



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

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

Bank

[Writ][0][0]

3HP



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

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

Bank

[Writ][0][0]

3HP



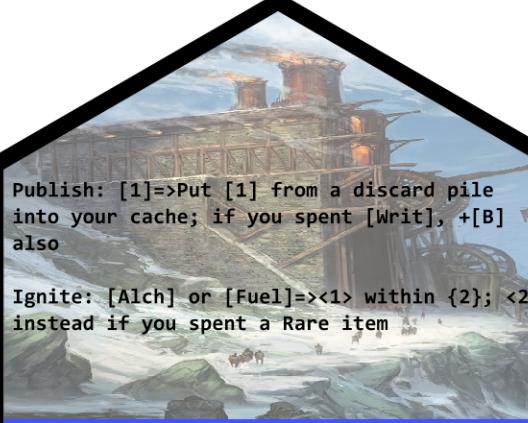
Publish: [1] => Put [1] from a discard pile into your cache; if you spent [Writ], +[B] also

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

Alchetonium

[B][Alch]

3HP



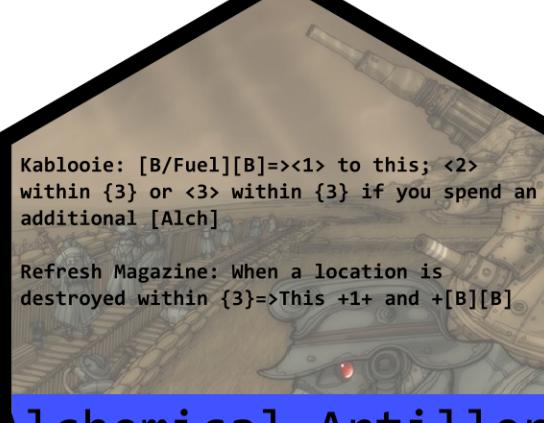
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Alchetonium

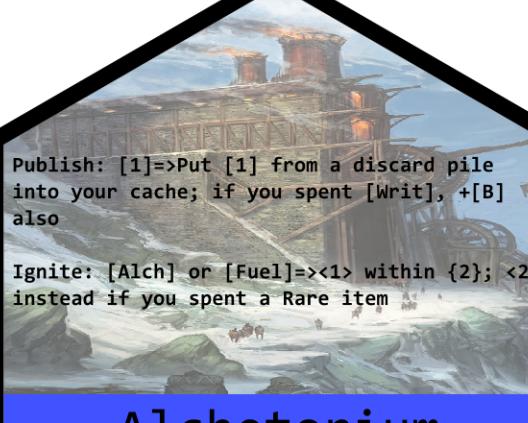
[B][Alch]

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]



Publish: [1] => Put [1] from a discard pile into your cache; if you spent [Writ], +[B] also

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

Alchemical Artillery

[B][B][Alch]

3HP

Alchetonium

[B][Alch]

