

20 Sparkmage **1**

Your Avatar's enemies are in for a shock!

Tap → Play or draw a site.  
Tap → Target nearby location. Deal damage to another random unit there equal to the sum of ⚡ on spells you've cast this turn.

Art © Francesca Baerwald

20 Waveshaper **1**

Your Avatar turns the tide in your favor!

Tap → Play or draw a site.  
Tap → Flood a site near your body of water until you do so again. Tap minions without submerge there. They don't untap the next time they would.

Art © Francesca Baerwald

3 Accursed Albatross **1**

An Exceptional Beast of deadly portent

Airborne  
When a unit kills Accursed Albatross, kill that unit's other allied minions it's nearby.

Art © Vincent Pompetti

2 Adept Illusionist **2**

An Elite Mortal with duplicitous skills

Spellcaster  
Tap → Search your hand, cemetery, or spellbook for another Adept Illusionist and summon it nearby. Shuffle if needed.

Art © Jeff Basley

3 Albespine Pikemen **3**

Exceptional Mortals with prodigious pikes

Strikes first while attacking.  
*"It serves him right who runs into the long reach of a pikeman." — Grimmelshausen!*

Art © Andrea Modesti

2 Älvalinne Dryads **1**

Ordinary Spirits of sweet succor

Älvalinne Dryads provide **1**.  
*How fair to greet, on misted morn  
A daint parade of dew-kissed bloom  
Now deep, inspire! A bliss return  
Of air faint lade with sweet perfume*

Art © Elvira Shalistrova

5 Amazon Warriors **5**

Ordinary Mortals of magnificent stature

*"Tonight, we keep watch. And tomorrow, before the dawn, we shall arm ourselves in our weapons, and beside their hollow vessels waken bitter Ares." — Homer*

Art © Elvira Shalistrova

7 Ancient Dragon **6**

An Elite Dragon of breathtaking majesty

Airborne  
Tap → Deal 4 damage to each other unit at target location nearby.

Art © Lindsey Crummett

5 Anui Undine **0**

An Exceptional Spirit born of the sea

Submerge  
Anui Undine has +1 power for each site in her body of water.  
*What is a puddle but an ocean waiting to be discovered?*

Art © Tony Szczudlo

**3**  **Apprentice Wizard** 



An Ordinary Mortal, new to power.  
Spellcaster  
Genesis → Draw a spell.

Art © Ossi Hickkala

**3**  **Aramos Mercenaries** 



Ordinary Mortals fight for a price.  
You may discard a random card rather than pay this spell's mana cost.  
*The purse has enticements unknown to virtue.*

Art © Jeff A. Menges

**5**  **Askelon Phoenix** 



An Elite Beast of candescent splendor.  
Airborne  
If Askelon Phoenix would take damage from a fire spell or ability, it gains +1 power this turn, instead.

Art © Melissa A. Benson

**5**  **Atlas Wanderers** 



Elite Giants bear the weight of the world.  
Genesis → This site and an adjacent site change places, carrying along everything of normal size.

Art © Brian Smith

**3**  **Autumn Unicorn** 



An Exceptional Beast, renowned in legend.  
*Concerning the fair unicorn, sundry notions do abide. Some demur, others deny, children delight, and charlatans lie.*

Art © Sverine Pineaux

**1**  **Awakened Mummies** 



Exceptional Undead, roused from rest.  
Summon Awakened Mummies burrowed safely. When an enemy unit moves onto the ground above them, they unburrow and intercept.  
*Bodies in desert tombs are often very well preserved. Midget, too well.*

Art © Jeff Easley

**5**  **Azuridge Caravan** 



An Ordinary convoy of diverse kin and kind.  
Has all elements and minion types.  
*Defendit numerus, liberat varietas.*

Art © Vincent Pompetti

**4**  **Bane Widow** 



An Exceptional Beast, with venom-dripping fangs.  
Genesis → May kill target minion here.  
*Born of earth, yet suckled by Hell's fire.*

Art © Brian Smith

**2**  **Beast of Burden** 



An Ordinary Beast bears the wide world.  
May carry any number of allied minions.  
*Leader, leader! Blast your sporting flames! Life's most weary load is yet to come.*

Art © Lindsey Gummert

**3** ♣ **Belmonte Longbowmen** **3**



Ordinary Mortals draw on distant foes

Ranged

*"In the left hand of every delight, lies woe;  
and for that, my bow."*

Art © Andrea Modesti

**1** ♠ **Blood Ravens** **1**



A cruel conspiracy of Ordinary Beasts

Airborne

Damage dealt by Blood Ravens' strikes heals you.

*Dark wings bring dark winds.*

Art © Michal Nagyfal

**3** ♣ **Bone Rabble** **1**



Ordinary Undead scurbble to the surface

Whenever you play an earth site, you may summon Bone Rabble from your cemetery to that site.

Art © Jeff A. Menges

**2** ♣ **Bosk Troll** **3**



An Ordinary Troll of gentle disposition

*Its thoughts are reflections in a forest pool,  
softly trembling with wind and rain.*

Art © Vassily Ermolaev

**4** ♣ **Bridge Troll** **3**



An Exceptional Troll accosts life incautious

Whenever an enemy attacks Bridge Troll, they must spend all of their remaining mana to give to you on your next turn.

*"Oh! oo. o. at trappin' o er me bridge!"*

Art © Vassily Ermolaev

**3** ♣ **Brobdingnag Bullfrog** **3**



An Exceptional Beast with a giant appetite

Genesis → Brobdingnag Bullfrog swallows another target minion here. He carries it disabled in his belly until he leaves the realm.

Art © Michal Nagyfal

**5** ♠ **Bull Demons of Adam** **5**



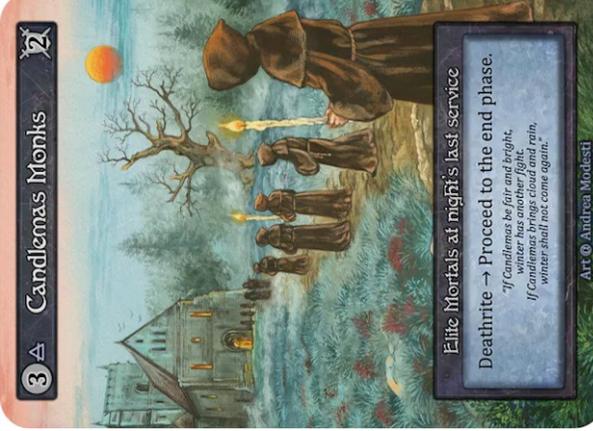
Elite Demons run amok

Tap → Move three steps in a cardinal direction. When Bull Demons of Adam enter each location, they strike each untapped unit there.

*"A bull won't charge a sleeping man. Go to bed, child!"*

Art © Gadu Diaso

**3** ♠ **Candlemas Monks** **2**



Elite Mortals at night's last service

Deathrite → Proceed to the end phase.

*"If Candlemas be fair and bright,  
winter has another flight,  
If Candlemas brings cloud and rain,  
winter shall not come again."*

Art © Andrea Modesti

**4** ♣ **Captain Baldassare** **3**



A Unique Mortal of seafaring infamy

Whenever Captain Baldassare attacks a unit or site, the defending player discards their topmost three spells. You may cast each of those spells once this turn, ignoring threshold requirements.

Art © Vincent Pompetti

**3** **Cauldron Cronos**

Ordinary Mortals brewing with ill intent

Spellcaster

Genesis → You may sacrifice another minion here to draw a spell.

Art © Drew Tucker

**3** **Cave Trolls**

Ordinary Trollsises put noses in holeses

Burrowing

*"We dig, we jig, we nosh da bug,  
Bore ore nor more, we jig and jigi!"*

Art © Drew Tucker

**3** **Cerberus in Chains**

A Unique Demon on a short leash

Must be summoned to your location.  
Cerberus in Chains automatically follows you and can't move itself away.

Art © Alan Pollack

**4** **Clamor of Harpies**

Exceptional Monsters of ardent desire

Airborne

Genesis → Teleport target weaker minion to this location. Clamor of Harpies may strike it.

Art © Francesca Baerald

**2** **Cloud Spirit**

An Ordinary Spirit chases life wind

Airborne, Movement +2

*Children sense beings that we cannot,  
in innocence seeing what wisdom forgot.*

Art © Michal Nagyfal

**3** **Colicky Dragonettes**

Exceptional Dragons disgorge drollops of flame

At the end of your turn, Colicky Dragonettes shoot a projectile. It deals 1 damage.

*Wee dragon's game a belch of flame to lay the mighty low.*

Art © Jeff Easley

**8** **Conqueror Worm**

An Elite Beast expands your demesne

At the end of your turn, if no enemy units occupy this site, permanently gain control of it.

Art © Dan Seagrave

**3** **Coral reef Kelpie**

An Ordinary Beast of tidal wilderness

Submerge

*Why'd the kelpie cross the shoat?  
To get to the other tide.*

Art © Melissa A. Benson

**3** **Court Jester**

An Elite Mortal with a mischievous smile

At the end of your turn, each nearby Avatar discards a random card.

