



Excommunicate: [Y][Light]=>Destroy a character within {0} unless its controller pays [2] to you; if they do, return it to their hand instead

Read Scripture: Discard a playable card=>Draft

The Archbishop

Cleric

[Y][Lux][Light]

3HP



Fantastical Flattery: [V/Spell][V]=>Each other character you control becomes a copy of this OR this effect ends

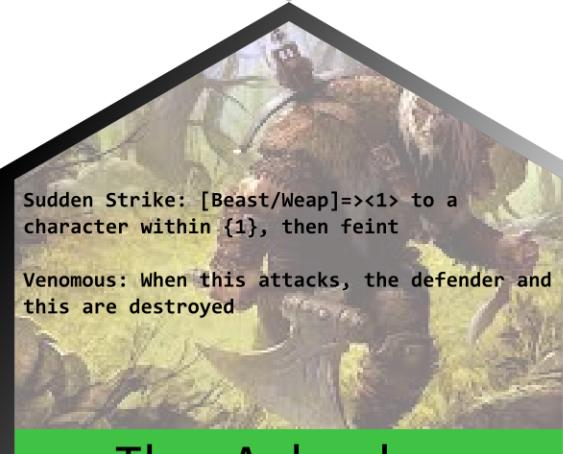
Polyblast: [V][Fire/Spell] or [V][V][V]=>Each allied Wizard <1> within {1}

The Archmage

Wizard

[V][V][Arcane]

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



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

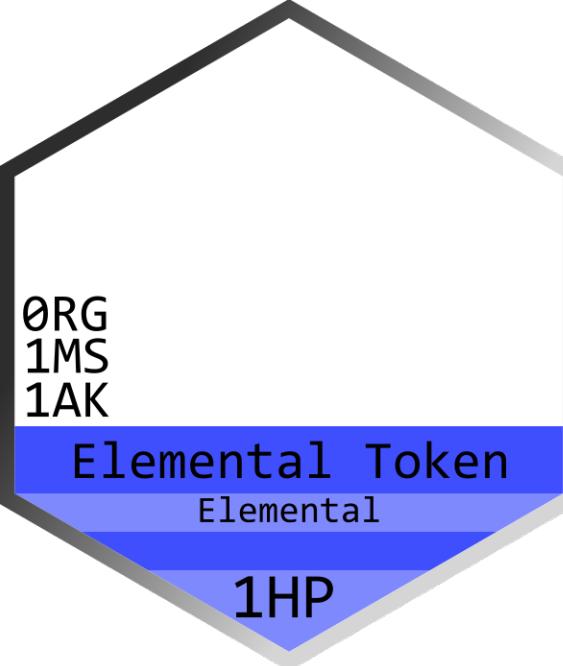
Reliquary Restoration: Whenever a player would draw an item=>Instead, discard that item, then you choose an item of that color and place it in their hand

The Archaeomancer

Scholar

[B][B][B]