3HP



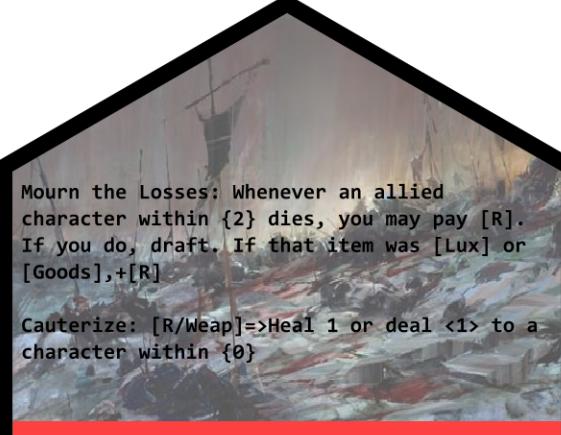
Belltower

[Y][Bells]
3HP



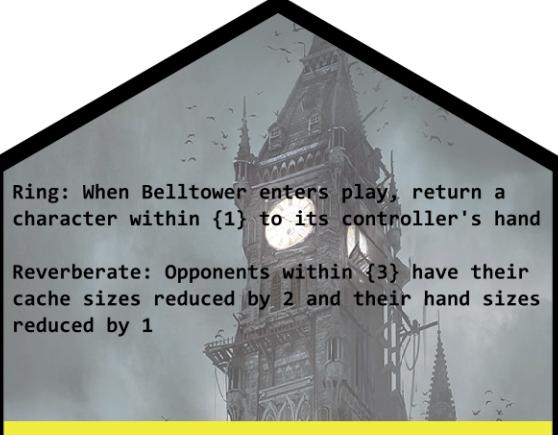
Bountiful Glen

[G][G]
4HP



Barren Battlefield

[R][R][R]
2HP



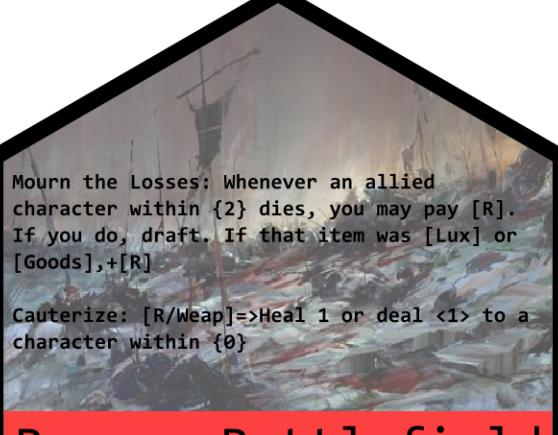
Belltower

[Y][Bells]
3HP



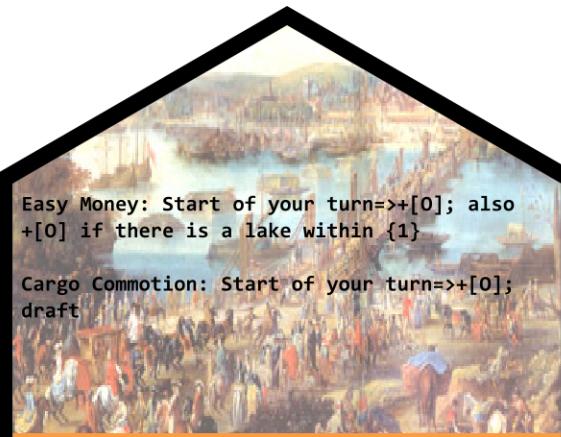
Banner of Arms

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



Barren Battlefield

[R][R][R]
2HP



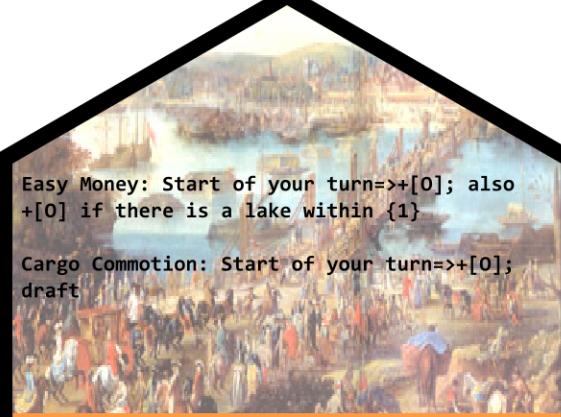
Bustling Port

[0][Goods]
3HP



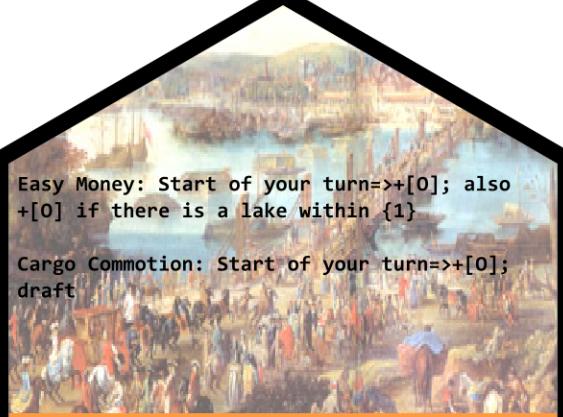
Caravansary

[0][0]
3HP



Bustling Port

[0][Goods]
3HP



Bustling Port

[0][Goods]
3HP



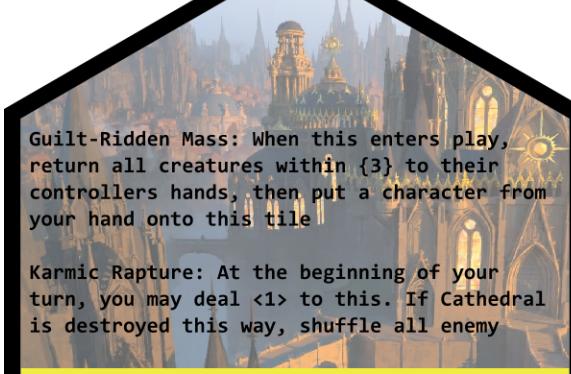
Bountiful Glen

[G][G]
4HP



Bountiful Glen

[G][G]
4HP



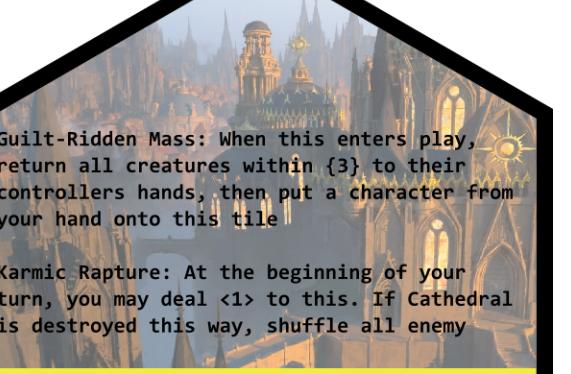
Guilt-Ridden Mass: When this enters play, return all creatures within {3} to their controllers hands, then put a character from your hand onto this tile

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



Guilt-Ridden Mass: When this enters play, return all creatures within {3} 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

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4HP



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

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



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

Castle

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

5HP

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

5HP



Insider Dealings: Whenever players trade items, draft

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



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

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

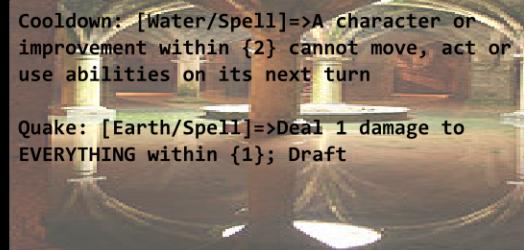
Caravansary

[0][0]

3HP

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

5HP

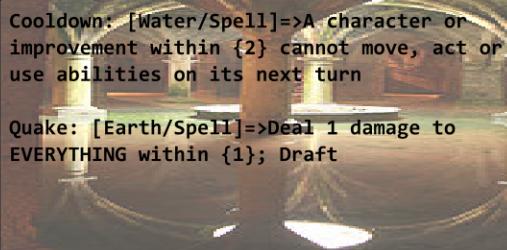


Cooldown: [Water/Spell]=>A character or improvement within {2} cannot move, act or use abilities on its next turn

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

Deep Cistern

[V][V]
3HP



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

Deep Cistern

[V][V]
3HP



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

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

Darkened Thicket

[G][G]
2HP

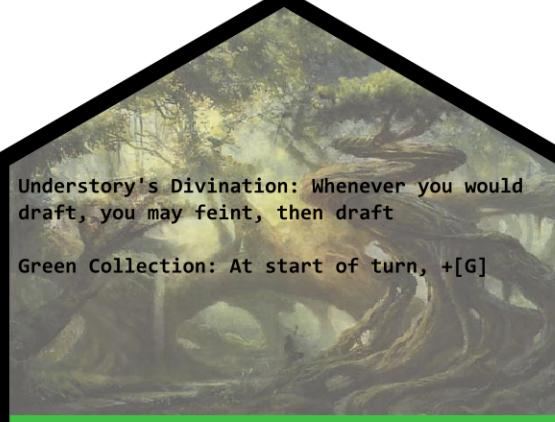


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[V][V]
3HP



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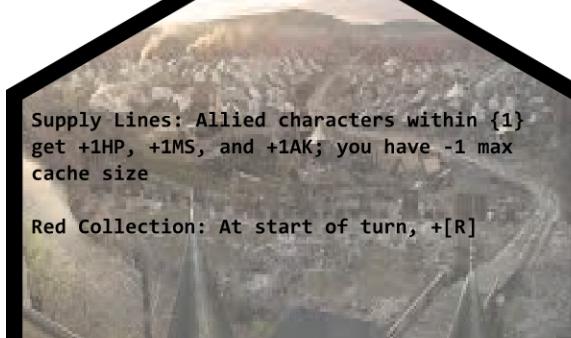
Green Collection: At start of turn, +[G]

