2	Ritual Assistant

(Ally)

Gain 4 mana. Discard this from your board if you burn a card.

2

2	Ritual Assistant

(Ally)

Gain 4 mana. Discard this from your board if you burn a card.

2

9	Councilman Jurius

(Ally)

SUPPORT 1. If there are at least 3 Councilors in play, you may call a vote: Target a player. Every player with at least one Councilor may vote 'yes' or 'no'. If the majority of Councilors are owned by players voting 'yes', target player loses 4 power. If they have 0 power now, reveal their role.

0

9	Councilman Aldrador

(Ally)

SUPPORT 1. If there are at least 3 Councilors in play, you may call a vote: Target a player. Every player with at least one Councilor may vote 'yes' or 'no'. If the majority of Councilors are owned by players voting 'yes', target player loses 4 power. If they have 0 power now, reveal their role.

0

9	Councilwoman Oro

(Ally)

SUPPORT 1. If there are at least 3 Councilors in play, you may call a vote: Target a player. Every player with at least one Councilor may vote 'yes' or 'no'. If the majority of Councilors are owned by players voting 'yes', target player loses 4 power. If they have 0 power now, reveal their role.

0

9	Councilwoman Evira

(Ally)

SUPPORT 1. If there are at least 3 Councilors in play, you may call a vote: Target a player. Every player with at least one Councilor may vote 'yes' or 'no'. If the majority of Councilors are owned by players voting 'yes', target player loses 4 power. If they have 0 power now, reveal their role.

0

9	Councilwoman Edium

(Ally)

SUPPORT 1. If there are at least 3 Councilors in play, you may call a vote: Target a player. Every player with at least one Councilor may vote 'yes' or 'no'. If the majority of Councilors are owned by players voting 'yes', target player loses 4 power. If they have 0 power now, reveal their role.

0

8	Vanguard Seeker

(Ally)

Draw 6. Discard any cards other than "Dark Day". You may store "Dark Day" for free.

1

8	Vanguard Seeker

(Ally)

Draw 6. Discard any cards other than "Dark Day". You may store "Dark Day" for free.

1

6 Plucky Detective	3 Vanguard Assassin	3 Vanguard Assassin
(Ally)	(Ally)	(Ally)
If a player has lower Power than the current round counter, you may use an action to reveal their role.	You may discard an ally, then discard this.	You may discard an ally, then discard this.
5	2	2

11 Talkative Groundskeeper	11 Talkative Groundskeeper	11 Talkative Groundskeeper
(Ally)	(Ally)	(Ally)
NOMAD. If you have cards in your storage, you must store 1 face-up. If you have another Talkative Groundskeeper on your board, reveal your role.	NOMAD. If you have cards in your storage, you must store 1 face-up. If you have another Talkative Groundskeeper on your board, reveal your role.	NOMAD. If you have cards in your storage, you must store 1 face-up. If you have another Talkative Groundskeeper on your board, reveal your role.
1	1	1

4 Bookish Kleptomancer	4 Bookish Kleptomancer	8 Caroline the Lightmage
(Ally)	(Ally)	(Ally)
Draw 1.	Draw 1.	Once a turn you may use an action and CHANNEL to make target player reveal all cards in their storage.
2	2	1

2 Overworked Shopkeep	2 Overworked Shopkeep	8 Lucky Spellthief
(Ally)	(Ally)	(Ally)
You may place one card face-down on this to store it between turns. It cannot be revealed and costs no actions to store.	You may place one card face-down on this to store it between turns. It cannot be revealed and costs no actions to store.	Player to your right must pass 1 extra card in the stack.
3	3	2

4 Wandering Spellsmith	4 Wandering Spellsmith	7 Paranoid Librarian
(Ally)	(Ally)	(Ally)
You gain 1 power. Move this to another player's board.	You gain 1 power. Move this to another player's board.	NOMAD. You draw 1 less card.
2	2	4

8 Museum Watchman	8 Vanguard Archer	8 Vanguard Archer
(Ally)	(Ally)	(Ally)
You may ignore artifacts in your hand.	You may discard 2 to discard target ally.	You may discard 2 to discard target ally.
4	4	4

9 Soul Harvester	2 Gambling Voidling	2 Gambling Voidling
(Ally)	(Ally)	(Ally)
Gain 2 power any time an ally is discarded, including this. Discard this.	Any time you gain power, gain 1 more. Any time you lose power, lose 1 more.	Any time you gain power, gain 1 more. Any time you lose power, lose 1 more.
2	5	5

7 Vanguard Commander Maru	7 Vanguard Commander Erik	5 Demented Oracle
(Ally)	(Ally)	(Ally)
Gain 2 mana. If Vanguard Commander Erik is on your board, you may use an action to discard target ally.	Your allies can't be discarded by other allies. If Vanguard Commander Maru is on your board, you may use an action to reduce a player at least 2 power by 1.	Move 2 cards from the burn pile to the discard pile. You gain mana equal to their burn value.
2	2	1

2 The Sklar	4 Flame-Shy Elemental	5 Learned Tutor
(Ally)	(Ally)	(Ally)
Lose 1 power to play this. You gain 1 power.	You get double mana from the mana counter. All burned cards give you 2 less mana.	You may use an action to draw a card. You may use this any number of times.
4	1	3

Learned Tutor

5

(Ally)

You may use an action to draw a card. You may use this any number of times.

3

Flamesage

8

(Ally)

Any time you burn 3 in a turn, draw 1.

4

Motivated Apprentice

3

(Ally)

You gain 2 mana.

1

Grandmaster Renrul

9

(Ally)

You may cast one spell costing 5 or less mana for 0 mana.