Art © Liz Danforth

**5**   **Courtesan Thais** 



**A Unique Mortal of sedition and seduction**  
 Genesis → During their next turn, each player is controlled by the previous one.  
*Well all the white blood shall spill,  
 should woman's wit be like man's will.*

Art © Drew Tucker

**3**   **Crown Prince** 



**A Unique Mortal with amplex agnates**  
 Deathrite → If you control another Mortal, return Crown Prince to its owner's hand.  
*Emmerich, the final Duniger-king, assumed the throne only after outliving a horde of brothers and nephews.*

Art © Ossi Hiekka

**4**   **Dalcean Phalanx** 



**Exceptional Mortals who yield no ground**  
 Can only move themselves forward.  
*"fairest of sights on the dull black earth," some say,  
 "is a host of horse in battle array."  
 Phalanxes will only make their way,  
 'till all the spears are laid away."  
 — Sappho*

Art © Vincent Pompetti

**5**   **Daperyll Vampire** 



**An Exceptional Undead with a sanguine desire**  
 Airborne  
 Damage dealt by Daperyll Vampire's strikes heals you.

Art © Melissa A. Benson

**2**   **Dead of Night Demon** 



**An Ordinary Demon stalis the witching hour**  
 Stealth  
*Thrice cross the wald's black moor,  
 where horned fiends creep ware tooth and claw.*

Art © Michal Nagyfal

**7**   **Death Dealer** 



**A Unique Mortal and artist of the afterlife**  
 Genesis → Kill all other minions.  
*With frank hand the dark traveler laid waste to  
 all who came before him.*

Art © Brian Smith

**3**   **Deep-sea Mermaids** 



**Ordinary Merfolk of mysterious depths**  
 Submerge  
 Genesis → Draw your bottommost spell.

Art © Elvira Shalkrova

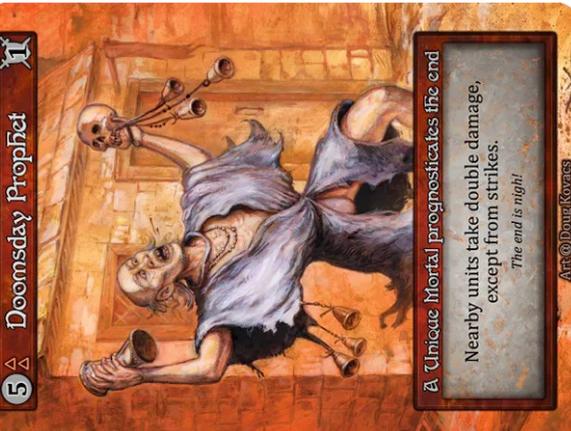
**8**   **Diluvian Kraken** 



**An Elite Monster of benific Horror**  
 Submerge  
 Tap → Surface to strike each other unit nearby.

Art © Dan Seagrave

**5**   **Doomsday Prophet** 



**A Unique Mortal prognosticates the end**  
 Nearby units take double damage, except from strikes.  
*The end is nigh!*

Art © Doug Kovacs

2  $\nabla$   $\nabla$  Dwarven Digging Team  $\mathcal{M}$



Exceptional Dwarves tirelessly tunnel

Burrowing  
Allied minions occupying nearby sites have Burrowing.

Art © Alan Pollack

5  $\triangle$   $\triangle$  East West Dragon  $\mathcal{M}$



An Elite Dragon of long horizons

Airborne  
Moves freely sideways.

Art © Jeff Basley

6  $\triangle$   $\triangle$  Escyllion Cyclops  $\mathcal{M}$



An Exceptional Monster of singular focus

Doesn't strike back while defending.  
*"We wept and raised our hands to the heavens on seeing such a horrific sight, for we knew not what else to do."*  
— Homer

Art © Gadu Duaso

2  $\triangle$  Far East Assassin  $\mathcal{M}$

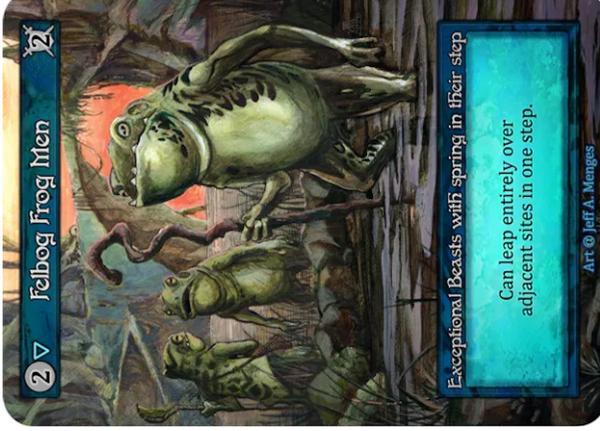


An Elite Mortal with exacting aim

Stealth  
Tap → Far East Assassin throws an artifact he carries at target adjacent unit. It takes damage equal to the artifact's mana cost.

Art © Eivira Shakhrova

2  $\nabla$  Felbog Frog Men  $\mathcal{M}$



Exceptional Beasts with spring in their step

Can leap entirely over adjacent sites in one step.

Art © Jeff A. Menges

1  $\nabla$  Fenvale Muse  $\mathcal{M}$



An Ordinary Mortal of quiet inspiration

Spellcaster  
Whenever Fenvale Muse casts a spell, you may trigger the Genesis of a nearby River.  
*"As the sun troubles the morning she stirs my heart."*

Art © Jeff A. Menges

3  $\nabla$  Fey Changeling  $\mathcal{M}$

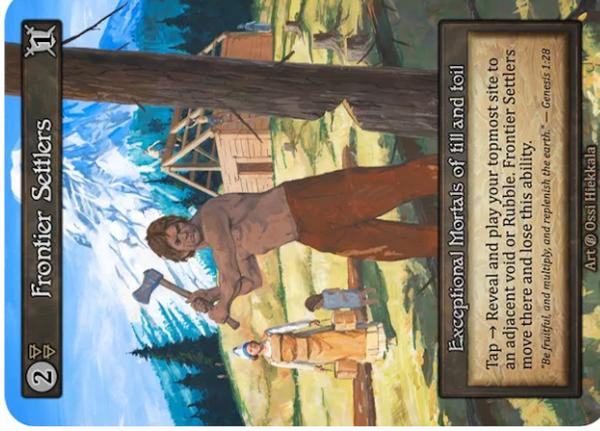


An Exceptional Faerie and unwelcome guest

May be summoned to any site.  
Genesis → You may return a minion here to its owner's hand.

Art © Drew Tucker

2  $\nabla$  Frontier Settlers  $\mathcal{M}$



Exceptional Mortals of fill and toil

Tap → Reveal and play your topmost site to an adjacent void or Rubble. Frontier Settlers move there and lose this ability.  
*"Be faithful and multiply and replenish the earth."* — Genesis 1:28

Art © Ossi Hiekkala

6  $\nabla$  Ghost Ship  $\mathcal{M}$



Elite Spirits sail undying seas

Voidwalk  
Whenever Ghost Ship enters a site from the void, you may summon a Spirit from any cemetery to its location.

Art © Jussi Pykälä

**5** **Giant Shark**

An Exceptional Beast, smells blood in the water

Submerge, Waterbound

Whenever another unit enters or moves between sites in this body of water, Giant Shark moves to that unit to fight it.

Art © Alan Pollack

**1** **Gneissgnath Gnomes**

Exceptional Gnomes, gnomes gnarl, gnearily gnabbed

Burrowing

At the end of your turn, Gneissgnath Gnomes may burrow.

Art © Vasily Ermolaev

**6** **Grandmaster Wizard**

An Elite Mortal of arcane expertise

Spellcaster

Genesis → Draw three spells.

Art © Ossi Hickkälä

**8** **Great Old One**

A Unique Monster, drowns the cosmos

Submerge

Genesis → Permanently flood the entire realm, including voids.

When links beneath depths splintered by mortal keel, Dark and darker black siderals, heedless of earth's cries for ransom.

Art © Dan Seagrave

**2** **Grey Wolves**

A ravenous pack of Ordinary Beasts

Your spellbook may include any number of Grey Wolves.

Has +1 power for each other Grey Wolves nearby.

Art © Melissa A. Benson

**2** **Grim Reaper**

A Unique Spirit, awaits us all

Lethal

Whenever Grim Reaper kills a minion, banish that minion and all copies. Search its owner's cemetery, hand, and spellbook and banish any copies. They shuffle.

Art © Vasily Ermolaev

**3** **Grosse Poltergeist**

An Elite Spirit and ghost in the shell

Tap → Until Grosse Poltergeist leaves the realm, gain control of a nearby artifact and animate it. It's an Automaton with power equal to its cost, and has its own bearer abilities.

Art © Brian Smith

**3** **Gaile Sirens**

Exceptional Merfolk, croon a captivating chorus

Submerge

At the start of your turn, force target nearby enemy minion to take a step toward Gaile Sirens.

Art © Elvira Shadrkova

**4** **Gyre Hippogriffs**

Exceptional Beasts, circle the skies

Airborne, Charge

A wing aloft, will oft decay  
The fore knee of eye construe

Art © Gadu Dunsao

3   **Haast Eagle** 



An Exceptional Beast of grand bearing

Airborne

May carry a weaker allied minion.  
*Hardly a comfortable ride, but a ride, nonetheless.*

Art © Ełwira Pawlikowska

3   **Headless Haunt** 



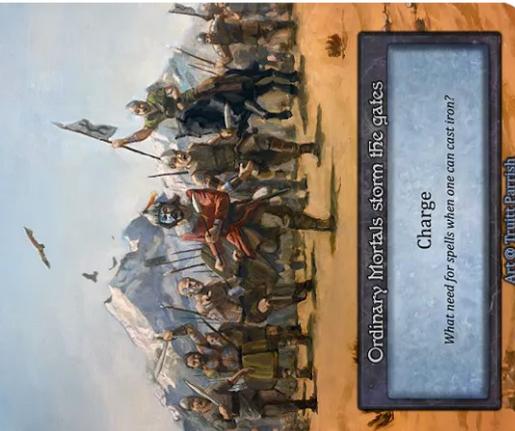
An Exceptional Spirit, whereabouts unknown

Voidwalk

At the start of your turn, Headless Haunt teleports to the top of a random site or void.  
*Jacet sine nomine truncus.*

Art © Jussi Pykälä

7   **Highland Clansmen** 



Ordinary Mortals storm the gates

Charge

*What need for spells when one can cast iron?*

Art © Taitt Parrish

2   **Highland Falconer** 



An Elite Mortal and master of flight

Genesis → You may search your hand and spellbook for a Beast with Airborne and mana cost 2 or less and summon it here. Shuffle if needed.

