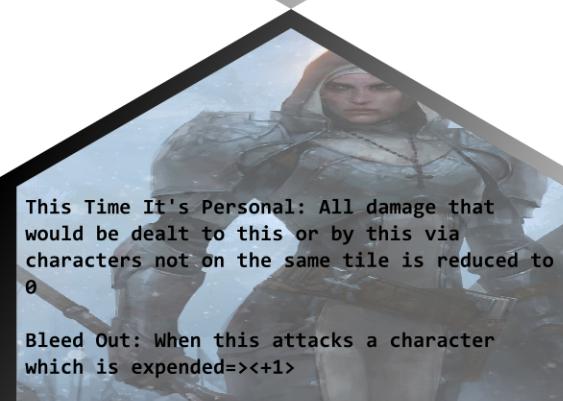
Bleed Out: When this attacks a character which is expended=><+1>

The Mercenary

Rogue

[R][R]

3HP



This Time It's Personal: All damage that would be dealt to this or by this via characters not on the same tile is reduced to 0

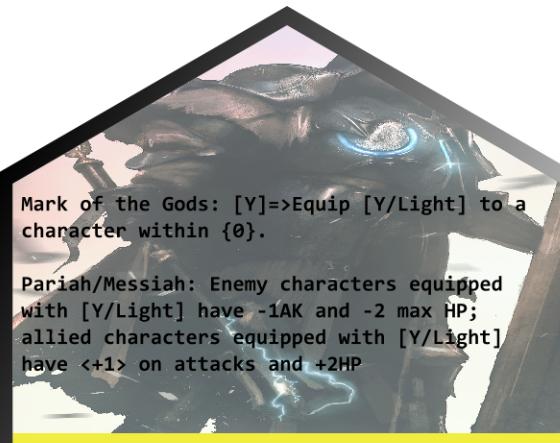
Bleed Out: When this attacks a character which is expended=><+1>

The Mercenary

Rogue

[R][R]

3HP

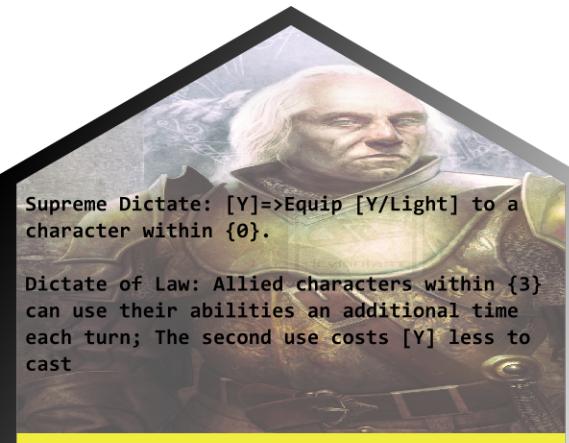


Priest of Punishment
Citizen Cleric
[Y][Y]
3HP

Pilfer and Plunder: Whenever an opponent pays items as part of an ability or cost of a card, you may put up to one of those items into your cache; if the item is [Weap] or [Lux], +1i

X Marks the Spot: [0]=> Choose a tile at exactly {3}. When a player has a character on

The Pirate King
Rogue Royal
[O][WEAP][Goods][Lux]
4HP



Supreme Dictate: [Y]=>Equip [Y/Light] to a character within {0}.

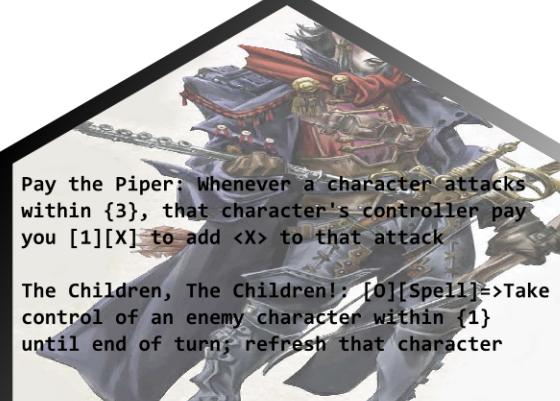
Dictate of Law: Allied characters within {3} can use their abilities an additional time each turn; The second use costs [Y] less to cast

The Regent
Royal
[Y][Y][Law][Writ]
4HP

Mark of the Gods: [Y]=>Equip [Y/Light] to a character within {0}.