Darkened Thicket

[G][G]
2HP

Darkened Thicket

[G][G]
2HP



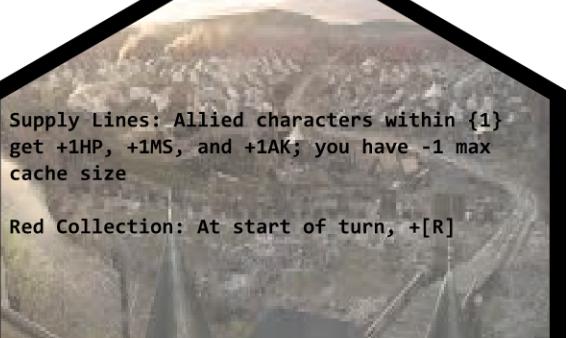
Supply Lines: Allied characters within {1} get +1HP, +1MS, and +1AK; you have -1 max cache size

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

Forward Camp

[R/Weap][Goods]

3HP



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

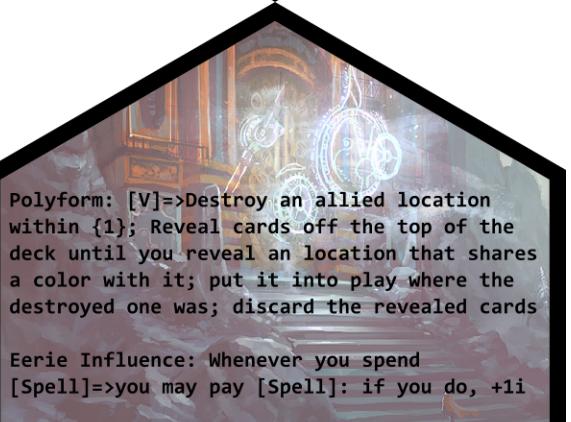
[R/Weap][Goods]

3HP



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



Polyform: [V]=>Destroy an allied location within {1}; Reveal cards off the top of the deck until you reveal an 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

Fantastical Foundry

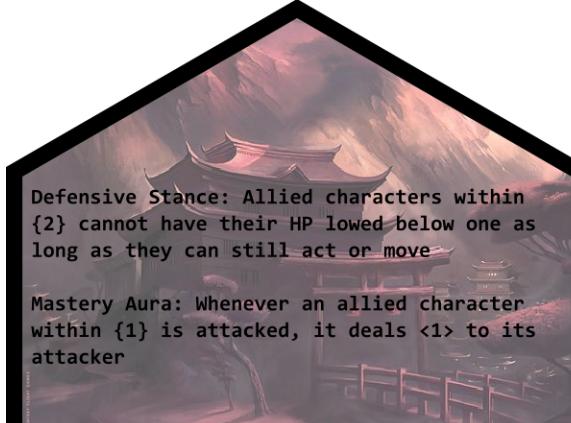
[B][B][B][Mech]

3HP

Flux Fortress

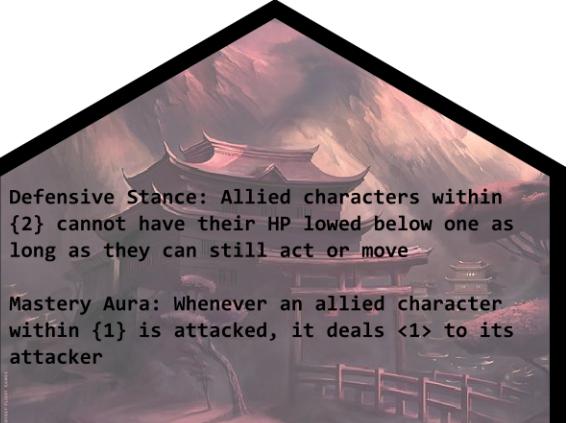
[V][V]

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



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Dojo

[R][R][Goods]

3HP

Dojo

[R][R][Goods]

3HP



Animate: [1][Mech][Writ]=>+1i; also +1i if you spent [Golem Mind]

Back to the Drawing Board: Start of your turn=>Look at the top card of the item deck: you may discard it; +[B]

Golem Forge

[B][B]
3HP



Animate: [1][Mech][Writ]=>+1i; also +1i if you spent [Golem Mind]

Back to the Drawing Board: Start of your turn=>Look at the top card of the item deck: you may discard it; +[B]

Golem Forge

[B][B]
3HP

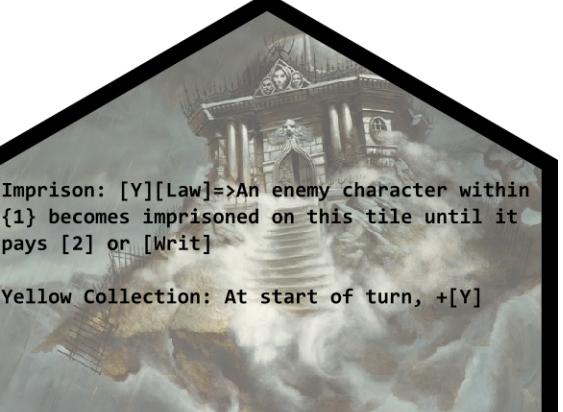


Imprison: [Y][Law]=>An enemy character within {1} becomes imprisoned on this tile until it pays [2] or [Writ]

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

Gaol

[Y][Y][Y]
3HP



Imprison: [Y][Law]=>An enemy character within {1} becomes imprisoned on this tile until it pays [2] or [Writ]