Art © Andrea Modesti

2   **Highland Princess** 



A Unique Mortal wiffr a suitor

Genesis → Search your spellbook for an artifact that costs 0 or less, reveal it, and put it into your hand. Shuffle.

Art © Vincent Pompetti

4   **Hillock Basilisk** 



An Exceptional Beast with an adamant eye

Other minions at rest here or one step in front of Hillock Basilisk are disabled.

Art © Alan Pollack

5   **Hounds of Ondaros** 



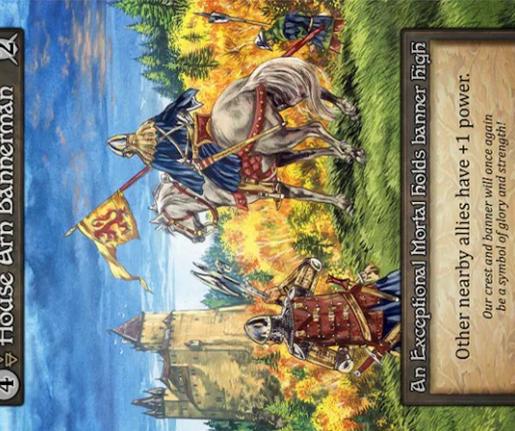
Nowhere is safe from these Elite Beasts

Airborne, Burrowing, Submerge, Voidwalk

Nearby enemies permanently lose Stealth.  
*From hell's heart they stab at thee.*

Art © Francesca Baerald

4   **House Arn Bannerman** 



An Exceptional Mortal holds banner High

Other nearby allies have +1 power.  
*Our crest and banner will once again be a symbol of glory and strength!*

Art © Andrea Modesti

6   **Infernal Legion** 



Elite Undead wreathed in Hellfire

At the end of your turn, deal 3 damage to each other adjacent unit.  
*Grave candles, en danse macabre, the Damned parade in ghoulish mab.*

Art © Melissa A. Benson

6  **Karhemish Chimera** 



Art © Gadui Diaso

An Elite Beast, deadly, defiant, and fierce.  
Can simultaneously attack up to three units at the same location.

7  **King of the Realm** 



Art © Tony Szaudlo

A Unique Mortal, triumphant and true.  
Other Mortals have +1 power.  
You control all Mortals.

3  **Kite Archer** 



Art © Vincent Pompetti

An Exceptional Mortal hits and runs.  
Ranged.  
Immediately after performing a ranged strike, Kite Archer may take a step.

2  **Land Surveyor** 



Art © Ossi Hietala

An Ordinary Mortal promulgates royal decree.  
Genesis → Draw a site.  
*"Bare is the brotherless back,  
And so too shall be unbeliev'd land."*

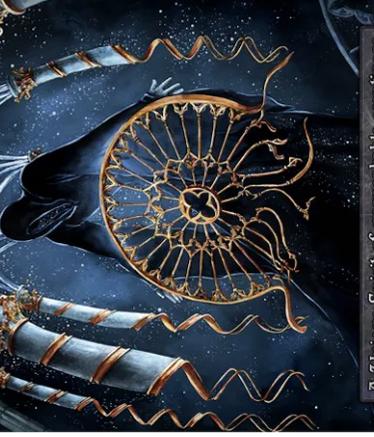
2  **Lava Salamander** 



Art © Melissa A. Benson

An Exceptional Beast with a fiery temper.  
Fire Spellcaster.  
Takes no damage from fire spells.

9  **Lord of the Void** 



Art © Elvira Pawlikowska

A Unique Spirit of unspeakable emptiness.  
Voidwalk.  
At the end of your turn, Lord of the Void may banish an adjacent site, unless there's an Avatar there.

4  **Lord of Unland** 



Art © Jussi Pylkäs

A Unique Merfolk of aquatic might.  
Submerge.  
Other allies occupying Lord of Unland's body of water have +1 power.

3  **Mage Slayer** 



Art © Tony Szaudlo

An Ordinary Mortal with an enduring grudge.  
Genesis → Kill target Spellcaster minion nearby.  
*"Death is too kind for the likes of you. But I am a blind man."*

2  **Master Tracker** 



Art © Andrea Modesti

An Elite Mortal follows all trails.  
All enemies permanently lose Stealth.  
*"Becoming sufficiently familiar with nature is a substitute for understanding it."*

**4** **Maze Minotaur**

An Elite Monster snarls around life corner

Enemy minions can't move themselves out of a maze of nine locations nearby Maze Minotaur.

Art © Gadui Dusso

**3** **Megamoeba**

An Elite Monster engulfs the realm

Megamoeba moves by extending a single pseudopod from any part of itself. It occupies all locations it has ever occupied, and has +1 power for each.

Art © Brian Smith

**2** **Men of Leng**

Ordinary Beasts beat in discord

Whenever Men of Leng strike an Avatar, that Avatar discards a random card.

Art © Drew Tucker

**8** **Midland Army**

A Unique Army of Mortals, yours to command

Tap → Target a location up to three steps away. Deal 4 damage to each unit there.

Deathrite → Summon a Foot Soldier token to each adjacent location.

Art © Tony Szezuillo

**3** **Midnight Rogue**

An Ordinary Mortal hides in shadow

Ranged, Stealth

*"I'll have respect for your laws when you make them respectable."*

Art © Elvira Shaktirova

**2** **Miracle Workers**

Ordinary Mortals on a mission of mercy

Genesis → You may return a minion that died this turn from your cemetery to your hand.

*"Seek not relief for grievous deeds in mercy alone, but know that the prayers of all good people are good."*

Art © Jeff A. Menges

**5** **Monastery Gargoyle**

An Exceptional Beast weathers all storms

At the start and end of your turn, choose whether Monastery Gargoyle has Airborne or is a non-minion artifact.

*Though rats and rogers, through wind and war, we bite our time.*

Art © Dan Seagrave

**3** **Monster Hunter**

An Exceptional Mortal of grim determination

Genesis → Kill a nearby Monster.

*Not glory nor profit is his reward—a safer world is.*

Art © Jeff A. Menges

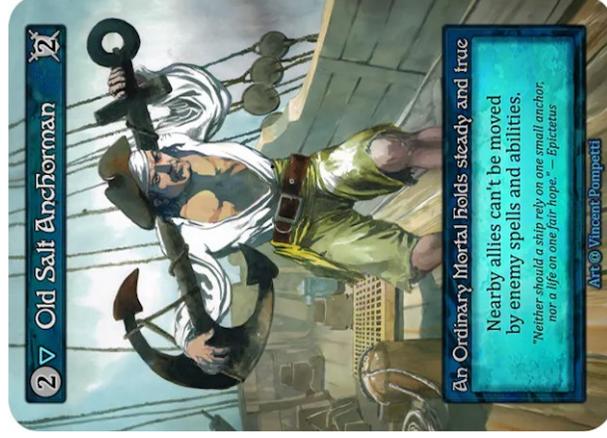
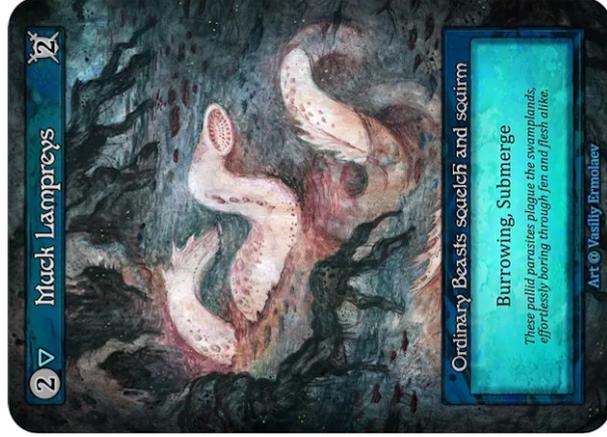
**3** **Moon Clan Werewolf**

An Exceptional Monster; terminally transformed

Sacrifice an allied Mortal → Summon Moon Clan Werewolf from your hand to the Mortal's location.

*Upward, before the mooning it wolfed.*

Art © Alan Pollack



**3** **Outback Strider**

An Exceptional Mortal finds solace in solitude

Moves freely between unoccupied land sites.

Art © Tony Szczudlo

**2** **Pallidurrie Bats**

Ordinary Beasts soar in lunar choir

Airborne, Burrowing

*To the bat, it is the world that's blind. To the song-spun tapestry of its kind.*

Art © Lindsay Crummett

**5** **Panorama Manticore**

An Elite Beast keeps vigilant watch

Airborne, Lethal

At the end of your turn, if you cast a non-fire spell this turn, untap Panorama Manticore.

Art © Melissa A. Benson

**3** **Peregrine Apparition**

An Exceptional Spirit of limitless velocity

Airborne, Movement +3, Voidwalk

*The truly sublime know no bounds.*

Art © Adam Burke

**4** **Petrosian Cavalry**

Ordinary Mortals charge into battle

Charge

*By their swift steeds and swifter swords the tide of many a battle has turned.*

Art © Andrea Modesti

**3** **Phantasmal Shade**

An Exceptional Spirit of imagined evil

When Phantasmal Shade is struck, destroy it.