Pariah/Messiah: Enemy characters equipped with [Y/Light] have -1AK and -2 max HP; allied characters equipped with [Y/Light] have <+1> on attacks and +2HP

Priest of Punishment
Citizen Cleric
[Y][Y]
3HP



Pay the Piper: Whenever a character attacks within {3}, that character's controller pay you [1][X] to add <X> to that attack

The Children, The Children!: [0][Spell]=>Take control of an enemy character within {1} until end of turn; refresh that character

The Piper
Rogue Artist
[0][Goods]
3HP



Wander: [Gx2][Earth]=>+[G] for each tile type among improvements you control; +1i

Panterrann Expanse: You may build improvements on any tile within {2}

The Pilgrim
Elf Druid
[G][G][Earth]
3HP



Electriterate: [Fire/Spell][V]=><1> within {1}; Then you may repeat this effect with the previous target as the source; You may not hit the same target twice

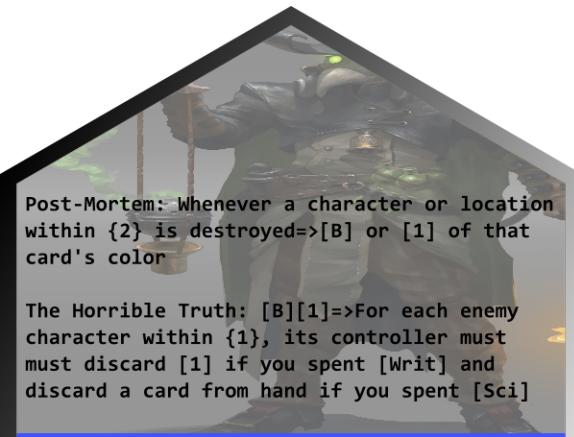
Electrooverload: When this dies=>You may pay [Fire/Spell][V]. If you do, activate Electriterate twice

The Sparkmage

Wizard

[V][V]

3HP



Post-Mortem: Whenever a character or location within {2} is destroyed=>[B] or [1] of that card's color

The Horrible Truth: [B][1]=>For each enemy character within {1}, its controller must discard [1] if you spent [Writ] and discard a card from hand if you spent [Sci]

The Surgeon

Scholar

[B][Sci]

2HP



Electriterate: [Fire/Spell][V]=><1> within {1}; Then you may repeat this effect with the previous target as the source; You may not hit the same target twice

Electrooverload: When this dies=>You may pay [Fire/Spell][V]. If you do, activate Electriterate twice

The Sparkmage

Wizard

[V][V]

3HP



Electriterate: [Fire/Spell][V]=><1> within {1}; Then you may repeat this effect with the previous target as the source; You may not hit the same target twice

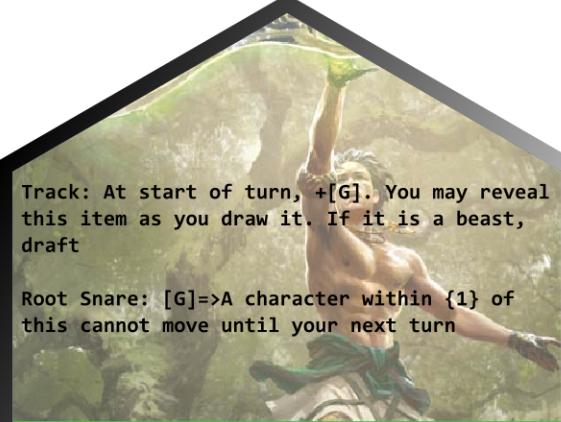
Electrooverload: When this dies=>You may pay [Fire/Spell][V]. If you do, activate Electriterate twice

