



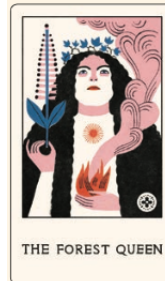
Reveal: None
In Play: Once per turn, exchange card in hand with Changeling's field, excluding Stockpiles
Claim: You may exchange 2 cards from your hand with any 2 cards on the board



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



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



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



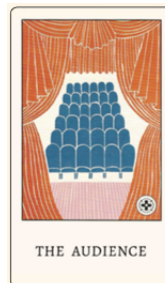
Reveal: Deal 3 cards under The Children
In Play: None
Claim: Add cards under The Children to your Harvest pile. You may look at them, and may keep them secret.



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



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



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.
In Play: None
Claim: None



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



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.



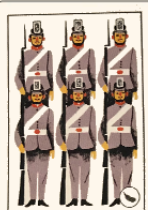
THE BUTCHER

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