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

Gaol

[Y][Y][Y]
3HP

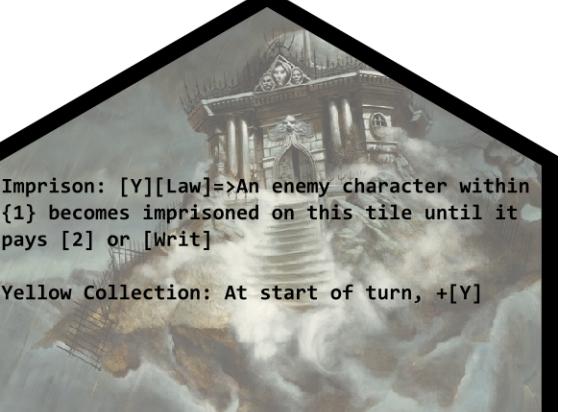


Supply Lines: Allied characters within {1} get +1HP, +1MS, and +1AK; you have -1 max cache size

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

Forward Camp

[R/Weap][Goods]
3HP



Imprison: [Y][Law]=>An enemy character within {1} becomes imprisoned on this tile until it pays [2] or [Writ]

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

Gaol

[Y][Y][Y]
3HP



Tariffs: Whenever a player trades with another player, you may draft unless they pay [Y]

Saturate the Market: [Y][Y][Y] => Each player +[Y][Y][Y]. Until your next turn, costs of cards and abilities are increased by [Y][Y]

Imperial Mint

[Y][Y][Goods]

3HP



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

Stitch Up: [1][Alch] or [1][Sci] => You may put a character in the discard pile into your hand

Laboratory

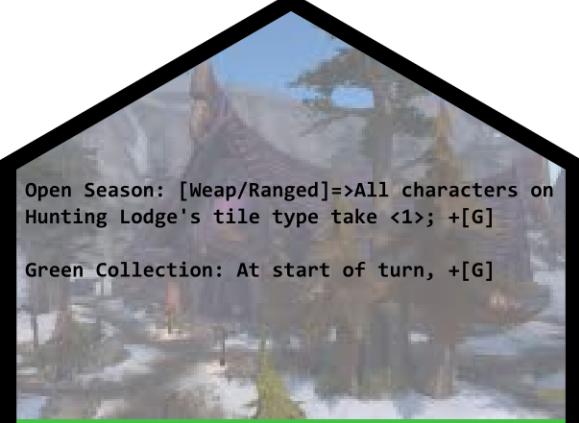
[B][Sci]

2HP



Open Season: [Weap/Ranged] => All characters on Hunting Lodge's tile type take <1>; +[G]

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



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

Hunting Lodge

[G][Goods]

3HP

Hunting Lodge

[G][Goods]

3HP



Reduce to Mana: [V][Shadow][Fire] => Destroy a character within {1}. Draw a number of items of that character's color equal to its total item cost.

Bigger on the Inside: @=>+[1]; draft; You have no max hand or cache size

Great Wizard's Tower

[V][V][V][Spell]

3HP



Open Season: [Weap/Ranged] => All characters on Hunting Lodge's tile type take <1>; +[G]

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

Hunting Lodge

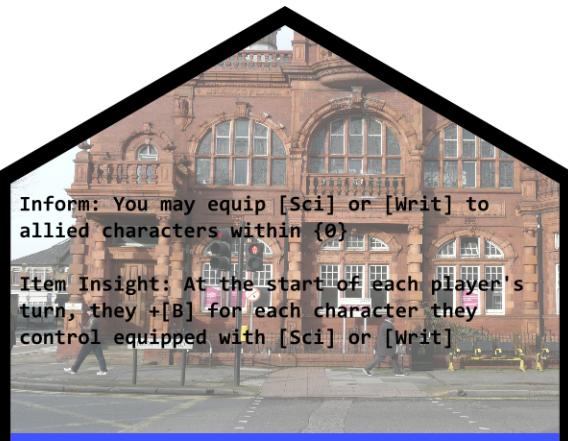
[G][Goods]