The Sparkmage

Wizard

[V][V]

3HP



Track: At start of turn, +[G]. You may reveal this item as you draw it. If it is a beast, draft

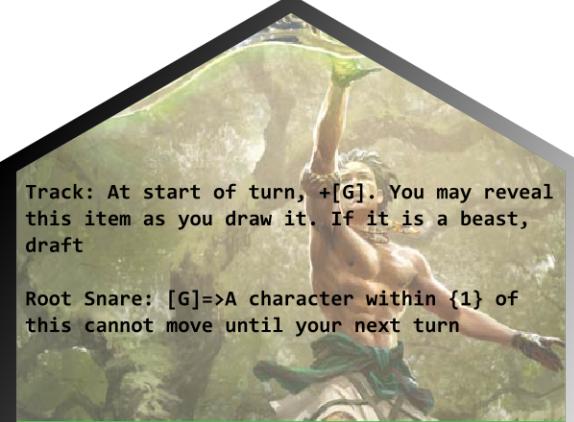
Root Snare: [G]=>A character within {1} of this cannot move until your next turn

The Seeker

Hunter Citizen

[G][Goods]

3HP



Track: At start of turn, +[G]. You may reveal this item as you draw it. If it is a beast, draft

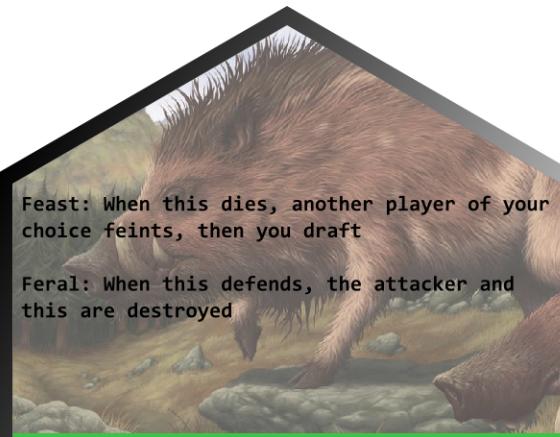
Root Snare: [G]=>A character within {1} of this cannot move until your next turn

The Seeker

Hunter Citizen

[G][Goods]

3HP

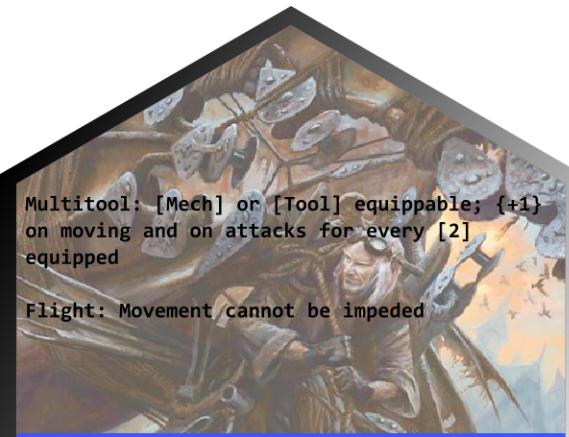


Feast: When this dies, another player of your choice feints, then you draft

Feral: When this defends, the attacker and this are destroyed

The Terror of the Wild

Beast
[G][Beast]
3HP



Multitool: [Mech] or [Tool] equippable; {+1} on moving and on attacks for every [2] equipped

