



Æmbersmith of Tyrsville  
Sanctum



2

## Ixxyxli Fixfinger

CREATURE

2

MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Each other Martian creature gets +1 armor.



2

# Ixxxyxli Fixfinger

CREATURE

2

MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Each other Martian creature gets +1 armor.

©2019 FFG

Natalie Russo

• 164 •

Æbersmith of Tyrsville Sanctum



2

## Ixxyxli Fixfinger

CREATURE

2

MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Each other Martian creature gets +1 armor.



## Mars Needs Æmber

ACTION

**Play:** Each damaged enemy non-Mars creature captures 1 from their own side.

©2019 FFG

David Auden Nash

• 166 •

Æbersmith of Tyrsville Sanctum



2

## Mindwarper

CREATURE



MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

**Action:** Choose an enemy creature.  
It captures 1 from its own side.



4

## Tyxl Beambuckler

CREATURE

1

MARTIAN • SOLDIER

**Play:** Deal 2 to a creature  
and move it to either flank of its  
controller's battleline.

©2019 FFG

Djib

Φ 171 ●

Æbersmith of Tyrsville Sanctum



9

# Yxilx Dominator

CREATURE

1

ROBOT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Yxilx Dominator enters play stunned.

Core power online. Stand by for domination.

© 2019 FFG

Grigory Serov

174 ●

Æmbersmith of Tyrsville Sanctum



9

# Yxilx Dominator

CREATURE

1

ROBOT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Yxilx Dominator enters play stunned.

Core power online. Stand by for domination.

© 2019 FFG

Grigory Serov

174 ●

Æmbersmith of Tyrsville Sanctum



## Exterminate! Exterminate!

ACTION

**Play:** For each friendly Mars creature you control, destroy a non-Mars creature with lower power.

©2019 FFG

Marko Fiedler

180 ♦

Æbersmith of Tyrsville Sanctum



6

## Storm Crawler

CREATURE

1

ROBOT

Storm Crawler only deals 1 when fighting.

After an enemy creature reaps, stun it.



2

## Uxlyx the Zookeeper

CREATURE



MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

**Reap:** Put an enemy creature into your archives. If that creature leaves your archives, it is put into its owner's hand instead.

© 2019 FFG

Nasrul Hakim

190

Æmbersmith of Tyrsville Sanctum



## Hypnotic Command

ACTION

**Play:** For each friendly Mars creature, choose an enemy creature to capture 1 from their own side.

©2019 FFG

Andrew Bosley

198 ★

Æbersmith of Tyrsville Sanctum



6

# Champion Anaphiel

1

CREATURE

SPIRIT • KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

"Steel thyself, Knave. To harm them you must first defeat me."

© 2020 FFG

Forrest Imel

• 129 •

Æmbersmith of Tyrsville Sanctum



## Fangs of Gizelhart

ACTION

**Play:** Purge the most powerful creature.

*"Seeker of wisdom, I say unto you:  
never wake me before noon."*

*- from the Ravings of the Prophet Gizelhart*



## Fangs of Gizelhart

ACTION

**Play:** Purge the most powerful creature.

*"Seeker of wisdom, I say unto you:  
never wake me before noon."*

*- from the Ravings of the Prophet Gizelhart*



# Font of the Eye

ARTIFACT



## LOCATION

**Omni:** If an enemy creature was destroyed this turn, a friendly creature captures 1 .

© 2020 FFG



4

## General Xalvador

CREATURE

2

HUMAN • KNIGHT

Enhance . (These icons have already been added to cards in your deck.)

© 2020 FFG

Broken

135 ●

Æmbersmith of Tyrsville Sanctum



4

## General Xalvador

CREATURE

2

HUMAN • KNIGHT

Enhance . (These icons have already been added to cards in your deck.)

© 2020 FFG

Broken

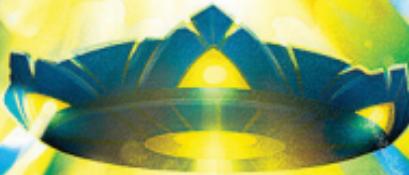
135 ●

Æmbersmith of Tyrsville Sanctum



# Æmberheart

ARTIFACT



ITEM

**Action:** Exalt, ward, and fully heal a friendly creature.

©2020 FFG

Natalie Russo

& 142 ♦

Æbersmith of Tyrsville Sanctum



## Bring Low

ACTION

Enhance . (These icons have already been added to cards in your deck.)

**Play:** Capture all but 5 of your opponent's , distributed among any number of friendly creatures.



## Bring Low

ACTION

Enhance . (These icons have already been added to cards in your deck.)

**Play:** Capture all but 5 of your opponent's , distributed among any number of friendly creatures.



## Equalize

ACTION

**Play:** Redistribute the on friendly creatures among friendly creatures.  
Redistribute the on enemy creatures among enemy creatures.