3HP

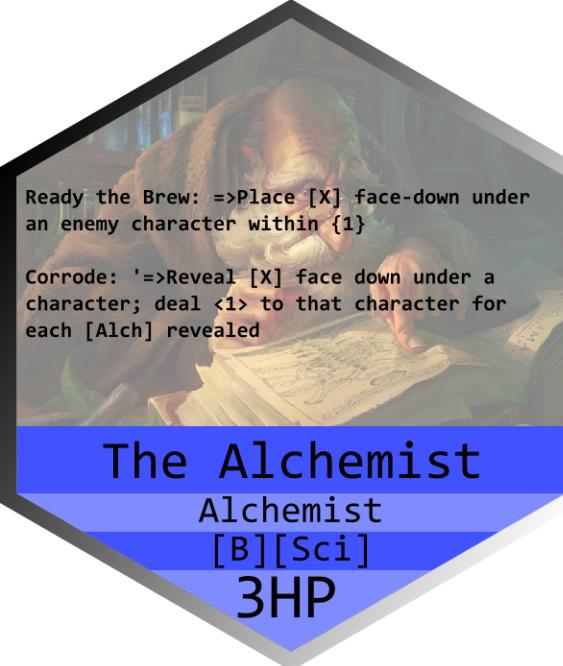


0RG
1MS
1AK

Elemental Token

Elemental

1HP



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



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



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

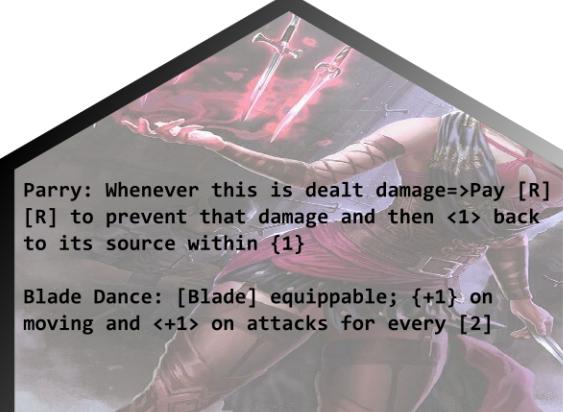
Drain: When this deals damage with its attack=>+1+ to this

The Crazed Conjuror

Wizard

[V][V]

3HP



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

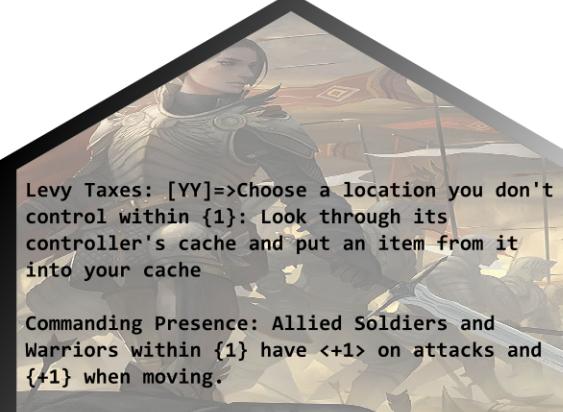
Blade Dance: [Blade] equippable; {+1} on moving and <+1> on attacks for every [2]

The Blade Master

Warrior Artist

[R][Blade]

3HP



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

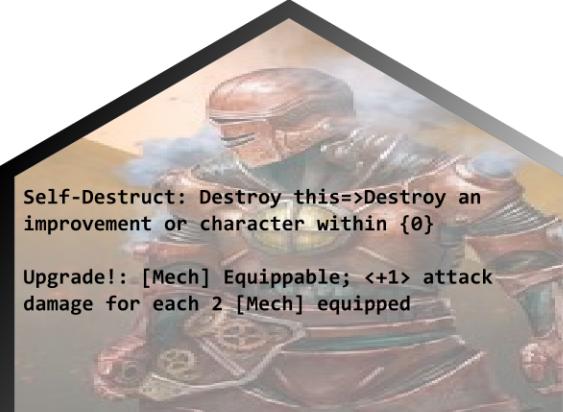
Commanding Presence: Allied Soldiers and Warriors within {1} have <+1> on attacks and {+1} when moving.

The Commander

Soldier

[Y][Law]

3HP



Self-Destruct: Destroy this=>Destroy an improvement or character within {0}

Upgrade!: [Mech] Equippable; <+1> attack damage for each 2 [Mech] equipped

The Automaton

Artificial

[Mech][Writ]

3HP



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

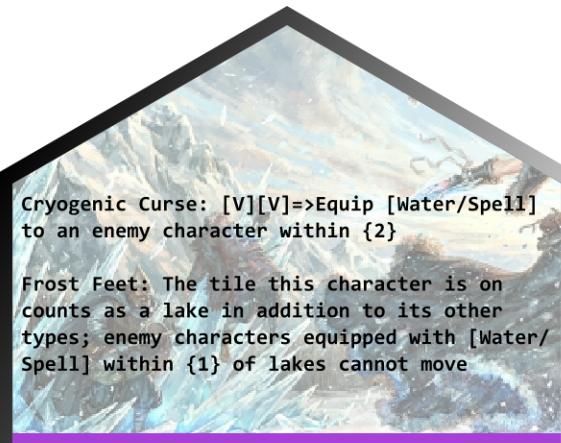
Fables and Songs: [0]=>Reveal a card from your hand. Put that card onto the bottom of the playables deck, then draft

