Epochs: Foundations – Master Document

“Civilizations clash, but only Influence endures.”

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# Part I. Game Overview

Epochs is a strategic trading card game where civilizations rise and clash not through direct violence, but through ideas, wonders, inventions, culture, and political influence. Victory is determined by accumulating or protecting Influence Points (IP).  
  
Resources:  
- Knowledge – fuels invention, research, and card draw.  
- Materials – used for building, ramp, and durability.  
- Influence – political power, cultural sway, victory metric.  
  
Victory Conditions:  
- Reduce all opponents to 0 IP.  
- Achieve an alternate win condition (e.g., Museum of Civilization).  
- Reach 40 IP in Multiplayer format.  
  
Factions:  
- Inventors (Blue/Silver)  
- Builders (Green/Stone)  
- Explorers (Red/Amber)  
- Artists (White/Gold)  
- Leaders (Black/Purple)  
- Neutrals (Grey)

# Part II. Rules of Play

Setup:  
- Each player begins with 20 IP (tracked by counters, dice, or app).  
- Deck size: 30 (Starter) or 40–60 (Constructed).  
- Each player shuffles and draws 7 cards. One mulligan allowed (reshuffle, draw 6).  
  
Turn Structure:  
1. Draw Step – draw one card (unless modified).  
2. Main Phase – play one Territory, and play Citizens, Inventions/Wonders, or Events if affordable.  
3. Combat Phase – declare attackers, declare blockers, assign Influence damage.  
4. End Step – resolve end-of-turn effects, discard to hand size limit (7).  
  
Combat:  
- Citizens may attack once per turn.  
- Attackers are declared; defenders choose blockers.  
- Attack damage reduces Citizen Defense; unblocked Citizens deal Influence damage directly.  
- Citizens with 0 Defense are removed from play.  
  
Card Types:  
- Citizens: Units with Attack/Defense.  
- Inventions/Wonders: Structures, ongoing effects.  
- Events: One-time abilities.  
- Territories: Generate resources.  
  
Influence Points:  
- All gain/loss of IP is represented with + or – IP.

# Part III. Play Formats

1. Starter Format  
- Pre-constructed 30-card decks (1 per faction).  
  
2. Constructed Format  
- Deck size: 40–60 cards.  
- Max 4 copies of any non-Mythic card.  
- Mythics limited to 1 copy per deck.  
  
3. Draft  
- Each player opens 3 booster packs of 12 cards.  
- Choose 1 card, pass the rest left (then right, then left).  
- Build a 30-card deck from drafted cards.  
  
4. Sealed Deck  
- Each player opens 6 boosters (72 cards).  
- Build a 40-card deck.  
  
5. Multiplayer / Political Format  
- 3–5 players.  
- Victory: last standing or first to 40 IP.

# Part IV. The Core Set: Epochs – Foundations

- Total Cards: 180.  
- Factions: 25 cards each.  
- Neutrals: 55 cards.  
- Rarity Breakdown: 90 Commons, 60 Uncommons, 25 Rares, 5 Mythics.  
- Booster Pack: 12 cards (7C, 3U, 1R/M, 1 Territory).  
- Set Symbol: Pillar (changes color by rarity).  
  
This Core Set establishes the foundation of Epochs, introducing Influence Points, faction mechanics, Wonders, and alternate win conditions.

# Part V. Card Encyclopedia

Epochs: Foundations – Card Encyclopedia

Faction: Inventors

## Apprentice Scholar (Common)

Cost: 1 Knowledge

Citizen – Inventor

When played, draw 1 card.

Flavor: “Every question is a doorway.”

## Tinkerer’s Assistant (Common)

Cost: 1 Knowledge

Citizen – Inventor

0/3. Can block two Citizens each combat.

Flavor: “The details make the invention.”

## Inventive Engineer (Common)

Cost: 2 Knowledge + 1 Materials

Citizen – Inventor

2/2. The next Invention you play this turn costs 1 less.

## Visionary Thinker (Common)

Cost: 2 Knowledge

Citizen – Inventor

1/3. At the start of your turn, you may look at the top card of your deck and put it on the bottom.