Art © Santiago Curuso

**3** **Phantom Steed**

An Exceptional Beast courses the cosmos

Movement +2, Voidwalk

May carry an allied minion.

Art © Melissa A. Benson

**3** **Phase Assassin**

An Exceptional Mortal fades into nothingness

Voidwalk

Whenever Phase Assassin enters the void, he gains Stealth.

Art © Jussi Pylkäs

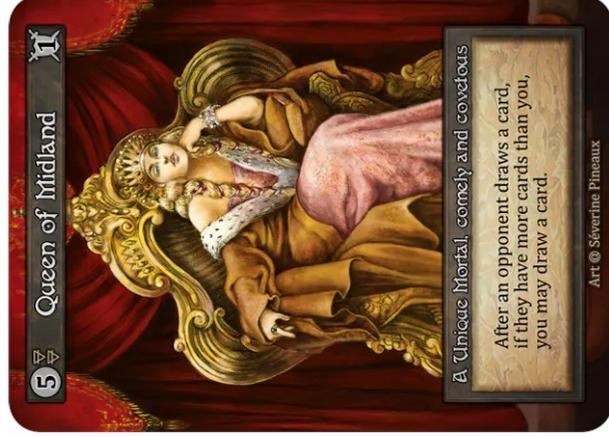
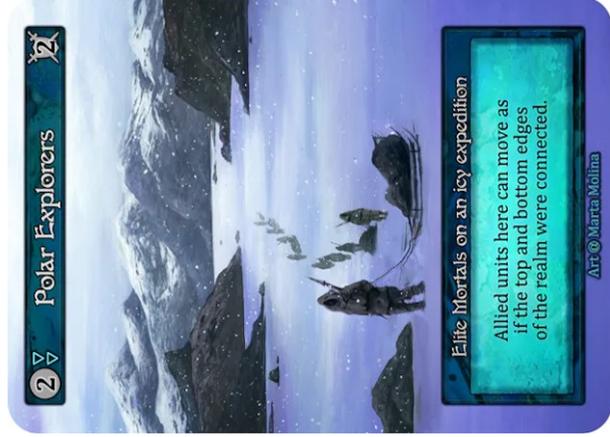
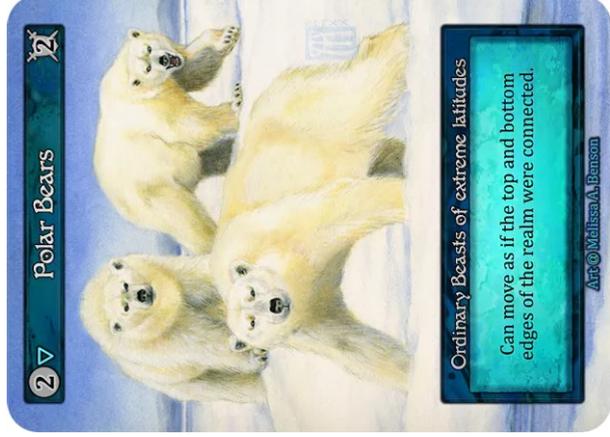
**4** **Pirate Ship**

An Ordinary ship of Mortal scum

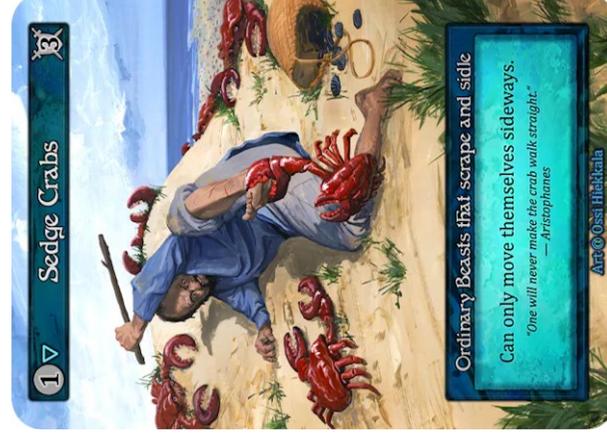
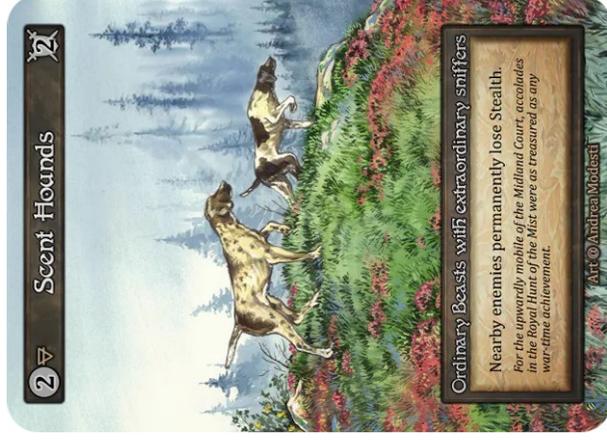
Waterbound

*"Build me straight, O worthy Master! And with wave and whirlwind wrestle! — Henry Wadsworth Longfellow"*

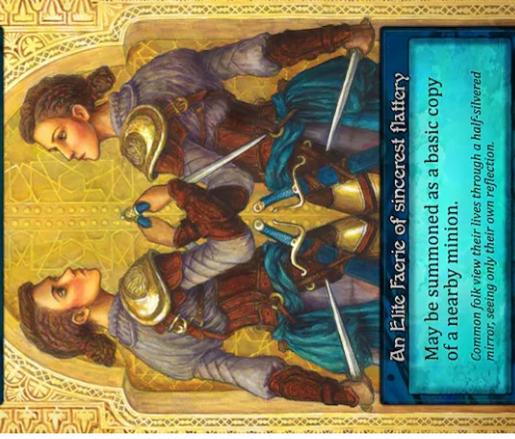
Art © Vincent Pompetti







**4**  **Selfsame Simulacrum** 



**An Elite Faerie of sincerest flattery**  
 May be summoned as a basic copy of a nearby minion.  
*Common folk view their lives through a half-silvered mirror, seeing only their own reflection.*

Art © Elvira Shkrirova

**3**  **Shield Maidens** 



**Exceptional Mortals hold the line**  
 Nearby allies take 1 less damage.  
*My word is my bond, my shield is my service.*

Art © Vincent Pompetti

**6**  **Silver Valkyries** 



**Elite Angels hold constant vigil**  
 Airborne  
 At the end of your turn, untap all allies here.

Art © Severine Pheaux

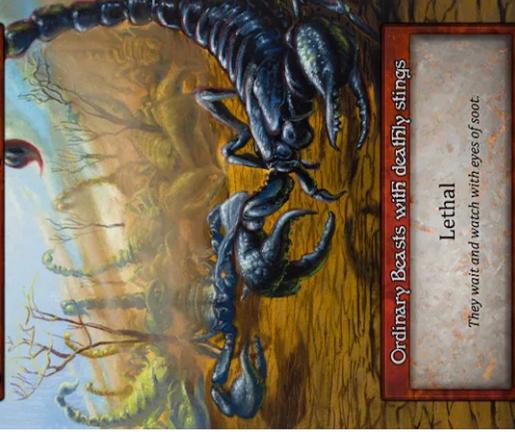
**3**  **Sirian Templar** 



**An Exceptional Mortal dispenses almighty justice**  
 Takes no damage from Demon, Spirit, or Undead minions.  
*Struck down, the templar rose again, guided by his holy purpose—and the dawn rose with him.*

Art © Gadu Duaso

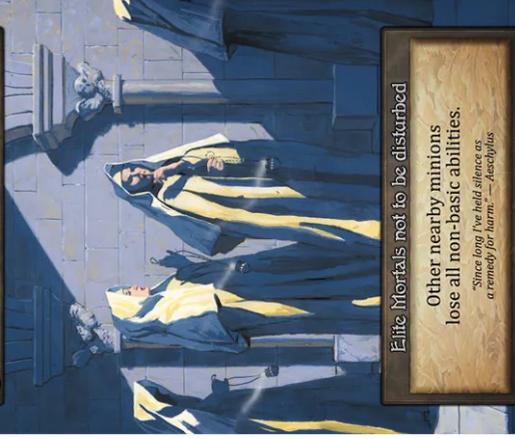
**2**  **Sirocco Scorpions** 



**Ordinary Beasts with deathly stings**  
 Lethal  
*They wait and watch with eyes of soot.*

Art © Michal Nagyvář

**2**  **Sisters of Silence** 



**Elite Mortals not to be disturbed**  
 Other nearby minions lose all non-basic abilities.  
*"Since long I've held silence as a remedy for harm. — Ascalaphus"*

Art © Ossi Heikkala

**4**  **Skirmishers of Mu** 



**Exceptional Mortals harry from horseback**  
 Ranged  
 During basic movement, Skirmishers of Mu may perform a ranged strike from any location along their path.

Art © Vincent Pompetti

**6**  **Sky Baron** 



**An Elite Spirit and welkin overlord**  
 Airborne  
 All other minions lose Airborne.

Art © Drew Tucker

**1**  **Sling Pixies** 



**Exceptional Faeries flitter and flither**  
 Airborne, Ranged  
 Takes no damage from units with 4 or more power.

Art © Vasily Ermolaev

**3** **Slumbering Giantess**

An Exceptional Giant dozes peacefully.

Genesis → Fall asleep. Slumbering Giantess is disabled until hurt.