The Bard

Artist Citizen

[0][0]

3HP

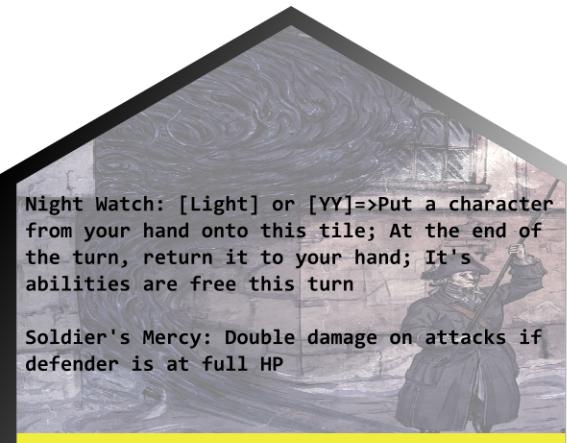


The Lady of Ice

Elemental

[V][V]

3HP

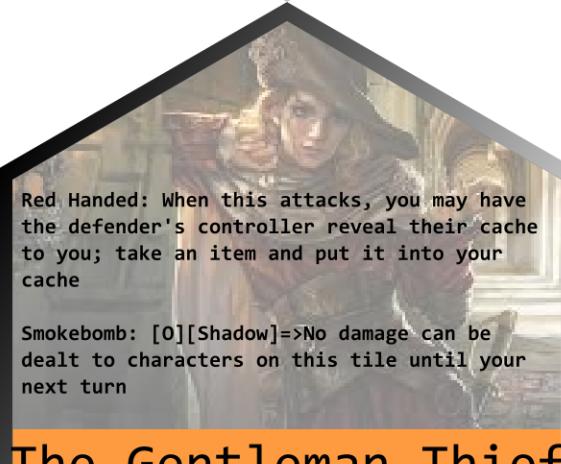


The Lamplighter

Soldier Citizen

[Y][Y]

3HP



The Gentleman Thief

Rogue Merchant

[0][Goods][Lux]

2HP

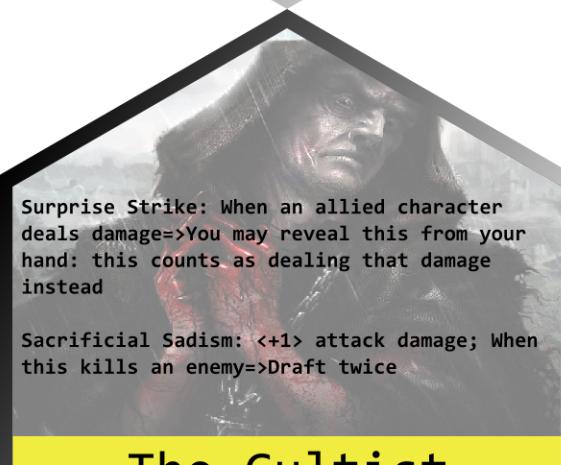


The High Sorceress

Wizard Spirit

[V][V][Shadow]

2HP



The Cultist

Rogue Cleric

[Y][Y]

2HP



The Eldritch Knight

Warrior Vampire

[R][R]