## Clockwork Automaton (Common)

Cost: 3 Knowledge + 1 Materials

Invention – Unit

2/2. Cannot be blocked by Citizens with 2 Attack or less.

## Strategic Pause (Common)

Cost: 1 Knowledge

Event

Prevent all damage from one Citizen this turn. Draw 1 card.

## Eureka! (Common)

Cost: 2 Knowledge

Event

Search your deck for an Invention, reveal it, put it into your hand.

## Scientific Journal (Common)

Cost: 1 Knowledge

Invention

Immediate. Draw 2 cards.

## Neutral Scholar Variant (Common)

Cost: 2 Knowledge

Citizen – Inventor

1/2. When played, gain +1 Influence.

## Basic Invention (Common)

Cost: 2 Knowledge

Invention

Ongoing. Gain +1 Knowledge each turn.

## Technician Guild (Uncommon)

Cost: 3 Knowledge + 1 Influence

Citizen – Inventor

3/3. Whenever you play an Invention, gain +1 Influence.

## Printing Press (Uncommon)

Cost: 1 Knowledge + 1 Materials

Invention

Ongoing. At the start of your turn, draw 1 extra card.

Flavor: “Knowledge spreads faster than fire.”

## Mechanical Loom (Uncommon)

Cost: 2 Materials + 1 Knowledge

Invention

Ongoing. Generate +1 Materials each turn.

## Innovation Hub (Uncommon)

Cost: 2 Knowledge + 1 Influence

Invention

Ongoing. Whenever you gain Influence, draw 1 card.

## Blueprint Error (Uncommon)

Cost: 2 Knowledge

Event

Cancel an Invention or Wonder.

## Insightful Research (Uncommon)

Cost: 2 Knowledge

Event

Look at the top 3 cards of your deck. Put one into your hand, one on top, one on bottom.

## Modular Automaton (Uncommon)

Cost: 3 Knowledge

Invention – Unit

2/2. Choose one when played: +2 Attack, or +2 Defense.

## Steamworks (Uncommon)

Cost: 3 Knowledge + 2 Materials

Invention

Ongoing. All your Citizens cost 1 less to play.

## Refined Engine (Uncommon)

Cost: 2 Knowledge + 1 Materials

Invention

Ongoing. Whenever you play a Citizen, gain +1 Knowledge.

## Knowledge Vault (Uncommon)

Cost: 3 Knowledge

Wonder

At the start of your turn, if you have no cards in hand, draw 3 cards.

## Great Inventor (Rare)

Cost: 4 Knowledge + 2 Materials

Citizen – Inventor

4/4. Your first Invention each turn costs 1 less.

## Scientific Congress (Rare)

Cost: 3 Knowledge + 2 Influence

Wonder

Ongoing. At the end of each turn, if you drew 3 or more cards, gain +2 Influence.

## Grand Workshop (Rare)

Cost: 4 Knowledge + 2 Materials

Wonder

Ongoing. Citizens you play get +1/+1.

## Academy of Gears (Rare)

Cost: 3 Knowledge + 2 Materials

Wonder

Ongoing. Once per turn, you may duplicate the effect of an Event you play.

## Grand Observatory (Mythic)

Cost: 5 Knowledge + 1 Influence

Wonder

At the start of your turn, draw 2 extra cards. Whenever you play an Invention, gain +1 Influence.

Flavor: “Ideas spread like starlight — infinite, inevitable.”

# Faction: Builders

## Stone Mason (Common)

Cost: 1 Materials

Citizen – Builder

1/2. On play, add +1 Materials this turn.

## Farmer Collective (Common)

Cost: 2 Materials

Citizen – Builder

2/2. On play, gain +1 Influence.

## Builder’s Laborer (Common)

Cost: 1 Materials

Citizen – Builder

2/1. Basic attacker.

## Labor Camp (Common)

Cost: 2 Materials

Invention

Ongoing. At the start of your turn, gain +1 Materials.

## Quarry Workers (Common)

Cost: 2 Materials

Citizen – Builder

1/3. Ongoing: Territories you control produce +1 Materials when tapped.

