

Basic Deck		0	1	2	3	4	5	6	7	8	9	10

Source	Name	Faction	Uses	Lore	Effect
Player Board	Supporters	All			Place supporters in regions.
Tactic	Martial Law	Nobility	2		Lock down a region with an active WAR MACHINE
Tactic	School of the Stones	Nobility	1		Supporters get +1 strength and remain on the map at end-of-round.
Tactic	Witch Trial	Nobility	1		Remove opponents cards from ONE council and gain LORE for moving your COUNCIL members to deck.
Tactic	Royal Seal	Nobility	1		BID: Set all opponents' bid strength to zero.
Kingdom's Favor	Regal Guard	Nobility			Gain 1 INFLUENCE OR HEIR gains INVULNERABLE
HQ	Royal Bank	Nobility		3	Faction cards with no printed VOTES gain +1 VOTE.
HQ	Royal Bank	Nobility		3	Choose: Move one CAPTAIN from discard to Hand OR gain 1 INFLUENCE. If not first on turn order, do both.
Tactic	False Orders	Uprising	1		Swap two face-down faction cards, once per opponent.
Tactic	Night Raids	Uprising	1		Your opponents discard one card per occupied kingdom card
Tactic	School of the Streets	Uprising	1		HEIR gains DEADLY. Deadly cards that eliminate at least one opponent gives +1 INFLUENCE and +1 LORE
Tactic	Safehouses	Uprising	3		Faction card gains RETREAT
Kingdom's Favor	Spy Network	Uprising			Peek at a region. In ANY region, swap one of your face-down cards with either occupying card or your hand.
HQ	Moonshine Cove	Uprising		2	Extra kingdom card space.
HQ	Moonshine Cove	Uprising		2	Acquire kingdom card using CAPTAIN/CHAMPION from Hand (this space only)
HQ	The Syndicate	Uprising		2	Gain +1 Vote (max 2 per council) when acquiring Kingdom Cards
Tactic	School of the Storms	Clans	1		Place Clash Markers this round. Gain Lore for most supporters, and Influence for most faction cards
Tactic	Sea Lanes	Clans	3		HEIR/CAPTAIN/WAR MACHINE gains FLANK until end of the Round
Tactic	River Runners	Clans	1		Steal an occupied kingdom card
Tactic	Salt Toughness	Clans	1		Move active/discards to hand.
Kingdom's Favor	Prophet of the Waves	Clans			Move HERALD and 2 SUPPORTERS from other REGIONS to current REGION
HQ	New Havens Harbour	Clans		2	All cards without RESILIENT gain RESILIENT
HQ	New Havens Harbour	Clans		2	Move 2 supporters from LOST to region.
HQ	Wandering Embassy	Clans		2	TRADER gains FLANK. Cards removed from council go to hand.
HQ	Wandering Embassy	Clans		2	Move Active cards with FLANK to a Council.
Tactic	Moonlight Foragers	Gathering	1		Acquire a discarded kingdom card.
Tactic	Out Beyond the Lights	Gathering	1		Swap two of your active cards
Tactic	School of the Stars	Gathering	1		Replace two supporters with LOST card.
Tactic	Ritual Sacrifice	Gathering	1		Gain LORE by moving active/discards to LOST pile. Recover one discard.
Kingdom's Favor	Herald of the Moon	Gathering			Move Active card w/ HERALD to Hand.
HQ	The Door in the Night	Gathering	3	2	Card gains AMBUSH. Pay additional use to use card from discard.