3HP



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

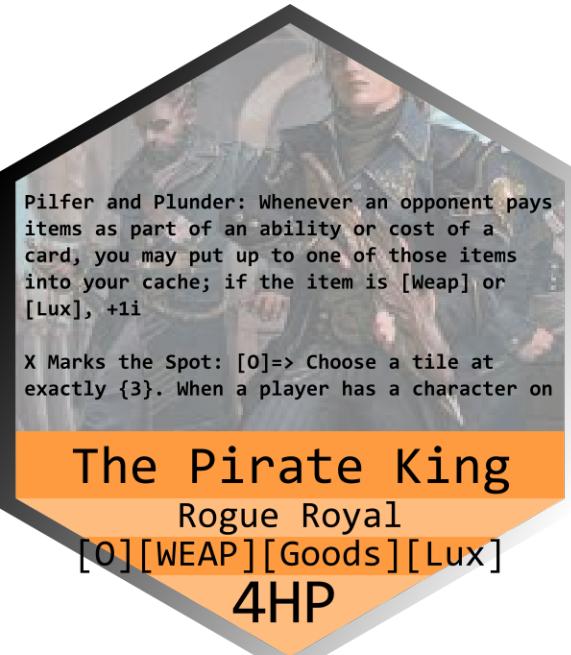
Panterrann Expanse: You may build improvements on any tile within {2}

The Pilgrim

Elf Druid

[G][G][Earth]

3HP



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

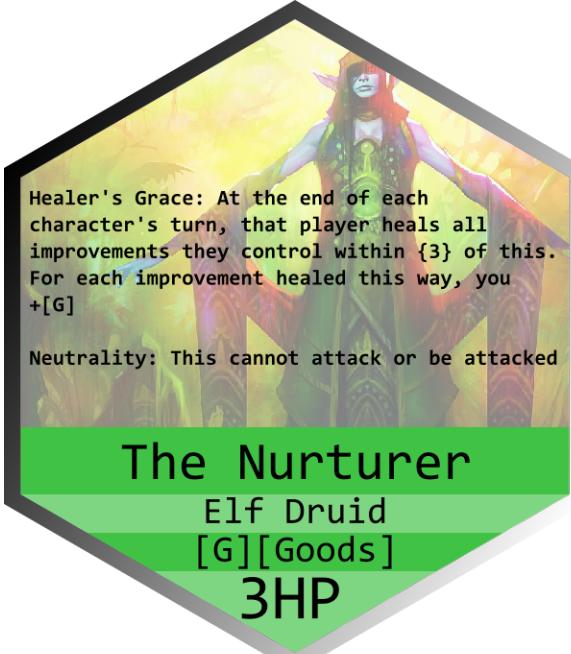
X Marks the Spot: [0]=> Choose a tile at exactly {3}. When a player has a character on

The Pirate King

Rogue Royal

[0][WEAP][Goods][Lux]

4HP



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]

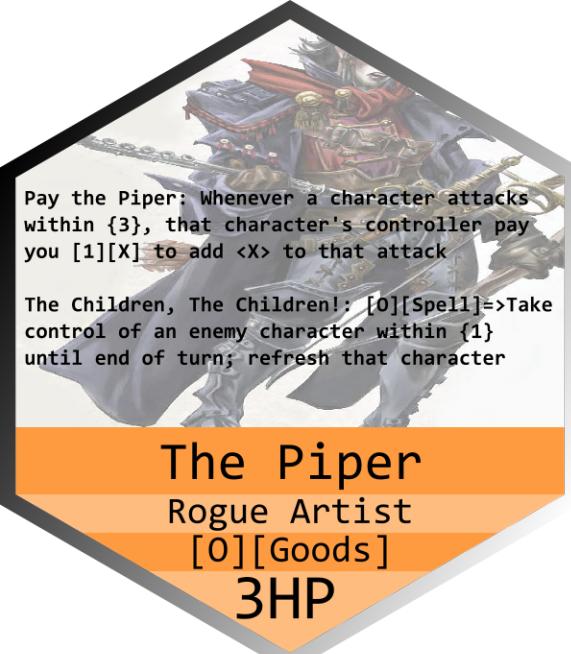
Neutrality: This cannot attack or be attacked