## Defensive Wall (Common)

Cost: 1 Materials

Invention

Ongoing. Citizens you control gain +1 Defense.

## Reinforcements (Common)

Cost: 2 Materials

Event

Create a 1/2 Laborer Citizen token.

## Construction Boom (Common)

Cost: 2 Materials + 1 Knowledge

Event

You may play 1 additional Territory this turn.

## Resource Gatherer (Common)

Cost: 1 Materials

Citizen – Builder

1/1. On play, draw 1 card.

## Basic Wonder (Common)

Cost: 3 Materials

Wonder

Ongoing. Gain +1 Influence each turn.

## Master Builder (Uncommon)

Cost: 2 Materials + 1 Knowledge

Citizen – Builder

2/3. Structures cost 1 less.

## Great Architect (Uncommon)

Cost: 3 Materials + 1 Influence

Citizen – Builder

3/3. When you play a Wonder, draw 1 card.

## Guild Overseer (Uncommon)

Cost: 2 Materials + 1 Influence

Citizen – Builder

3/2. At the start of each turn, generate +1 Materials.

## Aqueducts (Uncommon)

Cost: 2 Materials + 1 Influence

Invention

Ongoing. Citizens gain +1 Attack when attacking.

## Stone Walls (Uncommon)

Cost: 1 Materials

Invention

Ongoing. Citizens gain +1 Defense.

## Workshop Forge (Uncommon)

Cost: 2 Materials + 1 Knowledge

Invention

Ongoing. When you play a Citizen, gain +1 Materials.

## Mason’s Guild (Uncommon)

Cost: 2 Materials

Wonder

Ongoing. Whenever you play a Citizen, gain +1 Influence.

## Trade Convoy (Uncommon)

Cost: 3 Materials

Event

Gain +3 Influence.

## Supply Depot (Uncommon)

Cost: 2 Materials + 1 Influence

Invention

Ongoing. Your maximum hand size is increased by 2.

## Rural Expansion (Uncommon)

Cost: 3 Materials

Event

Search your deck for 2 Territories and put them into your hand.

## Colossus Foreman (Rare)

Cost: 4 Materials + 2 Influence

Citizen – Builder

4/5. All your Citizens gain +1 Defense.

## Great Pyramid (Rare)

Cost: 6 Materials

Wonder

At the start of your turn, gain +1 Materials and +1 Influence. Opponent Citizens cost +1 more.

## Colosseum (Rare)

Cost: 4 Materials + 1 Influence

Wonder

Whenever your Citizens attack, the first one each turn gives you +1 Influence.

## Monument of Ages (Rare)

Cost: 5 Materials

Wonder

Ongoing. At the start of each turn, gain +2 Influence.

## Great Pyramid (Mythic) (Mythic)

Cost: 6 Materials

Wonder

At the start of your turn, gain +1 Materials and +1 Influence. Opponents’ Citizens cost +1 more.

Flavor: “It will stand for millennia, and so will our civilization.”

# Faction: Explorers

## Trailblazer (Common)

Cost: 1 Materials

Citizen – Explorer

2/1. Must attack each turn if able. If unblocked, deals +1 Influence.

## Adventuring Party (Common)

Cost: 2 Materials

Citizen – Explorer

3/1. If unblocked, deals +2 extra Influence.

## Mapmaker (Common)

Cost: 1 Knowledge

Citizen – Explorer

1/2. On play, look at the top 2 cards of your deck, put one back and one on bottom.

## Smuggler Crew (Common)

Cost: 2 Materials

Citizen – Explorer

2/2. Cannot be blocked by Citizens with Defense 3 or greater.

## Pillage (Common)

Cost: 2 Materials

Event

Deal 3 Influence damage to opponent. If they have more IP than you, deal 5 instead.

## Common Raider (Common)

Cost: 1 Materials

Citizen – Explorer

1/1. On play, opponent discards 1 card at random.

## Scouting Expedition (Common)

Cost: 2 Materials + 1 Knowledge

Event

Search your deck for a Territory card, reveal it, put it into your hand.

## Quick Skirmish (Common)

Cost: 1 Materials

Event

Target Citizen gets +2 Attack until end of turn.