2

Arcane Winds

2

(Spell)

Move 1 power from one of your neighbors to another. Gain 1 power.

4

Kidnapped!

9

(Spell)

Move target ally onto your board.

2

Extra Lesson

4

(Spell)

Draw 2.

3

Extra Lesson

4

(Spell)

Draw 2.

3

Dark Day

18

(Spell)

Infiltrators win. To burn, you must discard an ally or lose 1 power.

1

18 Dark Day	18 Dark Day	2 Void Channel
(Spell)	(Spell)	(Spell)
Infiltrators win. To burn, you must discard an ally or lose 1 power.	Infiltrators win. To burn, you must discard an ally or lose 1 power.	Discard 1, then gain 1 power.
1	1	4

2 Void Channel	2 Void Channel	2 Void Channel
(Spell)	(Spell)	(Spell)
Discard 1, then gain 1 power.	Discard 1, then gain 1 power.	Discard 1, then gain 1 power.
4	4	4

3 Mongrur's Favor	3 Mongrur's Favor	3 Swift Succession
(Spell)	(Spell)	(Spell)
Draw 1, then gain 1 power.	Draw 1, then gain 1 power.	Discard 2, then draw 3.
3	3	1

3 Swift Succession	
(Spell)	
Discard 2, then draw 3.	
1	

3 Swift Succession
(Spell)
Discard 2, then draw 3.
1

6 Arcane Chamber
(Spell)
Target player loses 2 power.
4

6 Arcane Chamber
(Spell)
Target player loses 2 power.
4

6 Arcane Chamber
(Spell)
Target player loses 2 power.
4

4 Loose Ash
(Spell)
Take the top 5 cards from the burn pile. Discard 4.
1

4 Loose Ash
(Spell)
Take the top 5 cards from the burn pile. Discard 4.
1

3 Frostshot
(Spell)
Target player loses 1 power.
2

3 Frostshot
(Spell)
Target player loses 1 power.
2

3 Frostshot
(Spell)
Target player loses 1 power.
2

3 Frostshot	5 Rune Surge	5 Rune Surge
(Spell)	(Spell)	(Spell)
Target player loses 1 power.	Playing spells and allies does not use up actions this turn. You lose 1 power.	Playing spells and allies does not use up actions this turn. You lose 1 power.
2	4	4

2 Ancient Pool	2 Ancient Pool	2 Ancient Pool
(Spell)	(Spell)	(Spell)
Draw 1, then target player gains 1 power.	Draw 1, then target player gains 1 power.	Draw 1, then target player gains 1 power.
5	5	5

2 Spell Pit	7 Voidbond	7 Voidbond
(Spell)	(Spell)	(Spell)
Discard 3 to gain 2 power. You may not store cards this turn.	Show a neighbor your role to gain 2 power.	Show a neighbor your role to gain 2 power.
3	3	3

7 Voidbond	8 Balanced Soul Alchemy	8 Sudden Sacrifice
(Spell)	(Spell)	(Spell)
Show a neighbor your role to gain 2 power.	Discard an ally from your board and draw 1, then play an ally from hand without using mana or actions.	Discard an ally from your board to gain 3 power.
3	2	1

8 Sudden Sacrifice	9 Help Wanted	12 Identification
(Spell)	(Spell)	(Spell)
Discard an ally from your board to gain 3 power.	Draw until you draw an ally. That ally costs 0 mana this turn.	This card can be stored without using an action. If you store it this way, store it face-up. Target player with 0 power reveals their role.
1	2	2

3 Tentative Redirection	3 Tentative Redirection	3 Tentative Redirection
(Spell)	(Spell)	(Spell)
Gain 1 power. You may also drain 1 power from target player.	Gain 1 power. You may also drain 1 power from target player.	Gain 1 power. You may also drain 1 power from target player.
4	4	4

3 Tentative Redirection	6 Wrath of the Fallen	5 Diplomacy
(Spell)	(Spell)	(Spell)
Gain 1 power. You may also drain 1 power from target player.	Take the bottom card from the burn pile. You may discard target ally with lower burn value than this card.	Move target ally to a neighboring board.
4	1	3

5 Down a Peg	4 Diverted Currents	5 Desperate Reminder
(Spell)	(Spell)	(Spell)
Reduce target player's power by 3. Target player must have 6 or more power.	The next player passes the stack as-is.	Move 3 cards from the burn pile to the discard pile. Gain 1 power. You may do this twice.
1	2	1

10 Purifying Light	7 Ransack	9 Splintercast
(Spell)	(Spell)	(Spell)
Target player shows you their role.	Target player discards all cards in their storage.	Any number of target players lose 1 power or discard an ally from their board (their choice).
2	2	1

Where Allegiances Lie
(Artifact)

Reduce target player's power by 1. Increase another target player's power by 1. You cannot target yourself

1

Where Allegiances Lie
(Artifact)

Reduce target player's power by 1. Increase another target player's power by 1. You cannot target yourself

1

Where Allegiances Lie
(Artifact)

Reduce target player's power by 1. Increase another target player's power by 1. You cannot target yourself

1

Manastaff
(Artifact)

Gain 3 mana

3

Manastaff
(Artifact)

Gain 3 mana

3

Recovery Tonic
(Artifact)

If you have 1 or less power, gain 2 power

0

Jar of Averice
(Artifact)

Draw 2

2

Staff of Truth
(Artifact)

Reveal your role to the player to your right or burn exactly 2 cards this turn

5

Eldrin's Glint
(Artifact)

SECRET: You can't burn or discard this if you're an infiltrator. You must burn exactly 1 card this turn to store or pass this. REVEAL: Gain 1 power

4

Arcane Blade
(Artifact)

Discard 2, then you may
discard an ally

1