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

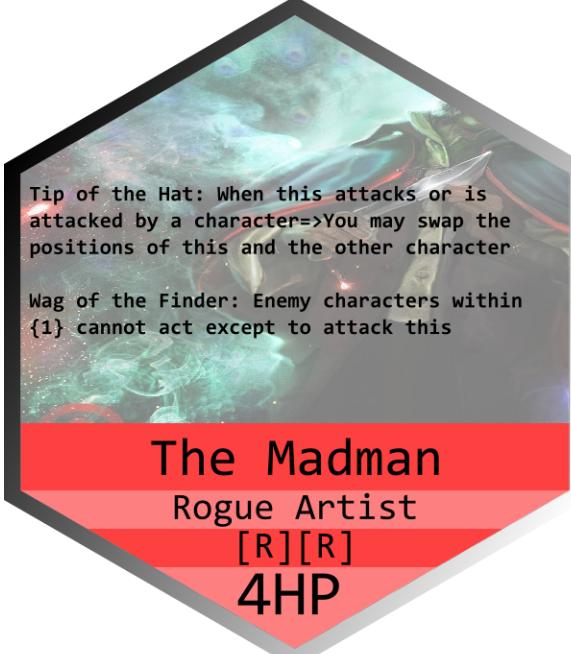
The Children, The Children!: [0][Spell]=>Take control of an enemy character within {1} until end of turn; refresh that character

The Piper

Rogue Artist

[0][Goods]

3HP



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

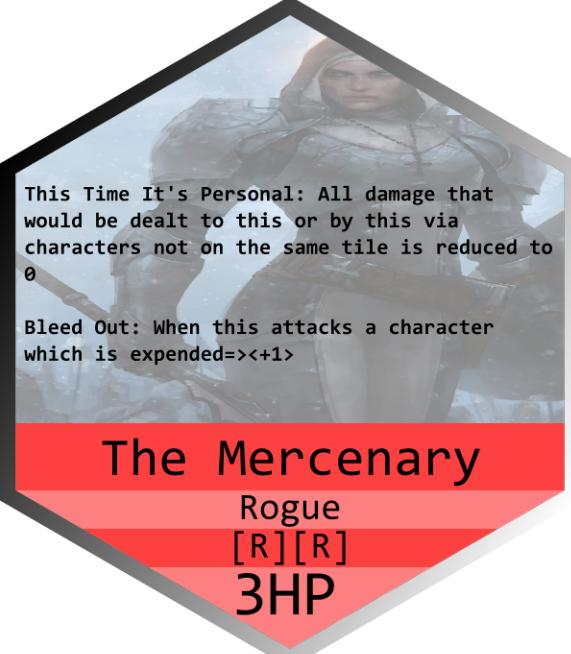
Wag of the Finder: Enemy characters within {1} cannot act except to attack this

The Madman

Rogue Artist

[R][R]

4HP



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

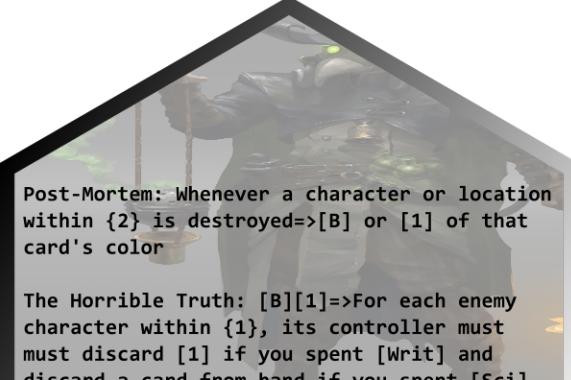
Bleed Out: When this attacks a character which is expended=><+1>

The Mercenary

Rogue

[R][R]

3HP



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



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

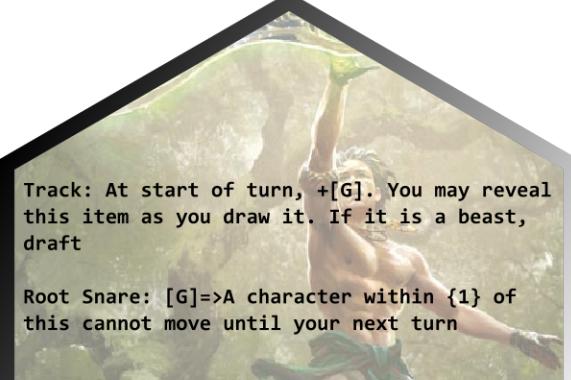
Feral: When this defends, the attacker and this are destroyed