## Frontier Scout (Common)

Cost: 1 Materials

Citizen – Explorer

1/2. Cannot be blocked by Citizens with Attack greater than 3.

## Basic Expedition (Common)

Cost: 2 Materials

Invention

Ongoing. At the start of each turn, gain +1 Influence.

## Sea Voyager (Uncommon)

Cost: 2 Materials + 1 Knowledge

Citizen – Explorer

2/2. Cannot be blocked by Citizens with Defense 2 or less.

## Conquistador Captain (Uncommon)

Cost: 3 Materials + 1 Influence

Citizen – Explorer

4/2. When attacking, another Citizen gets +1 Attack.

## Compass (Uncommon)

Cost: 1 Knowledge

Invention

Ongoing. Whenever you deal Influence damage, gain +1 additional Influence.

## Raiding Fleet (Uncommon)

Cost: 3 Materials + 1 Knowledge

Invention

Ongoing. Whenever your Citizens deal Influence damage, deal +1 more.

## Veteran Pathfinder (Uncommon)

Cost: 2 Materials + 1 Influence

Citizen – Explorer

3/2. When this attacks and isn’t blocked, opponent discards 1 card.

## Treasure Cache (Uncommon)

Cost: 2 Materials

Invention

When played, draw 2 cards.

## Storm at Sea (Uncommon)

Cost: 2 Knowledge

Event

Destroy target Citizen with Defense 2 or less.

## Charge Ahead! (Uncommon)

Cost: 1 Materials

Event

Target Citizen gains First Strike until end of turn.

## Ambush Tactics (Uncommon)

Cost: 1 Materials + 1 Knowledge

Event

Target Citizen gets +2 Attack and First Strike until end of turn.

## Explorer’s Camp (Uncommon)

Cost: 2 Materials + 1 Knowledge

Wonder

Ongoing. At the start of your turn, draw 1 card if you dealt Influence damage last turn.

## Great Voyage (Rare)

Cost: 4 Materials + 2 Knowledge

Wonder

Whenever your Citizens deal Influence damage, draw 1 card. Once per turn, deal +1 Influence if an opponent controls more Territories than you.

## Harbor Colony (Rare)

Cost: 3 Materials + 1 Influence

Wonder

At the start of each turn, create a 1/1 Explorer Citizen token.

## Legendary Navigator (Rare)

Cost: 4 Materials + 1 Knowledge

Citizen – Explorer

3/3. On play, search your deck for a Territory and put it into your hand.

## Crossroads (Rare)

Cost: 2 Materials + 1 Influence

Event

Each player draws 2 cards. You gain +2 Influence.

## Great Voyage (Mythic) (Mythic)

Cost: 4 Materials + 2 Knowledge

Wonder

Whenever your Citizens deal Influence damage, draw 1 card. Once per turn, you may deal 1 extra Influence damage if an opponent controls more Territories than you.

Flavor: “The horizon is not a boundary — it is an invitation.”

# Faction: Artists

## Street Performer (Common)

Cost: 1 Influence

Citizen – Artist

1/1. On play, gain +1 Influence.

## Festival Dancers (Common)

Cost: 2 Influence

Citizen – Artist

1/3. On play, draw 1 card.

## Cultural Envoy (Common)

Cost: 1 Knowledge + 1 Influence

Citizen – Artist

2/2. Other Citizens gain +1 Attack when attacking.

## Traveling Entertainer (Common)

Cost: 1 Influence

Citizen – Artist

1/1. On play, draw 1, then discard 1.

## United Front (Common)

Cost: 2 Influence

Event

Create a 1/1 Citizen token for each Citizen you control.

## Citizen Painter (Common)

Cost: 1 Influence

Citizen – Artist

1/2. When this attacks, another Citizen gets +1 Attack until end of turn.

## Rally Parade (Common)

Cost: 2 Influence

Event

Your Citizens gain +1 Attack until end of turn.

## Inspiring Chorus (Common)

Cost: 1 Influence

Event

Choose a Citizen. It gains +2 Defense until end of turn.

## Local Artisan (Common)

Cost: 1 Knowledge

Citizen – Artist

1/1. On play, gain +1 Knowledge.