3HP



Leyline Cross

[V][V]
3HP



Library

[B][B]
3HP



Leyline Cross

[V][V]
3HP



Leyline Cross

[V][V]
3HP



Laboratory

[B][Sci]
2HP



Laboratory

[B][Sci]
2HP



Marketplace

[0]
3HP



Marketplace

[0]
3HP



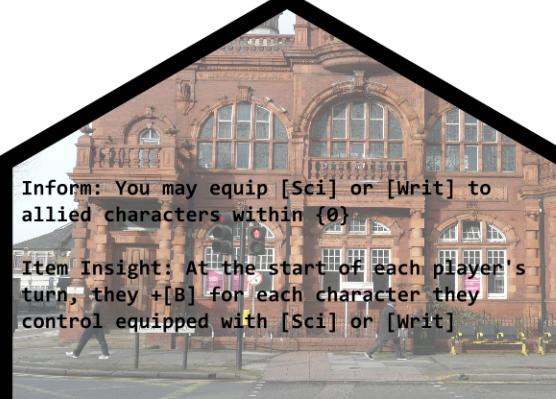
Lifetimber Stand

[G][Plant][Earth]
3HP



Lunar Sanctum

[G][G][Earth][Plant]
3HP



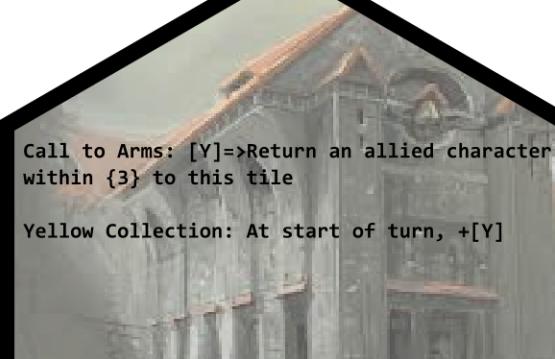
Library

[B][B]
3HP



Lifetimber Stand

[G][Plant][Earth]
3HP

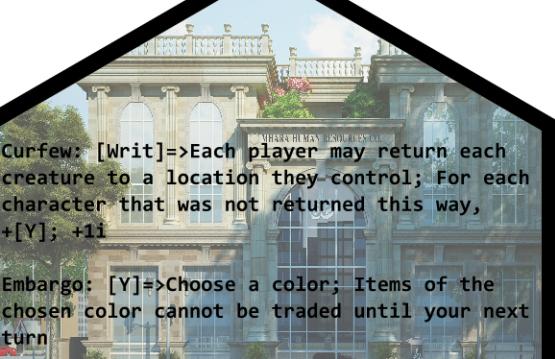


Call to Arms: [Y]=>Return an allied character within {3} to this tile

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

Militia Station

[Y][Y]
3HP



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



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



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

Militia Station

[Y][Y]
3HP

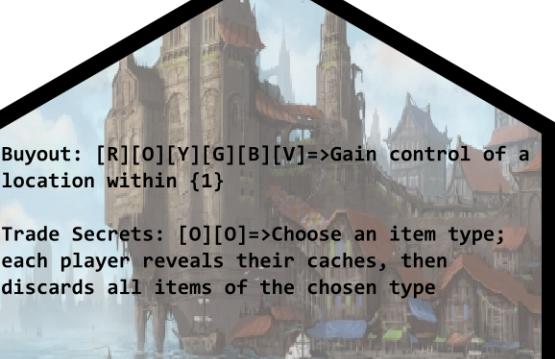
Militia Station

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



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

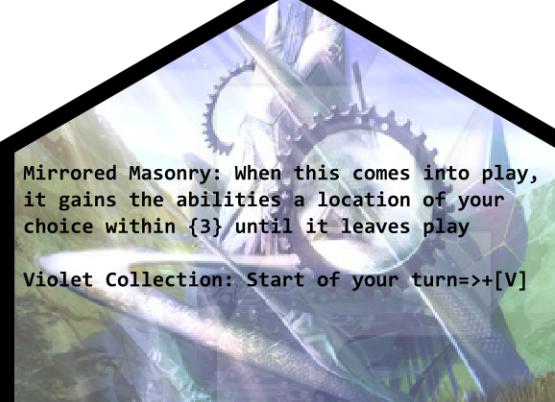
Trade Secrets: [O][O]=>Choose an item type; each player reveals their caches, then discards all items of the chosen type

Marketplace

[O]
3HP

Merchant Guild

[O][O]
3HP

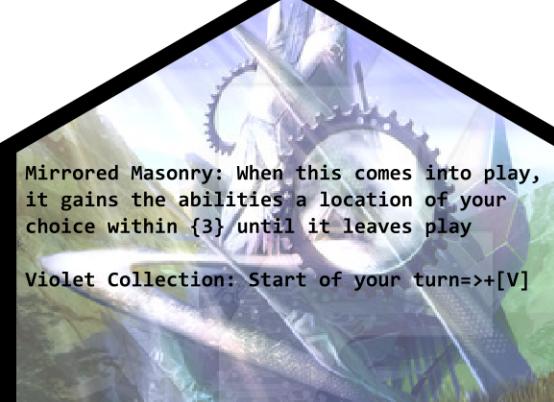


Mirrored Masonry: When this comes into play, it gains the abilities a location of your choice within {3} until it leaves play

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

Mirrorizm

[V][V]
3HP



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

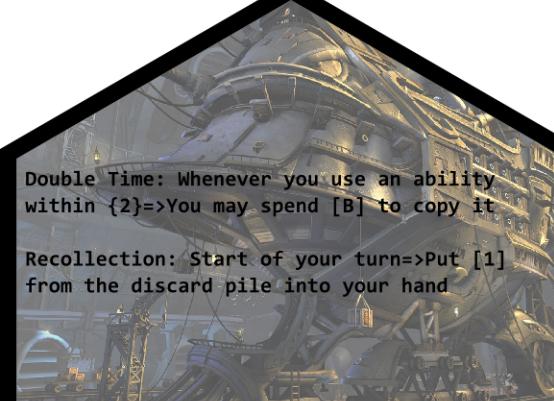


Bar: [Y][X]=>Activate this ability when someone pays items for a card or ability. Up to X of those items enter your hand instead of the scrapyard, and those items do not count toward the card or ability

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

Ministry Office

[Y][Law]
3HP



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



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

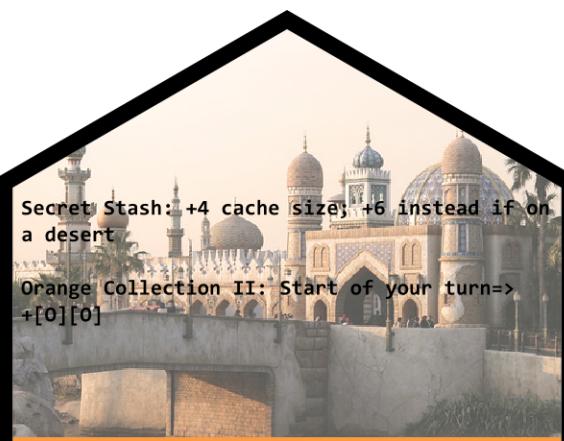


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Yellow Collection: At start of turn, +[Y]

Ministry Office

[Y][Law]
3HP



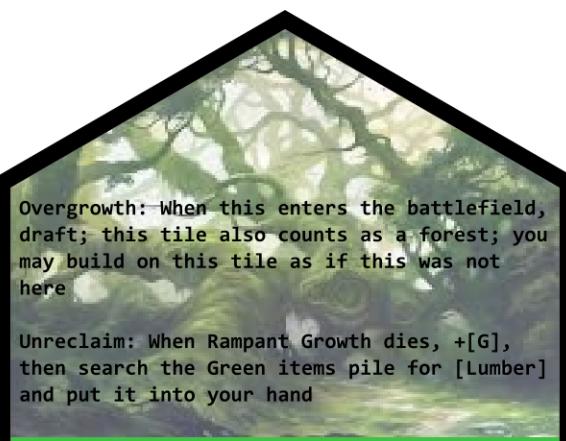
Secret Stash: +4 cache size; +6 instead if on a desert