©2020 FFG

Andrew Bosley

& 148 ♦

Æbersmith of Tyrsville Sanctum

# Gizelhart's Standard

ARTIFACT



ITEM

Each friendly creature with  on it gets  
+1 armor.

**Play:** Exalt a friendly creature.

©2020 FFG



Konstantin Porubov

& 150 ♦

Æbersmith of Tyrsville Sanctum



## Axiom of Grisk

ACTION

**Play:** Ward a creature. Destroy each creature with no ☰ on it. Gain 2 chains.

©2019 FFG



Konstantin Turovec



182

Æmbersmith of Tyrsville Sanctum



## Chant of Hubris

ACTION

**Play:** Move 1 ⚡ from a creature to another creature.

*"We get it, you're the best. Now come out and fight!" - Gron Nine-Toes*

©2019 FFG



## Chant of Hubris

ACTION

**Play:** Move 1 ⚡ from a creature to another creature.

*"We get it, you're the best. Now come out and fight!" - Gron Nine-Toes*

©2019 FFG



4

# Senator Shrix

CREATURE

1

DINOSAUR • POLITICIAN

You may spend ⚒ on Senator Shrix as if it were in your pool.

**Play/Reap:** You may exalt Senator Shrix.

©2019 FFG

Cindy Avelino

193 ●

Æmbersmith of Tyrsville Sanctum



4

# Senator Shrix

CREATURE

1

DINOSAUR • POLITICIAN

You may spend ⚒ on Senator Shrix as if it were in your pool.

**Play/Reap:** You may exalt Senator Shrix.

©2019 FFG

Cindy Avelino

193 ●

Æmbersmith of Tyrsville Sanctum



# The Golden Spiral

ARTIFACT



## LOCATION

**Action:** Exalt a friendly creature. Ready and use that creature.

*"Semper pergitus intrepidi" - Inscription on the tower of the Golden Spiral*



# The Golden Spiral

ARTIFACT



## LOCATION

**Action:** Exalt a friendly creature. Ready and use that creature.

*"Semper pergitus intrepidi" - Inscription on the tower of the Golden Spiral*



## Ancient Power

ACTION

**Play:** Ward each friendly creature with  
➊ on it.

*"Remember, they only look old-fashioned."*  
- Commander Chan

©2019 FFG

Liiga Smilshkalne

• 198 ♦

Æbersmith of Tyrsville Sanctum



## City-State Interest

ACTION

**Play:** Each friendly creature captures 1 .

*Capitus Coronam has the greatest monuments in the republic...and the highest taxes.*

©2019 FFG

David Auden Nash

• 200 •

Æmersmith of Tyrsville Sanctum



## City-State Interest

ACTION

**Play:** Each friendly creature captures 1 .

*Capitus Coronam has the greatest monuments in the republic...and the highest taxes.*

©2019 FFG

David Auden Nash

• 200 •

Æmersmith of Tyrsville Sanctum



**Play:** Give control of a friendly creature to your opponent.

*"You, Merinius, are henceforth banished to the Mesoterranean Isles, on pain of death. Begone!"*

©2019 FFG



4

# Senator Bracchus

CREATURE



DINOSAUR • POLITICIAN

You may spend ⚒ on friendly creatures as if it were in your pool.

**Fight/Reap:** Exalt Senator Bracchus.

©2019 FFG

Tomek Larek

229 ★

Æmbersmith of Tyrsville Sanctum

# Æmbersmith of Tyrsville Sanctum



Mars



Sanctum



Saurian

# Æmersmith of Tyrsville Sanctum

## DECK LIST



### Mars

- 164 Ixxyl Fixfinger
- 164 Ixxyl Fixfinger
- 164 Ixxyl Fixfinger
- 166 Mars Needs Æmber
- 167 Mindwarper
- 171 Tyxl Beambuckler
- 174 Yxilx Dominator
- 174 Yxilx Dominator
- ◆ 180 Exterminate! Exterminate!
- ◆ 189 Storm Crawler
- ◆ 190 Uxlyx the Zookeeper
- ★ 198 Hypnotic Command



### Sanctum

- 129 Champion Anaphiel
- 133 Fangs of Giselhart
- 133 Fangs of Giselhart
- 134 Font of the Eye
- 135 General Salvador
- 135 General Salvador
- 140 Squire Alys
- ◆ 142 Æmberheart
- ◆ 147 Bring Low

◆ 147 Bring Low

◆ 148 Equalize

◆ 150 Giselhart's Standard



### Saurian

- 182 Axiom of Grisk
- 184 Chant of Hubris
- 184 Chant of Hubris
- 193 Senator Shrix
- 193 Senator Shrix
- 194 The Golden Spiral
- 194 The Golden Spiral
- ◆ 198 Ancient Power
- ◆ 200 City-State Interest
- ◆ 200 City-State Interest
- ◆ 202 Exile
- ★ 229 Senator Bracchus



Enhanced