Flight: Movement cannot be impeded

The Tinker

Tinker
[B][Mech]
3HP



Feast: When this dies, another player of your choice feints, then you draft

Feral: When this defends, the attacker and this are destroyed

The Terror of the Wild

Beast
[G][Beast]
3HP

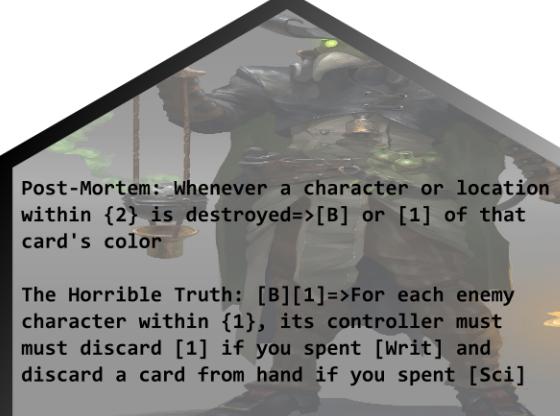


Feast: When this dies, another player of your choice feints, then you draft

Feral: When this defends, the attacker and this are destroyed

The Terror of the Wild

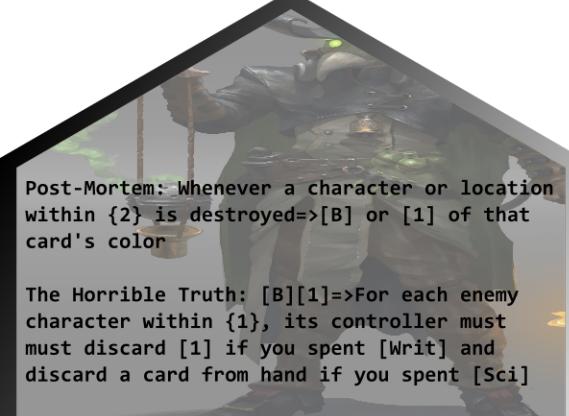
Beast
[G][Beast]
3HP



Post-Mortem: Whenever a character or location within {2} is destroyed=>[B] or [1] of that card's color

The Horrible Truth: [B][1]=>For each enemy character within {1}, its controller must must discard [1] if you spent [Writ] and discard a card from hand if you spent [Sci]

The Surgeon
Scholar
[B][Sci]
2HP



Post-Mortem: Whenever a character or location within {2} is destroyed=>[B] or [1] of that card's color

The Horrible Truth: [B][1]=>For each enemy character within {1}, its controller must must discard [1] if you spent [Writ] and discard a card from hand if you spent [Sci]

The Surgeon
Scholar
[B][Sci]
2HP



Betrade: [0][0][Writ]=>Swap the positions of two locations within {3}

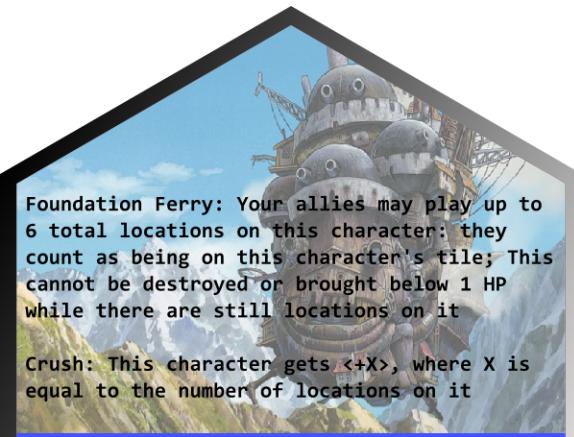
Diversify: When this attacks=>You may spend [0]; then Reveal [X] from your hand; <1> for every three unique types on items revealed this way

The Trader

Merchant Citizen

[0][0/Goods]

3HP



Foundation Ferry: Your allies may play up to 6 total locations on this character: they count as being on this character's tile; This cannot be destroyed or brought below 1 HP while there are still locations on it

Crush: This character gets <+X>, where X is equal to the number of locations on it

The Traveling Town

[B][B][B]

1HP



Betrade: [0][0][Writ]=>Swap the positions of two locations within {3}

Diversify: When this attacks=>You may spend [0]; then Reveal [X] from your hand; <1> for every three unique types on items revealed this way

The Trader

Merchant Citizen

[0][0/Goods]