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

Private Palace

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

3HP



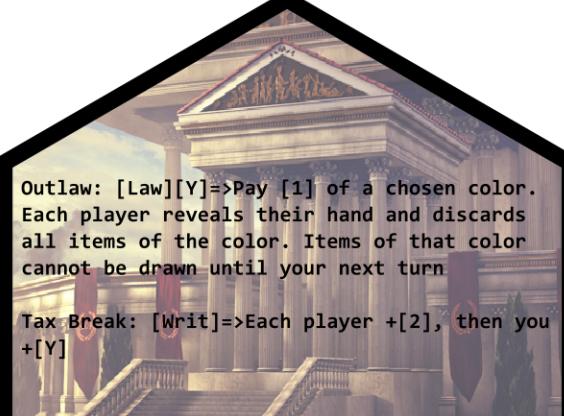
Overgrowth: When this enters the battlefield, draft; this tile also counts as a forest; you may build on this tile as if this was not here

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



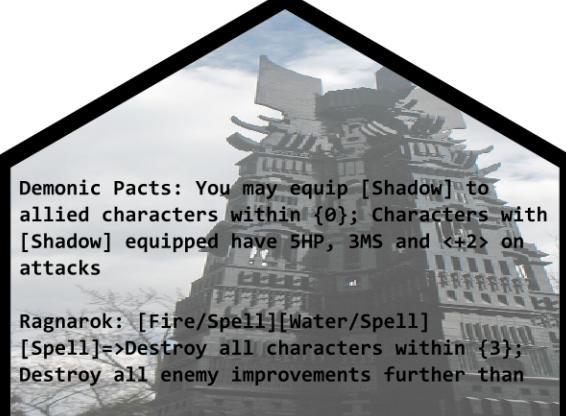
Outlaw: [Law][Y]=>Pay [1] of a chosen color. Each player reveals their hand and discards all items of the color. Items of that color cannot be drawn until your next turn

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

Overbearing Senate

[Y][Y][Law][Writ]

3HP



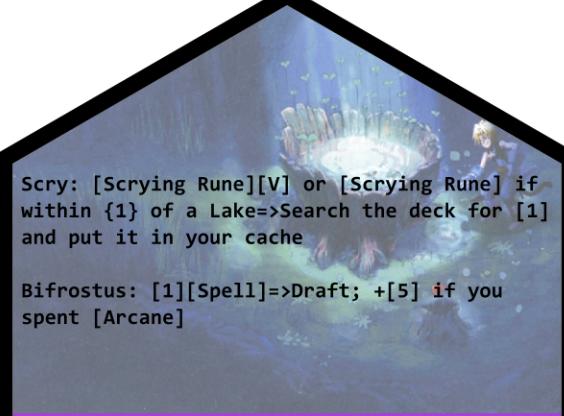
Demonic Pacts: You may equip [Shadow] to allied characters within {0}; Characters with [Shadow] equipped have 5HP, 3MS and <+2> on attacks

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

Ozeroth

[V][V][Shadow]

3HP



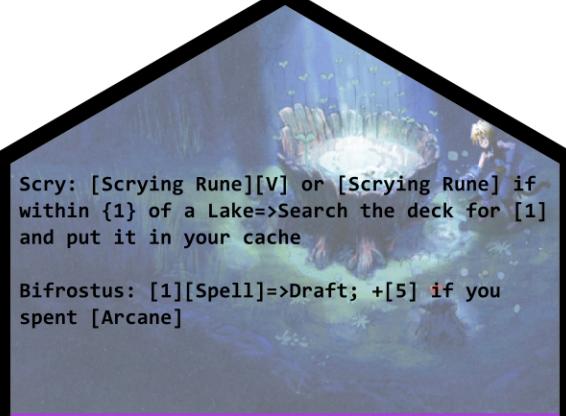
Scry: [Scrying Rune][V] or [Scrying Rune] if within {1} of a Lake=>Search the deck for [1] and put it in your cache

Bifrostus: [1][Spell]=>Draft; +[5] if you spent [Arcane]

Mystic Pools

[V][V]

3HP



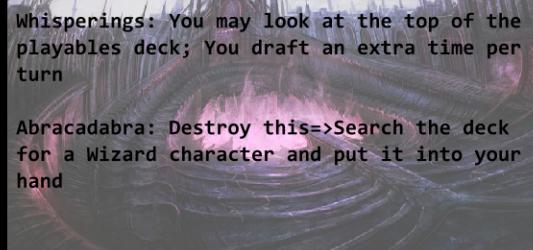
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Mystic Pools

[V][V]

3HP

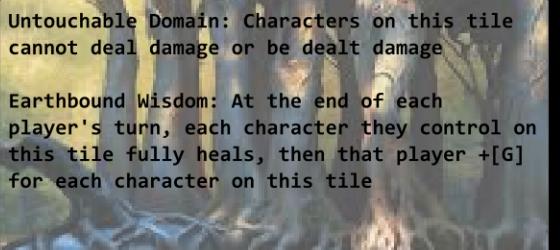


Whisperings: You may look at the top of the playables deck; You draft an extra time per turn

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

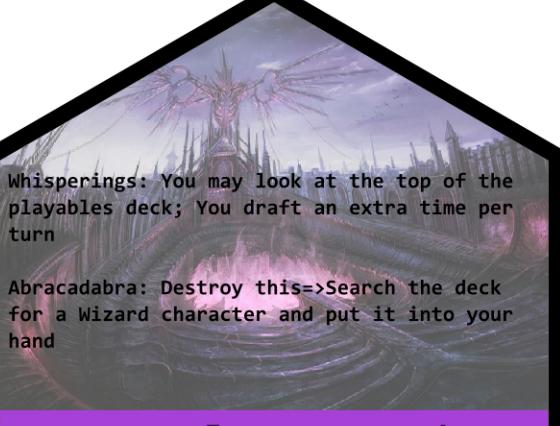


Bounty: At start of each player's turn, that player +[1], then discards an item if they are an opponent