The Terror of the Wild

Beast

[G][Beast]

3HP



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



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



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

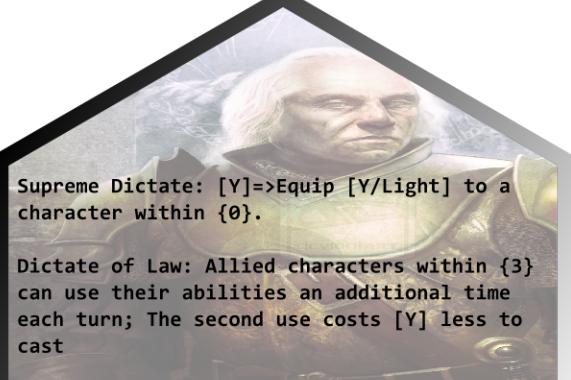
Pariah/Messiah: Enemy characters equipped with [Y/Light] have -1AK and -2 max HP; allied characters equipped with [Y/Light] have <+1> on attacks and +2HP

The Priest of Punishment

Citizen Cleric

[Y][Y]

3HP



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

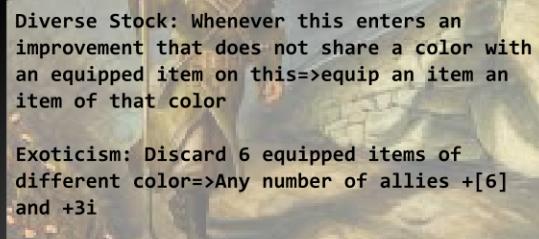
Dictate of Law: Allied characters within {3} can use their abilities an additional time each turn; The second use costs [Y] less to cast

The Regent

Royal

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

4HP



Diverse Stock: Whenever this enters an improvement that does not share a color with an equipped item on this=>equip an item an item of that color

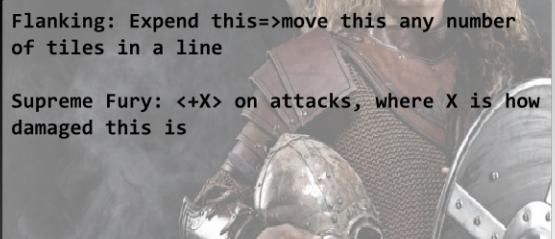
Exoticism: Discard 6 equipped items of different color=>Any number of allies +[6] and +3i

The Wandering Merchant

Merchant Artist

[0][0][Goods]

3HP



Flanking: Expend this=>move this any number of tiles in a line

Supreme Fury: <+X> on attacks, where X is how damaged this is

The Warrior Queen

Warrior Royal

[R][R][Blade]

3HP



1RG
1MS
1AK

The Traveling Town

[B][B][B]

1HP



Call of the Wilds: Forests within {3} are characters with 0 movement speed, and 1 attack; they do not have HP

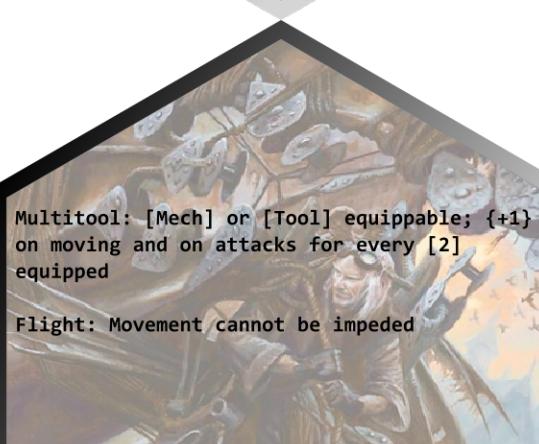
Extend Roots: Place a card onto a drafting pile from your hand=>Choose a draft pile, then put a card from that pile into your hand

The Treemperor

Elf Druid

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

3HP



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

Flight: Movement cannot be impeded

The Tinker

Tinker

[B][Mech]

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