3HP



Betrade: [0][0][Writ]=>Swap the positions of two locations within {3}

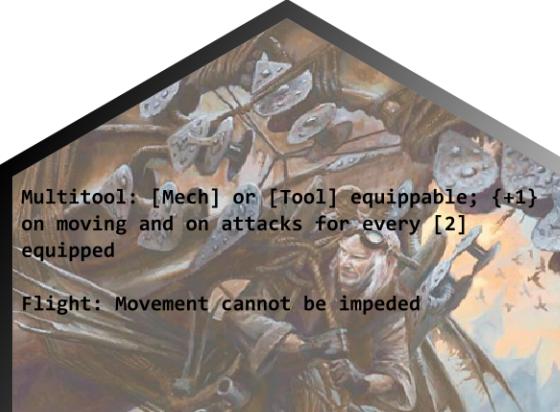
Diversify: When this attacks=>You may spend [0]; then Reveal [X] from your hand; <1> for every three unique types on items revealed this way

The Trader

Merchant Citizen

[0][0/Goods]

3HP



Multitool: [Mech] or [Tool] equippable; {+1} on moving and on attacks for every [2] equipped

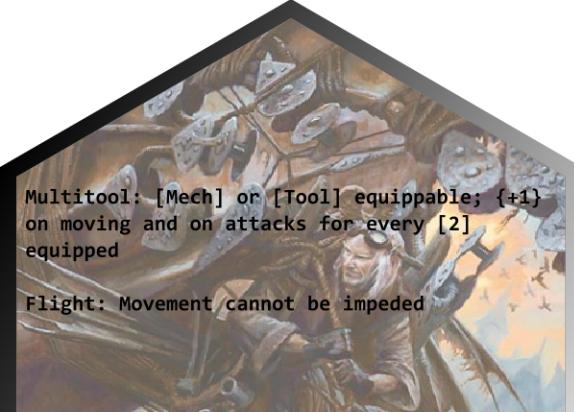
Flight: Movement cannot be impeded

The Tinker

Tinker

[B][Mech]

3HP



Multitool: [Mech] or [Tool] equippable; {+1} on moving and on attacks for every [2] equipped

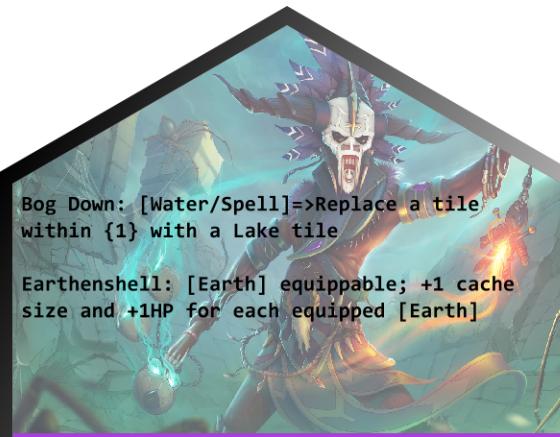
Flight: Movement cannot be impeded

The Tinker

Tinker

[B][Mech]

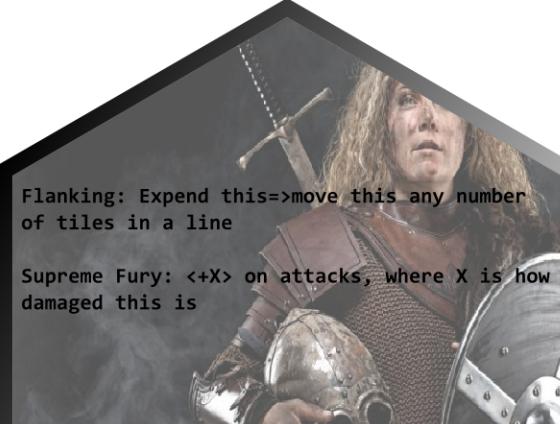
3HP



The Witch Doctor
Warlock
[V][V]
3HP



The Witch Doctor
Warlock
[V][V]
3HP



The Warrior Queen
Warrior Royal
[R][R][Blade]
3HP



The Witch Doctor
Warlock
[V][V]
3HP



The Treemperor
Elf Druid
[G][G][G][Plant]
3HP



The Wandering Merchant
Merchant Artist
[O][O][Goods]
3HP