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

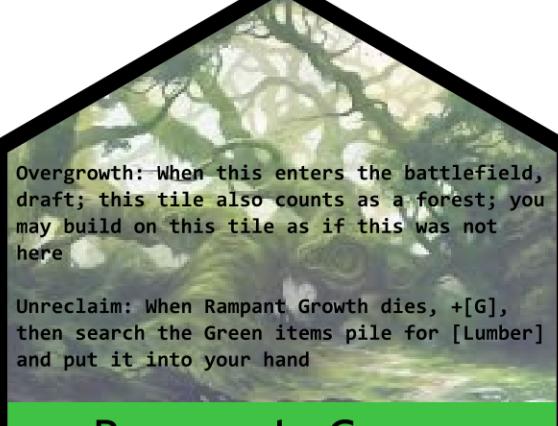


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[V][V]
3HP

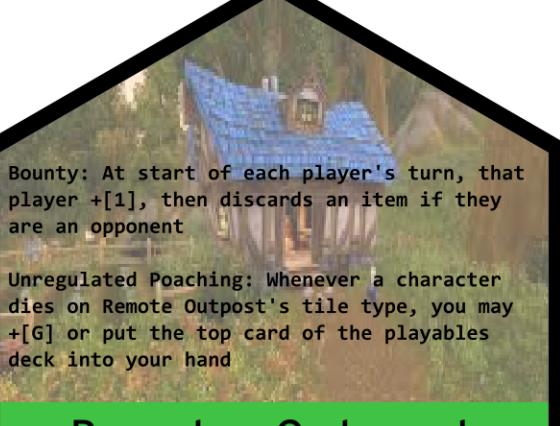


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[G][G]
3HP

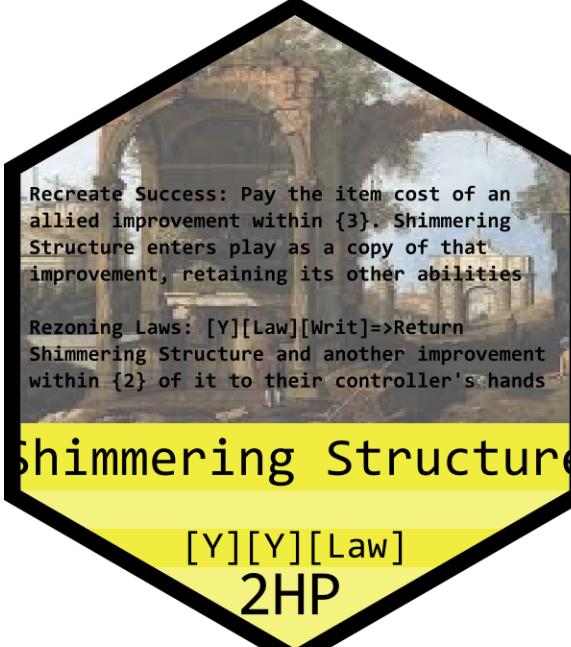


Bounty: At start of each player's turn, that player +[1], then discards an item if they are an opponent

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



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

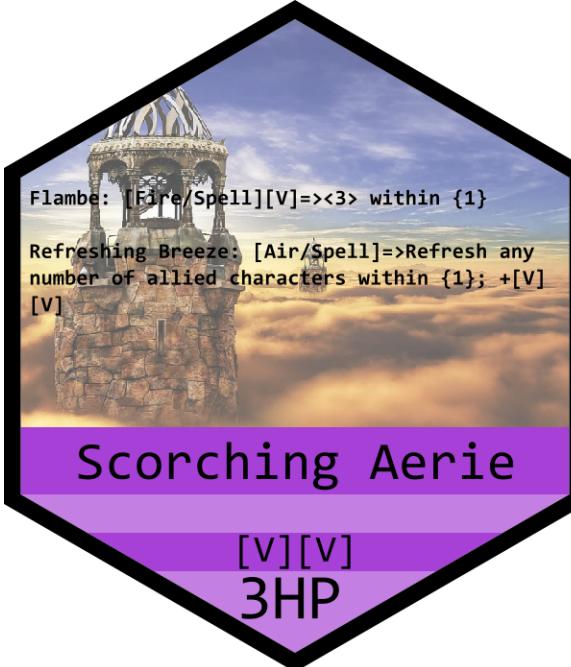


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Rezoning Laws: [Y][Law][Writ]=>Return Shimmering Structure and another improvement within {2} of it to their controller's hands

Shimmering Structure

[Y][Y][Law]
2HP



Flambe: [Fire/Spell][V]=><3> within {1}
Refreshing Breeze: [Air/Spell]=>Refresh any number of allied characters within {1}; +[V]