Art © Liz Dantorth

**2** **Sneak Thief**

An Elite Mortal burgles and borrows.

Stealth  
Tap → Steal an artifact out of the hands of another target unit here, and stay Stealthed.

Art © Jeff Basley

**1** **Snow Leopard**

An Ordinary Beast prowls powdery peaks.

"This is the Le-o-pard, my child,  
His temper's anything but mild."  
— A. M. Shaw & C. Beckwith

Art © Lindsey Grammett

**2** **Spectral Stalker**

An Ordinary Undead roams betwixt life between Voidwalk.

"We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far." — H. P. Lovecraft

Art © Jeff Basley

**3** **Spire Lich**

An Exceptional Undead towers above.

If Spire Lich is atop a Tower, it has +2 power, Ranged, and Spellcaster.

Art © Vasily Ermolayev

**3** **Squirring Mass**

Elite Beasts wriggle and writhe.

Whenever a nearby minion dies, Squirring Mass permanently gains its power.

Art © Brian Smith

**5** **Stone-gaze Gorgons**

Elite Monsters gaze longingly from afar.

Other minions at rest at adjacent locations are disabled.

In the dawn of this unbroken sword, its aim unwittingly has led a gorgon's gaze, but yet there is no hope.

Art © Séverine Pineaux

**1** **Swamp Buffalo**

An Ordinary Beast of ponderous proportions.

Impassive, plump and peaceful, the swamp buffalo is an icon of contentment.

Art © Jussi Pyykäs

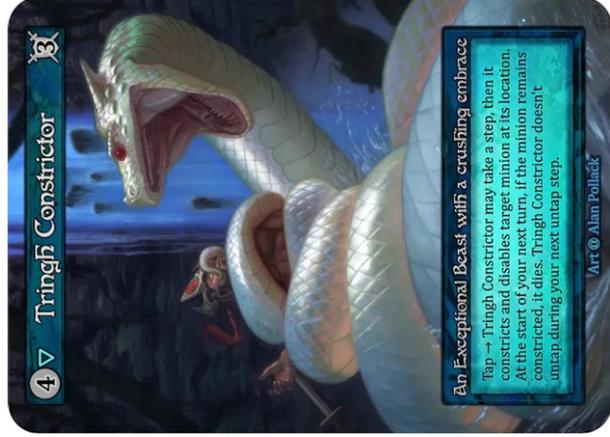
**2** **Swan Maidens**

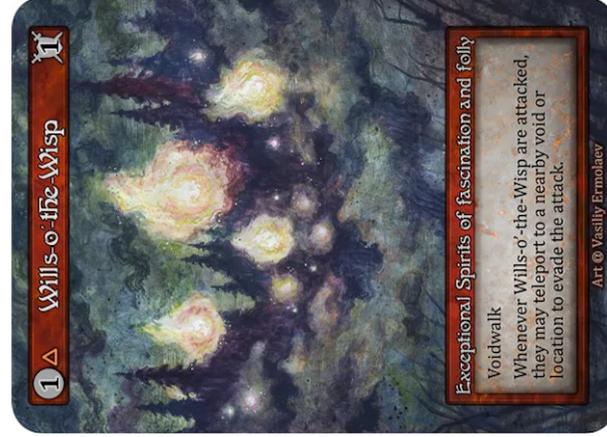
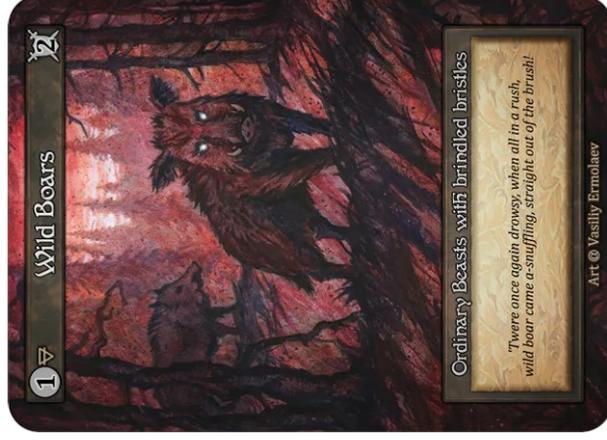
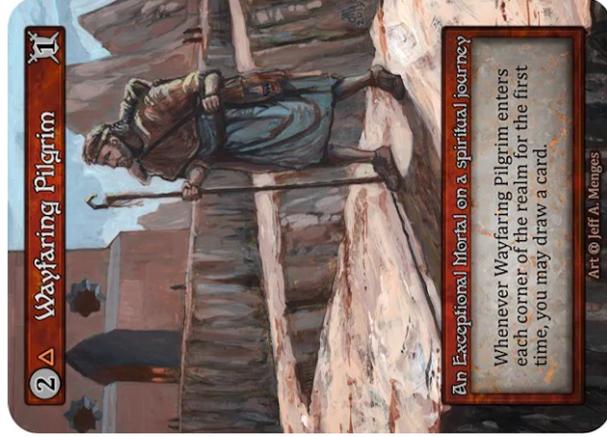
Ordinary Mortals of eerie grace.

Airborne, Submerge

Before woman was, the water awaited her.

Art © Ossi Heikkala







7 ▾ ▾

Wraetannis Titan



An Elite Giant makes an epic entrance

Genesis → Strike each enemy here.  
*O valley, low, innocent dove,  
What grievous blows rain from above.*

Art © Tony Szczydlo



4 ▾ ▾

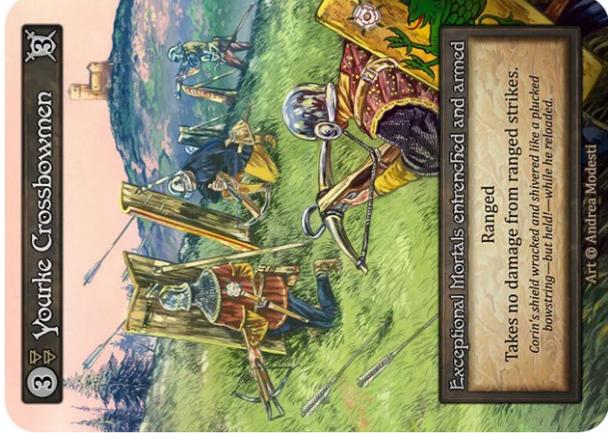
Yokai Kappas



Elite Beasts imperil this pond

Discard a water site → Untap Yokai Kappas. Use only once per turn.  
*In the cool winter months when succubus don't grow,  
kappas of the Yokai forest find other means of refreshment.*

Art © Ganu Duaso



3 ▾ ▾

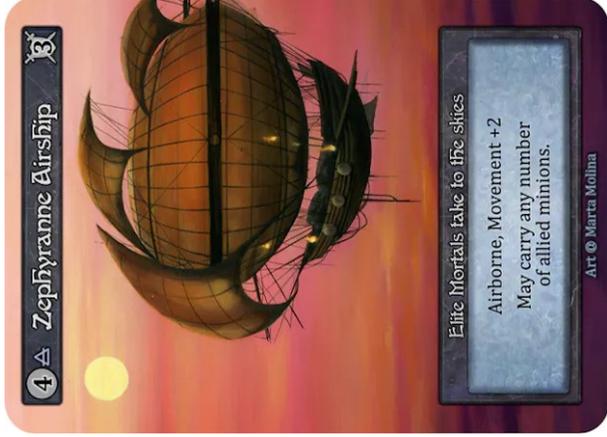
Yourke Crossbowmen



Exceptional Mortals entrenched and armed

Ranged  
Takes no damage from ranged strikes.  
*Corn's shield wracked and shivered like a plucked  
bowstring — but held! — while he reloaded.*

Art © Andrea Modesti



4 ▴

Zephyranne Airship



Elite Mortals take to the skies

Airborne, Movement +2  
May carry any number  
of allied minions.

Art © Maria Molina



X ▾ ▾

Assorted Animals

Elite Magic of molly managric

Search your spellbook for different Beasts with a combined mana cost of X or less, reveal them, and put them in your hand. Shuffle your spellbook.

Art © Vasily Ermolaev



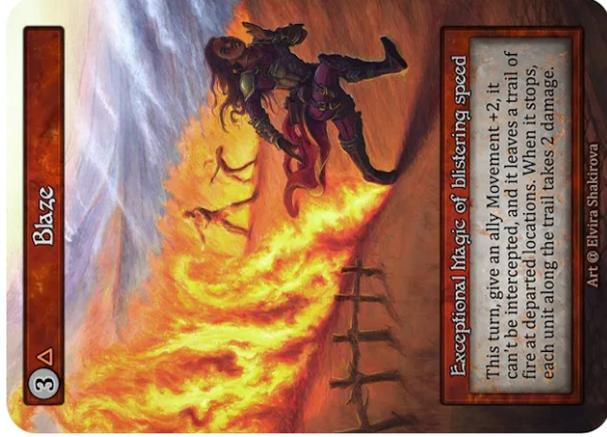
2 ▴

Backstab

Exceptional Magic of treachery and treason

Target minion moves to an adjacent location, if needed, to strike another target tapped minion there.

Art © Vincent Pompetti



3 ▴

Blaze

Exceptional Magic of blistering speed

This turn, give an ally Movement +2, it can't be intercepted, and it leaves a trail of fire at departed locations. When it stops, each unit along the trail takes 2 damage.

Art © Elvira Shakirova



2 ▴

Blink

Ordinary Magic of tactical transmission

An ally teleports to a location it's nearby. Draw a card.