## Basic Cultural Work (Common)

Cost: 2 Influence

Invention

Ongoing. Gain +1 Influence each turn.

## Renowned Artist (Uncommon)

Cost: 2 Knowledge + 1 Influence

Citizen – Artist

2/2. Whenever you gain Influence, draw 1 card.

## Orchestra Leader (Uncommon)

Cost: 2 Influence + 1 Knowledge

Citizen – Artist

2/4. At the start of combat, choose another Citizen. It gains +2 Attack until end of turn.

## Art Guild (Uncommon)

Cost: 1 Knowledge

Invention

Ongoing. Your Citizens cost 1 less to play.

## Grand Festival (Uncommon)

Cost: 2 Influence

Invention

Ongoing. At end of each turn, gain +1 Influence per Citizen you control.

## Cultural Exchange (Uncommon)

Cost: 2 Knowledge + 1 Influence

Invention

Ongoing. When an opponent plays a Citizen, you may draw 1 card.

## Hall of Inspiration (Uncommon)

Cost: 4 Influence

Wonder

At the start of your turn, target Citizen gets +2 Attack until end of turn.

## Sculpture Garden (Uncommon)

Cost: 2 Influence + 1 Knowledge

Invention

Ongoing. Citizens you control gain +1 Defense.

## Public Stage (Uncommon)

Cost: 2 Influence

Invention

Ongoing. Citizens you play gain +1 Attack until end of turn.

## Folk Traditions (Uncommon)

Cost: 1 Knowledge + 1 Influence

Event

Target Citizen gains +1 Attack and +1 Defense until end of turn.

## Community Hall (Uncommon)

Cost: 3 Influence

Wonder

Ongoing. At the start of each turn, gain +1 IP if you control 3+ Citizens.

## Grand Maestro (Rare)

Cost: 3 Influence + 2 Knowledge

Citizen – Artist

3/4. All your Citizens get +1 Attack and +1 Defense.

## Masterpiece Gallery (Rare)

Cost: 4 Influence

Wonder

Ongoing. Whenever you draw a card, gain +1 Influence.

## Conservatory of Arts (Rare)

Cost: 3 Influence + 1 Knowledge

Wonder

Ongoing. Whenever you gain Influence, create a 1/1 Citizen token.

## Harmony Monument (Rare)

Cost: 5 Influence

Wonder

Ongoing. Citizens you control cannot be reduced below 1 Defense.

## Museum of Civilization (Mythic)

Cost: 5 Influence + 1 Knowledge

Wonder

Whenever you gain Influence, place that many tokens here. If this has 15 or more, you win the game.

Flavor: “When the legacy of culture endures, the people are immortal.”

# Faction: Leaders

## Ambitious Diplomat (Common)

Cost: 1 Influence

Citizen – Leader

1/1. At the end of your turn, you may pay 1 IP to draw 1 card.

## Policy Advisor (Common)

Cost: 1 Influence + 1 Knowledge

Citizen – Leader

1/2. On play, search your deck for a Territory and put it into your hand.

## Council of Elders (Common)

Cost: 1 Knowledge + 1 Influence

Citizen – Leader

1/3. Each time you play an Event, gain +1 IP.

## Charismatic Ruler (Common)

Cost: 2 Influence

Citizen – Leader

2/2. On play, gain control of an enemy Citizen with Attack ≤ 2 until end of turn.

## Political Strategist (Common)

Cost: 2 Knowledge + 1 Influence

Citizen – Leader

2/2. Once per turn, you may redirect an attack from yourself to another Citizen you control.

## Standing Guards (Common)

Cost: 2 Influence

Citizen – Leader

2/3. Basic defender.

## Diplomatic Message (Common)

Cost: 1 Influence

Event

Target opponent reveals their hand. Choose one card. That player discards it.

## Basic Edict (Common)

Cost: 2 Influence

Event

Opponent loses 2 Influence.

## Vote of No Confidence (Common)

Cost: 3 Influence + 1 Knowledge

Event

Choose one Citizen. Until end of turn, it cannot attack, defend, or use abilities. Draw 1 card.