Scorching Aerie

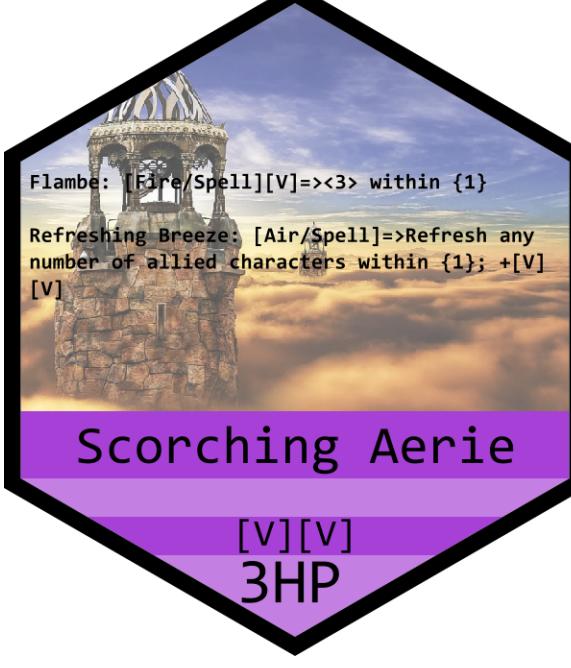
[V][V]
3HP



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

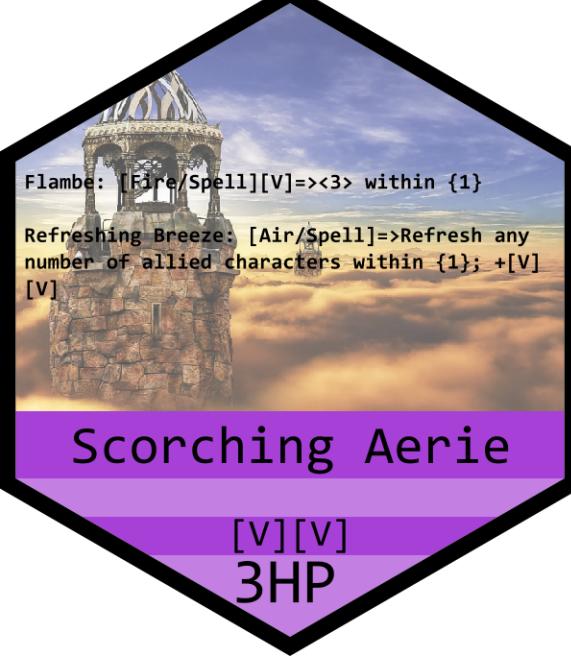
[G][Earth][Plant]
3HP



Flambe: [Fire/Spell][V]=><3> within {1}
Refreshing Breeze: [Air/Spell]=>Refresh any number of allied characters within {1}; +[V]

Scorching Aerie

[V][V]
3HP

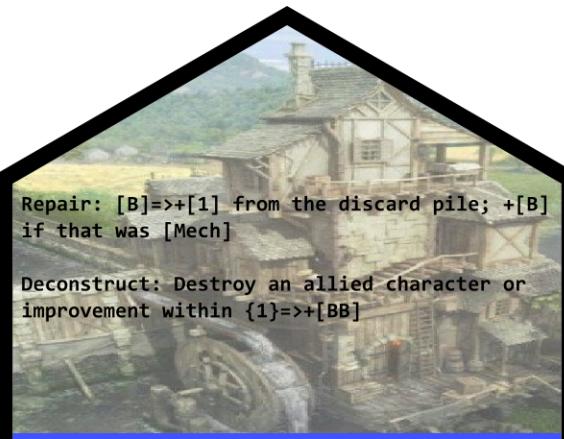


Flambe: [Fire/Spell][V]=><3> within {1}
Refreshing Breeze: [Air/Spell]=>Refresh any number of allied characters within {1}; +[V]

Scorching Aerie

[V][V]
3HP





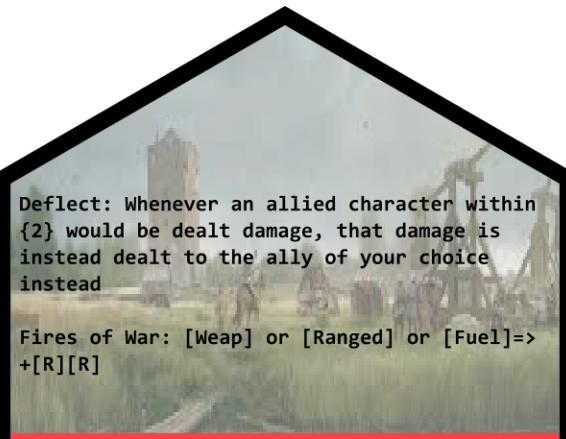
Repair: [B]=>+[1] from the discard pile; +[B] if that was [Mech]

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

Tinkery

[B][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

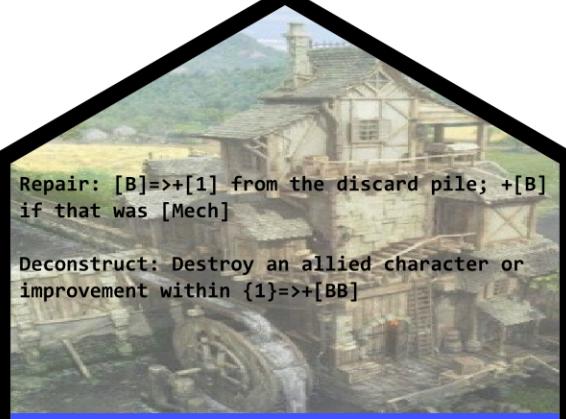
[R][R][Weap]

2HP



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

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



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

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Tinkery

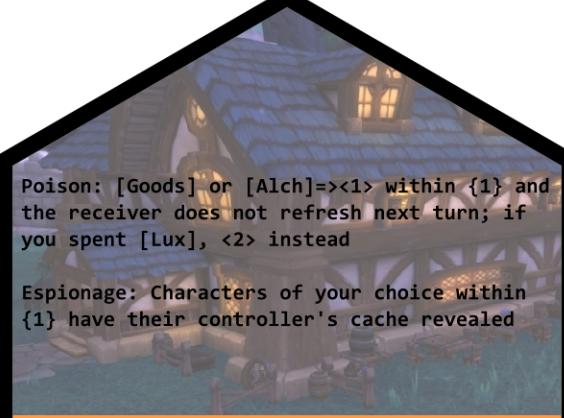
[B][B]

3HP

Tinkery

[B][B]

3HP



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



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



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



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



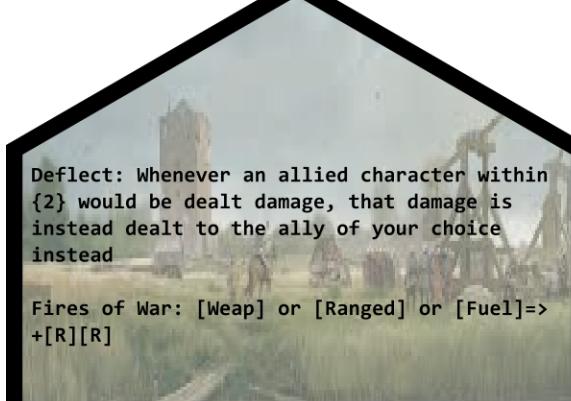
Covering Fire: When an allied character within {1} deals damage, you may pay [R] for <1> onto the same character or improvement

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

Watchtower

[R][R]

4HP



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



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