Art © Francesca Baerald



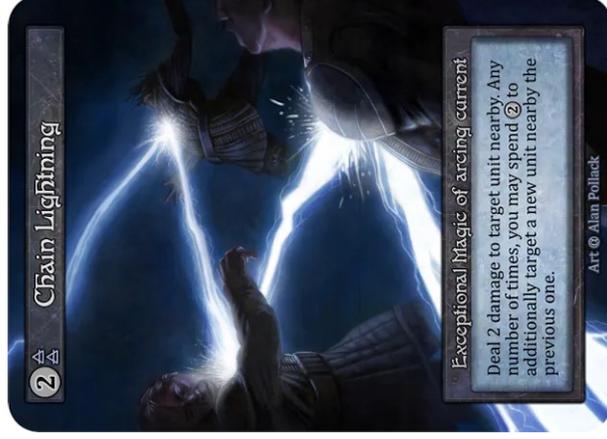
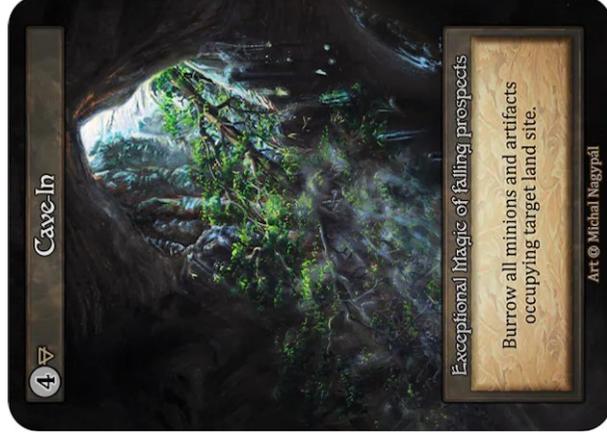
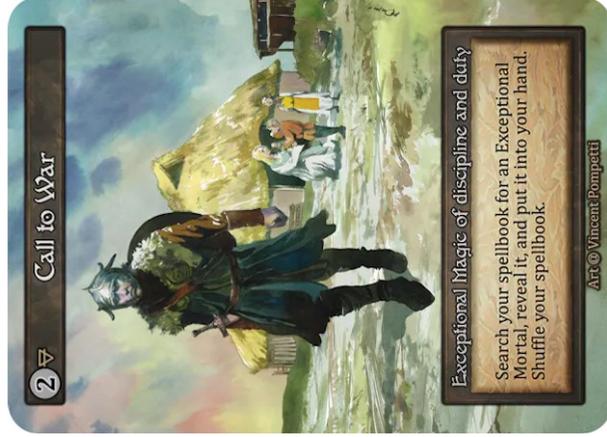
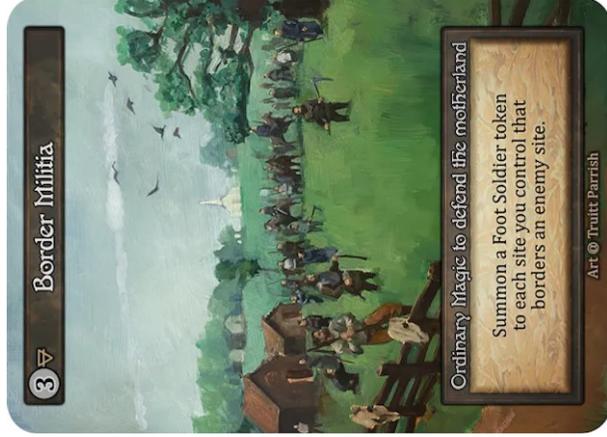
3 ▴

Boil

Ordinary Magic of sudden scalding

Destroy all minions occupying target water site up to two steps away.

Art © Brian Smith





8

Craterize

Elite Magic of cataclysmic impact

As an additional cost to cast Craterize, discard a site.  
 Destroy target site and deal damage to each unit above or below a site in the area of effect:

1	2	4	4	2	1
2	4	7	4	2	
4	7	10	7	4	
2	4	7	4	2	
1	2	4	2	1	

Art © Marta Molina



2

Critical Strike

Ordinary Magic to smite your enemy

The next time an ally strikes a unit this turn, it deals double damage.

Art © Vincent Pompetti



2

Disenchant

Ordinary Magic of fractured fascination

Destroy all auras and artifacts at target location up to two steps away.  
*... and a haughty spirit before a fall.*

Art © Elwira Pawlikowska



3

Disintegrate

Elite Magic of utter annihilation

Banish target minion nearby, and everything it carries.

*"For dust thou art, and unto dust shalt thou return."*  
 - Genesis 3:19

Art © Alan Pollack



2

Dispel

Ordinary Magic of shattered vanity

Destroy all auras and artifacts at target location up to two steps away.

*Pride goeth before destruction...*

Art © Elwira Pawlikowska



1

Divine Healing

Exceptional Magic of faith unfettered

You gain 7 life.

*"I have heard your prayer and seen your tears; I will heal you..." - 2 Kings 20:5*

Art © Alan Pollack



0

Dodge Roll

Exceptional Magic, nimble and quick

May be cast when an ally is attacked.  
 An attacked ally may move to another adjacent location to evade the attack.

Art © Vincent Pompetti



1

Dream Quest

Unique Magic glimpses beyond the veil

An allied Spellcaster falls asleep and is disabled until hurt. At the start of your next turn, if it is still asleep, you may wake it up to search your spellbook for a card and put it into your hand. Shuffle if needed.

Art © Elwira Shaktrowa



3

Drown

Ordinary Magic of downward descent

Submerge target minion or artifact, if able.

Art © Alan Pollack

5  **Earthquake**



**Elite Magic of violent upheaval**

Rearrange sites within a two-by-two region, carrying along everything of normal size. Then burrow all minions and artifacts on those sites, if able.

Art © Alan Pollack

2  **Exorcism**



**Ordinary Magic to expulse the unholy**

Banish all Demon and Undead minions at target location up to two steps away.

*"No devil nor demon shall undo this done! Begone!"*

Art © Martias Friak

3  **Extinguish**



**Ordinary Magic of guttering failure**

Banish all fire minions and fire auras occupying target site up to two steps away.

Art © Brian Smith

2  **Fade**



**Ordinary Magic of covert concealment**

Give an allied minion Stealth. If it occupies an enemy site, draw a card.

*"I could say, but then I'd just have to rob them again."*

Art © Elvira Shaktirova

2  **Fire Harpoons!**

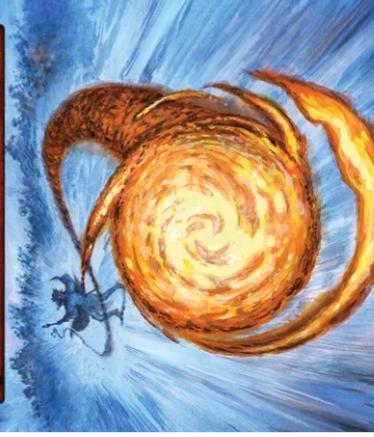


**Ordinary Magic to reel in your prey**

Deal 1 damage to target minion above or below an adjacent Water site and pull it to the caster's location. Draw a card.

Art © Jussi Pykälä

4  **Fireball**



**Exceptional Magic of deflagrant destruction**

Shoot a projectile. It deals 4 damage on impact, and 2 damage to each other unit at that location.

Art © Doug Kovacs

2  **Firebolts**



**Ordinary Magic unleashes a blazing barrage**

Shoot three projectiles in the same direction, one at a time. Each deals 1 damage.

Art © Jeff Easley

6  **Flame Wave**



**Elite Magic ravages the realm**

Flame Wave flows horizontally, from one edge of the realm to the other. Deal damage to each unit atop sites in the area of effect:	7	5	3	1
	7	5	3	1
	7	5	3	1
	7	5	3	1

Art © Alan Pollack

3  **Flanking Maneuver**



**Exceptional Magic and peculiar play**

Teleport any number of allies at one location to another location a chess knight's move away. Draw a card.

Art © Tony Scudlo

**3** ▽ ▽

**Font of Life**



A rejuvenating infusion of Exceptional Magic

Each ally heals an amount equal to the number of sites in its body of water.

Art © Anson Maddocks

**4** ▽ ▽

**Frost Nova**



An Exceptional explosion of arctic Magic

Freeze nearby enemy minions. They're disabled until your next turn.

Art © Francesca Barraldu

**2** ▽

**Geyser**



A sudden gush of Exceptional Magic

This turn, flood target site and give each minion there Airborne. Draw a card.

Art © Matt James

**4** ▽ ▽

**Gigantism**



Unique Magic of sheer strength!

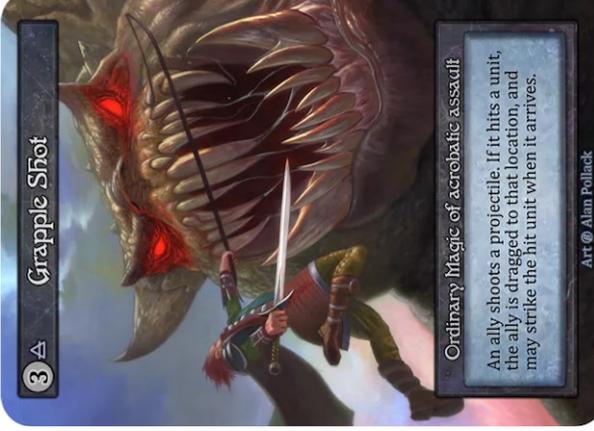
Give an allied unit +6 power this turn.