## Forced Resignation (Common)

Cost: 2 Influence

Event

Remove one opposing Citizen from play. That Citizen’s controller gains +1 IP.

## Strategic Alliance (Uncommon)

Cost: 2 Influence

Invention

Ongoing. When you play a Citizen, gain +1 IP.

## Propaganda Network (Uncommon)

Cost: 2 Influence + 1 Knowledge

Invention

Ongoing. At the start of your turn, each opponent loses 1 IP, you gain 1 IP.

## Tax System (Uncommon)

Cost: 2 Influence

Invention

Ongoing. Opponents must pay +1 Influence to play Citizens.

## Court of Law (Uncommon)

Cost: 2 Influence + 1 Knowledge

Invention

Ongoing. Once per turn, you may pay 1 IP to reduce one opposing Citizen’s Defense to 0 until end of turn.

## Power Grab (Uncommon)

Cost: 1 Influence + 1 Knowledge

Event

Opponent loses 3 IP, you gain 3 IP.

## Political Maneuver (Uncommon)

Cost: 2 Influence

Event

Choose one: draw 2 cards; or opponent discards 2 cards.

## Secret Treaty (Uncommon)

Cost: 2 Influence + 1 Knowledge

Event

Search your deck for any Wonder and put it into your hand.

## Council Chambers (Uncommon)

Cost: 3 Influence

Wonder

Ongoing. At the start of your turn, draw 1 card, then discard 1.

## Cunning Negotiator (Uncommon)

Cost: 2 Influence

Citizen – Leader

2/2. On play, target opponent discards 1 card.

## Influence Broker (Uncommon)

Cost: 3 Influence

Citizen – Leader

2/3. At the end of each turn, gain +1 IP if an opponent lost IP this turn.

## Great Statesman (Rare)

Cost: 3 Influence + 2 Knowledge

Citizen – Leader

3/4. At the start of your turn, choose: gain +2 IP or target opponent loses 2 IP.

## Legacy of Law (Rare)

Cost: 3 Influence + 1 Knowledge

Wonder

Ongoing. At the end of your turn, if an opponent played more cards than you this turn, they lose 2 IP.

## Imperial Seal (Rare)

Cost: 4 Influence

Wonder

Ongoing. At the start of your turn, you may look at an opponent’s hand and choose 1 card for them to discard.

## Senate Chamber (Rare) (Rare)

Cost: 4 Influence + 2 Knowledge

Wonder

At the end of your turn, target opponent discards 1 card.

## Senate Chamber (Mythic) (Mythic)

Cost: 4 Influence + 2 Knowledge

Wonder

At the end of your turn, target opponent discards 1 card. Once per turn, you may pay 2 Influence: Opponent loses 2 IP.

Flavor: “Every empire is ruled not by armies, but by votes.”

# Faction: Neutrals

## Basic Knowledge Source (Common)

No cost

Territory

Generates 1 Knowledge when tapped.

## Basic Materials Source (Common)

No cost

Territory

Generates 1 Materials when tapped.

## Basic Influence Source (Common)

No cost

Territory

Generates 1 Influence when tapped.

## Trading Post (Uncommon)

No cost

Territory

Generates any resource. When tapped, you lose 1 IP.

## Merchant Outpost (Uncommon)

No cost

Territory

Generates any 2 of different resources. Can only be used once every 2 turns.

## Capital City (Rare)

No cost

Territory

Generates any resource. If you control 5 or more Territories, gain +1 IP each turn.

## Commoner (Common)

Cost: 1 any

Citizen – Neutral

1/1. Basic unit.

## Laborer (Common)

Cost: 1 Materials

Citizen – Neutral

2/1. Simple attacker.

## Guard (Common)

Cost: 2 any

Citizen – Neutral

2/2. Basic defender.

## Merchant (Common)

Cost: 1 Materials

Citizen – Neutral

1/2. On play, gain +1 Influence.

## Scholar’s Apprentice (Common)

Cost: 1 Knowledge

Citizen – Neutral

1/3. On play, draw 1 card.

## Traveling Entertainer (Common)

Cost: 1 Influence

Citizen – Neutral

1/1. On play, draw 1, then discard 1.

