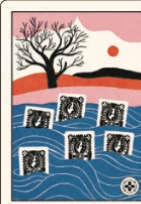


THE CHANGELING

**Reveal:** None  
**In Play:** Once per turn, exchange card in hand with Changeling's field, excluding Stockpiles  
**Claim:** You may exchange 2 cards from your hand with any 2 cards on the board



THE RIVER

**Reveal:** Deal 6 cards into the River's field instead of 3  
**In Play:** None  
**Claim:** At the end of the round, Frostbit gives you +2 points instead of -2



THE MAIDEN

**Reveal:** None  
**In Play:** Winter has no effect, even if Maiden is in another field  
**Claim:** None



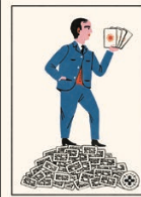
THE FOREST QUEEN

**Reveal:** Turn the illimat so the Forest Queen's field is Summer  
**In Play:** Seasons do not change for any reason  
**Claim:** You may turn the illimat to any position



THE CHILDREN

**Reveal:** Deal 3 cards under The Children  
**In Play:** None  
**Claim:** Add cards under The Children to your Harvest pile. You may look at them, and may keep them secret.



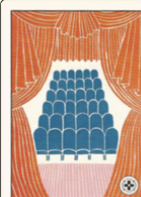
THE RAKE

**Reveal:** None  
**In Play:** As a free action on your turn, you **must** sow one card onto The Rake's field, ignoring season  
**Claim:** Each player must give you 1 summer card from their harvest



THE UNION

**Reveal:** None  
**In Play:** You may play 2 cards (using the combined value) instead of 1 card to Harvest in the field of The Union. Draw back up to 4 cards at the end of your turn.  
**Claim:** None



THE AUDIENCE

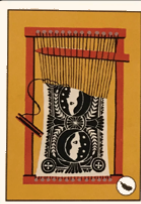
**Reveal:** Each player sows 1 card (2 cards for 2 player game) face down into The Audience's field. After all players do this, reveal them. Players don't draw to replace these cards until the end of their **next** turn.



THE NEWBORN

**Reveal:** Reveal the Luminary in the opposite field. If there isn't one, add one and reveal it. If there is a revealed one, Newborn has no effect.  
**In Play:** None  
**Claim:** None

**In Play:** None  
**Claim:** None



THE LOOM

**Reveal:** None

**In Play:** As a free action on your turn, you may stockpile in The Loom's field, ignoring the season.

**Claim:** Discard your hand and draw 4 cards



THE ISLAND

**Reveal:** None

**In Play:** Players can only interact with The Island's field. This overrides The Rake and similar effects.

**Claim:** None



THE PERFECT CRIME

**Reveal:** None

**In Play:** None

**Claim:** You may take one okus from another player and return it to the illimat. This occurs after you collect an okus for clearing the field.

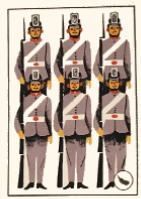


THE BUTCHER

**Reveal:** Discard the Luminary in the field opposite The Butcher

**In Play:** None

**Claim:** Same claim effect as The Perfect Crime (see left)



THE SOLDIERS

**Reveal:** Deal 3 cards under the 3 cards seeded to this field

**In Play:** When sowing into this field, deal a hidden card under sown card, revealed when card above is harvested

**Claim:** None



THE BOAT

**Reveal:** None

**In Play:** When you harvest from The Boat's field, you may also harvest from the field opposite

**Claim:** None