*Pity these meek and messy men!*

Art © Alan Pollack

**3** △

**Grapple Shot**



Ordinary Magic of acrobatic assault

An ally shoots a projectile. If it hits a unit, the ally is dragged to that location, and may strike the hit unit when it arrives.

Art © Alan Pollack

**3** △

**Heat Ray**



Ordinary Magic of focused fire

Shoot a piercing projectile. Deal 2 damage to one unit at each location along its path.

Art © Jeff Easley

**3** ▽

**Ice Lance**



Ordinary Magic of cold-blooded precision

Shoot a piercing projectile. Deal 3, then 2, then 1 damage to up to one unit at each of the first three locations along its path.

Art © Brian Smith

**1** △ △

**Immolation**



Unique Magic of distilled devastation

Deal 7 damage to target minion nearby.

Art © Brian Smith

**5** △

**Incinerate**



Ordinary Magic of draconic conflagration

Deal 4 damage to each other unit at target location near the center or an allied Dragon.

*Scales are soaked, proud like untamed, in flagrant flight unfurled.*

Art © Lindsey Grummett

**4**  $\Delta$  **Infiltrate**

**Sophisticated Magic for Elite access**

Gain control of target enemy minion until it deals damage, and tap it. It gains Stealth.

Art © Elwira Pawlikowska

**4**  $\Delta$  **Leap Attack**

**Exceptional Magic of savage salvation**

An ally may take a step, and then it strikes each enemy at its location.

Art © Gábor Dusso

**2**  $\Delta$  **Lightning Bolt**

**Ordinary Magic of sfocking uncertainty**

Deal 3 damage to a random unit at target location.

Art © Ossi Hiekkala

**2**  $\Delta$  **Mad Dash**

**Ordinary Magic of utmost urgency**

Draw a card, then give an ally Movement +1 this turn. *Guaranteed delivery in one month or less, or your money back!*

Art © Drew Tucker

**7**  $\Delta$  **Major Explosion**

**A tremendous blast of Elite Magic**

3	5	3
5	7	5
3	5	3

Target a location up to two steps away.  
Deal damage to each unit at locations in the area of effect.

Art © Tony Szcaudlo

**2**  $\nabla$  **Marine Voyage**

**Exceptional Magic for the shrewd scafarer**

This turn, your units can move between any sites in a chosen body of water as if they were adjacent.

Art © Marra Molina

**9**  $\Delta$  **Meteor Shower**

**Elite Magic of otherworldly destruction**

Target three sites that share no borders. Deal damage to each unit atop sites in each area of effect.

3	5	3	2
5	7	5	2
3	5	3	2

3

Art © Michal Nagypal

**2**  $\nabla$  **Minecart Madness**

**A rickety ride of Exceptional Magic**

This turn, your units can move between any sites in a chosen span of land as if they were adjacent.

Art © Matt James

**3**  $\Delta$  **Minor Explosion**

**Ordinary Magic of proximal pliosion**

Deal 3 damage to each unit at target location up to two steps away.

Art © Mattias Frisk

**2**  **Mortality**



**Ordinary Magic of grave consequence**  
Kill all Mortal minions at target location up to two steps away.  
*Man is born a parasite, the better part burnt out.*

Art © Matthias Prisk

**2**  **Occult Ritual**



**Unique Magic of great awakening**  
Gain **2** this turn for each allied Spellcaster here.  
*"With ritzyked overtones and awe they cried softly, adoringly, appalling the name of the being whom they momentarily expected to appear." — Algemein Blackwood*

Art © Lindsey Grummett

**1**  **Overpower**



**Ordinary Magic of decisive force**  
Give an ally +2 power this turn.  
*Suddenly the soldier was flung so violently from his mount, his sword became a ploughshare.*

Art © Vincent Pompetti

**4**  **Pact with the Devil**



**Unique Magic commands a heavy price**  
Sacrifice the caster or lose half your life, rounding up. If you do, draw three cards.

Art © Jeff A. Menges

**1**  **Plague of Frogs**



**Unique Magic in its most annoying form**  
Summon seven Frog tokens.  
*No more chilling a sound than a congress of croaks, and the splitter splatter of slimy feet.*

Art © Michal Nagyváral

**5**  **Poison Nova**



**Exceptional Magic of mephitic miasma**  
**Lethal**  
Deal 1 damage to each other nearby minion.

Art © Jussi Pylkäs

**2**  **Pollimorph**



**Elite Magic of transfiguration**  
Transform target nearby minion into a Frog token.

Art © Francesca Bährwald

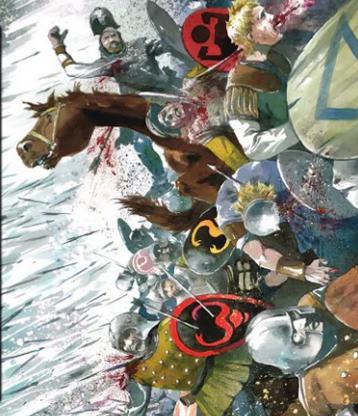
**2**  **Psionic Blast**



**Exceptional Magic of stunning realization**  
Deal 1 damage to each minion here. They're disabled until your next turn.

Art © Alan Pollack

**2**  **Rain of Arrows**



**Ordinary Magic eclipses the sun**  
Deal 1 damage to each aboveground minion.  
*"Then we will fight in the shade!" — Dienekes*

Art © Vincent Pompetti

**4**  **Raise Dead**

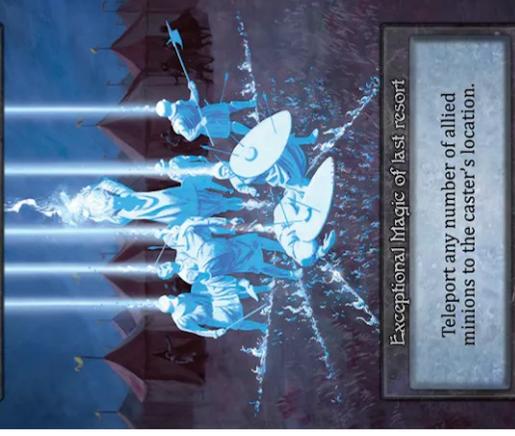


**Exceptional Magic of unsettling necromancy**

Summon a random dead minion.  
*"The living need the dead far more than the dead need the living." — Thomas Laqueur*

Art © Tony Szczudlo  427054

**2**  **Recall**



**Exceptional Magic of last resort**

Teleport any number of allied minions to the caster's location.

Art © Ossi Hietakala

**2**  **Replication**

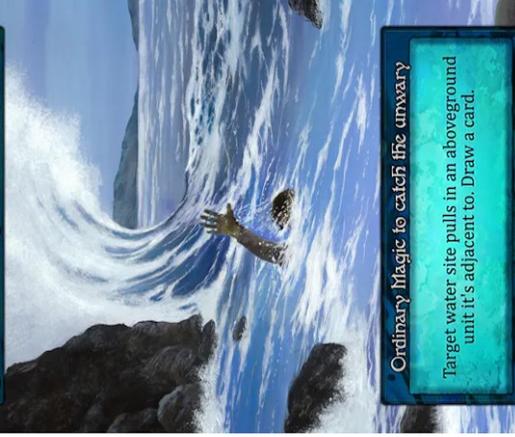


**Elite Magic of counterfeit conjuring**

Conjure a copy of an artifact carried by the caster.  
*"A great sorcerer does not imitate; he plagiarizes."*

Art © Francesca Baerald

**2**  **Riptide**



**Ordinary Magic to catch life unwary**

Target water site pulls in an aboveground unit it's adjacent to. Draw a card.

Art © Maria Molina

**3**  **Scorched Earth**



**Elite Magic of dire desperation**

Choose any number of sites you control. Destroy each of those sites and everything there.

Art © Dan Seagrave

**3**  **Shield Wall**



**Exceptional Magic of unflinching formation**

Until your next turn, each ally takes 1 less damage for each other ally it's nearby.

Art © Andrea Modesti

**1**  **Shrink**

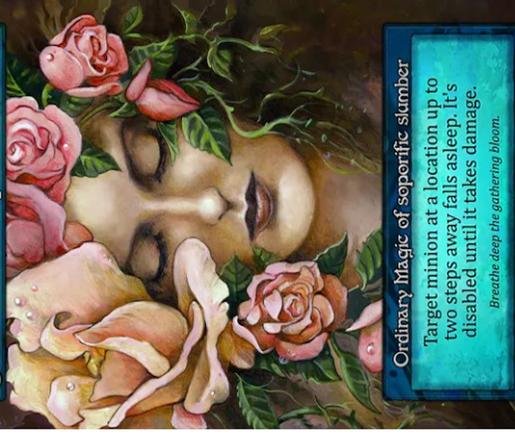


**Exceptional Magic of brief diminution**

Set the base power of target nearby unit to 0 until your next turn.

Art © Francesca Baerald

**2**  **Sleep**



**Ordinary Magic of soporific slumber**

Target minion at a location up to two steps away falls asleep. It's disabled until it takes damage.  
*Breathe deep the gathering bloom.*

Art © Sovereign Pineaux

**3**  **Spin Attack**



**Ordinary Magic of radial violence**

An ally strikes each enemy at its location.