## Citizen Militia (Common)

Cost: 2 Influence

Citizen – Neutral

2/3. Basic soldier.

## Veteran Soldier (Common)

Cost: 2 Materials + 1 Influence

Citizen – Neutral

3/2. Aggressive fighter.

## Wandering Sage (Uncommon)

Cost: 2 Knowledge

Citizen – Neutral

2/2. Once per turn, you may look at the top card of your deck and rearrange it.

## Envoy of the People (Uncommon)

Cost: 2 Influence

Citizen – Neutral

1/3. On play, each player gains +1 IP.

## Caravan Guard (Uncommon)

Cost: 3 Materials

Citizen – Neutral

3/3. When blocking, it gains +1 Defense.

## Skilled Artisan (Uncommon)

Cost: 2 Knowledge + 1 Materials

Citizen – Neutral

2/2. When played, you may reduce the cost of your next Invention by 1.

## Wandering Hero (Rare)

Cost: 3 any

Citizen – Neutral

3/3. Other Citizens you control get +1 Attack when attacking.

## Legendary Leader’s Guard (Rare)

Cost: 3 Influence

Citizen – Neutral

2/4. While in play, reduce all damage dealt to you by 1.

## Marketplace (Common)

Cost: 1 Influence

Invention – Neutral

Once per turn, you may trade 1 resource type for another.

## Barracks (Common)

Cost: 2 Materials

Invention – Neutral

Ongoing. All your Citizens get +1 Attack when blocking.

## Archives (Common)

Cost: 2 Knowledge

Invention – Neutral

Once per turn, you may draw 1 card, then discard 1.

## Public Well (Common)

Cost: 1 Materials

Invention – Neutral

Ongoing. At the start of each turn, gain +1 Influence.

## Town Forge (Common)

Cost: 2 Materials

Invention – Neutral

Ongoing. Citizens you play cost 1 less.

## Small Shrine (Common)

Cost: 1 Influence

Invention – Neutral

Ongoing. At the start of your turn, gain +1 Knowledge.

## Statue of Unity (Uncommon)

Cost: 4 any

Wonder – Neutral

At the start of your turn, gain +1 IP if you control Citizens from 2+ factions.

## Cultural Square (Uncommon)

Cost: 3 Influence

Wonder – Neutral

At the end of each turn, gain +1 IP if you played an Event that turn.

## Neutral Amphitheater (Uncommon)

Cost: 3 Materials + 1 Influence

Wonder – Neutral

Ongoing. Citizens you control gain +1 Attack.

## Great Library (Rare)

Cost: 5 Knowledge

Wonder – Neutral

At the start of your turn, draw an additional card.

## Rally the People (Common)

Cost: 1 Influence

Event – Neutral

Create a 1/1 Citizen token.

## Defensive Stance (Common)

Cost: 1 Materials

Event – Neutral

Prevent 2 damage to target Citizen.

## Resource Surge (Common)

Cost: 2 Knowledge

Event – Neutral

Gain 2 of any resource.

## Seize Opportunity (Common)

Cost: 2 any

Event – Neutral

Draw 2 cards, then discard 1.

## Minor Skirmish (Common)

Cost: 1 Materials

Event – Neutral

Target Citizen gets +1 Attack and +1 Defense until end of turn.

## Supply Chain (Common)

Cost: 2 Knowledge + 1 Materials

Event – Neutral

Search your deck for 1 Territory and put it into play tapped.

## Coordinated Strike (Uncommon)

Cost: 2 Materials

Event – Neutral

Two target Citizens each gain +2 Attack until end of turn.

## Political Uprising (Uncommon)

Cost: 2 Influence + 1 Knowledge

Event – Neutral

All players lose 2 IP. You gain 2 IP.

## Inspired Resolve (Uncommon)

Cost: 1 Influence + 1 Knowledge

Event – Neutral

Choose one Citizen. It gains +3 Defense until end of turn.

## Civic Uprising (Rare)

Cost: 3 Influence

Event – Neutral

All your Citizens gain +1 Attack until end of turn. Opponent loses 1 IP for each Citizen you control.