Art © Truitt Parrish

**1** ♣ **Star-seeds of Uthir**



**Unique Magic of calm repose**  
 Fill up to thirteen voids with Rubble.  
*For each layer of rubble excavated, another calamity of yore was revealed.*

Art © Brian Smith

**4** ♣ **Stormy Seas**



**Exceptional Magic of maritime furor**  
 Submerge all minions and artifacts occupying target water site.  
*The sea is angry today, my friends; hike and hold, men, fly! Bring due assem Neptune's belly!*

Art © Vincent Pompetti

**1** ♠ **Telekinesis**



**Exceptional Magic of psychic swiping**  
 Caster snatches and picks up target nearby artifact they can carry.  
*"It's in my hand, it's mine." - Taddler's first rule.*

Art © Jeff Easley

**2** ♠ **Teleport**



**Ordinary Magic of abrupt relocation**  
 Teleport an ally to the surface of target site.  
*There was no real sense of time passing, and in the last seconds of her life she was just teleporting everywhere.*  
 —Highland Theater Critic

Art © Vincent Pompetti

**X** ♣ ♣ **Twist of Fate**



**Unique Magic to reverse one's fortunes**  
 Exchange life totals with target opponent. (X) is the difference between your life totals.

Art © Santiago Canuso

**4** ♠ **Unlikely Alliance**



**Elite Magic forges a strange coalition**  
 Draw a card for each rarity among allied minions.  
*"There are three rules for winning a war. Unfortunately, nobody knows what they are."*

Art © Ossi Heikkala

**2** ♣ **Untravel**



**Ordinary Magic of calm repose**  
 Destroy all artifacts and Undead minions at a location up to two steps away.  
*"My heart, why come you here alone? The wild thing of my heart is grown, to be a thing, fairy, and wild, and fair, and whole."  
 —G. P. T. Branwen*

Art © Séverine Pinaux

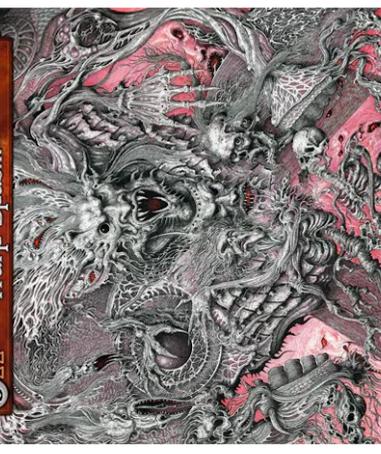
**4** ♣ ♣ **Upwelling**



**Exceptional Magic of fluid undoing**  
 Target a nearby site. Return each artifact and minion there to its owner's hand.  
*There is no height to which confident fools cannot ascend.*

Art © Alan Pollack

**3** ♠ ♠ **Warp Spasm**



**Unique Magic of hyper-violence**  
 This turn, double an allied minion's power, and whenever it attacks and kills a unit, it untaps. At the end of the turn, it dies.

Art © Ian Miller

**3**  **Waypoint Portal**



**Exceptional Magic of dimensional distortion**

Choose two different sites. This turn, units can move between them as if they were adjacent.

Art © Jeff Easley

**5**  **Whirling Blades**



**A vicious vortex of Exceptional Magic**

An ally may take up to two steps, and then strikes each enemy along their entire path.

Art © Brian Smith

**2**  **Windblast**



**Exceptional Magic of weighty weather**

Push everything atop sites one step in a cardinal direction.

Art © Michal Nagyppál

**7**  **Wrath of the Sea**



**Elite Magic of merciless deluge**

Flood all sites adjacent to a body of water this turn. Then submerge all minions and artifacts on water.

Art © Mattias Frisk

**5**  **Abundance**



**An Elite Aura of milk and honey**

Each affected site provides one additional mana.

Art © Vincent Pompetti

**5**  **Atlantean Fate**



**A Unique Aura of Rubris Rumbled**

Affected non-Ordinary sites are flooded. They are water sites, only provide Water threshold, and lose all other abilities.  
Genesis → Submerge all minions and artifacts atop affected sites.

Art © AronjaArt

**1**  **Blizzard**



**An Ordinary Aura of forestalling frost**

Affected sites and units atop them can't be attacked or intercepted.  
At the start of your turn, dispel Blizzard.

Art © Jeffa Manges

**2**  **Crusade**



**A Unique Aura to reclaim the Holy land**

You may summon earth minions to affected sites.  
Allied earth minions occupying affected sites have +1 power.

Art © Truitt Parrish

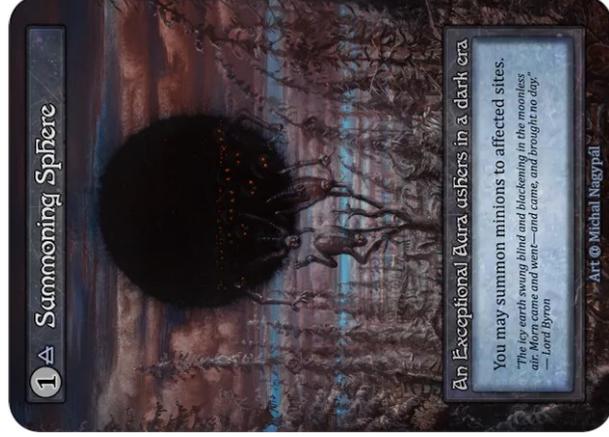
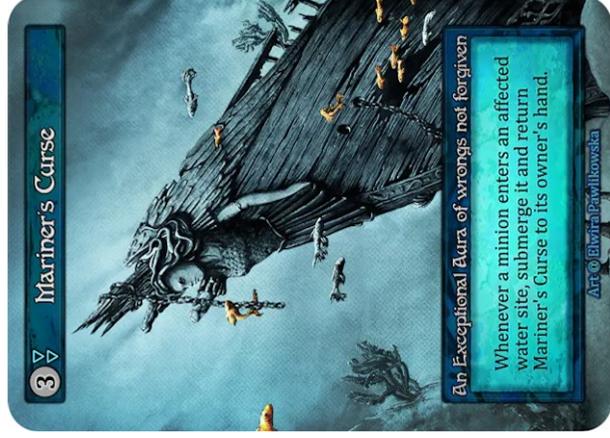
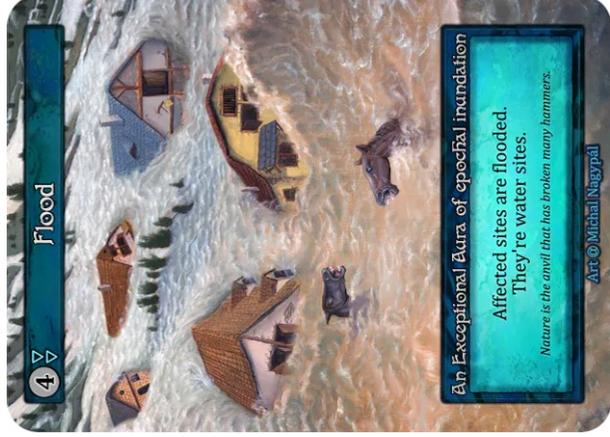
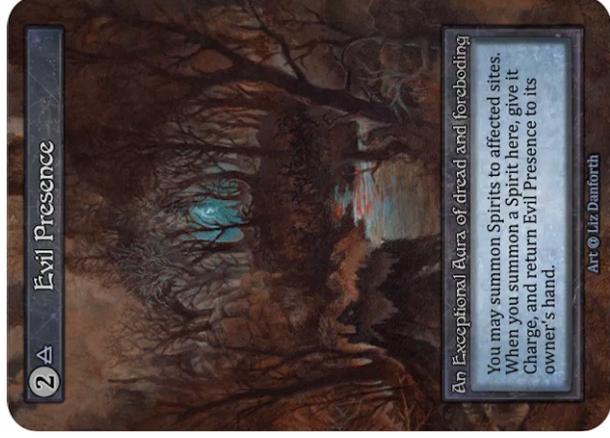
**4**  **Drought**

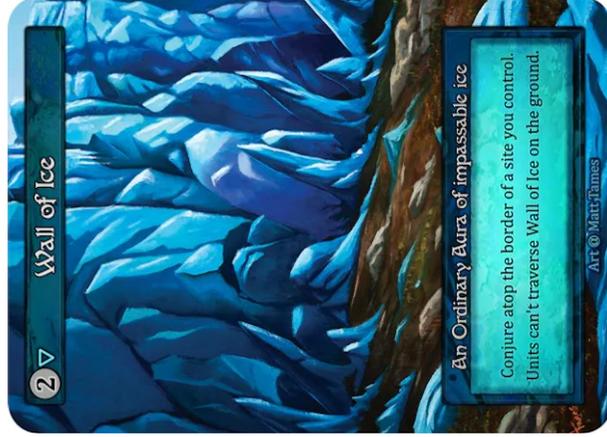


**An Exceptional Aura of desperate dearth**

Affected sites aren't Water sites, and provide no Water threshold.

Art © Michal Nagyppál





**2** **Battering Ram**



An Exceptional Device pummels and pounds  
Units here have "Tap → Destroy target adjacent Wall or Monument."  
Art © Elvira Pawlikowska

**3** **Belfry**



An Elite Monument to common conviction  
At the end of your turn, untap all nearby allies.  
Art © Drew Tucker

**3** **Black Obelisk**



An Elite Monument of ominous aspect  
Black Obelisk's site has "At the start of your turn, lose 2 life and gain @ this turn."  
Art © Dan Seagrave

**3** **Blasted Oak**



A Unique Monument to grim persistence  
If a spell or non-basic ability can target—in order of precedence—Blasted Oak, its site or location, or anything else at its site or location, it must.  
Art © Dan Seagrave

**3** **Buried Treasure**



X marks the spot for these Exceptional Relics  
If cast, conjure this under an allied land site of an opponent's choice.  
When Buried Treasure is carried to the surface, its controller sacrifices it and draws two cards.  
Art © Jeff Menges

**4** **Chains of Prometheus**



An Elite Monument to life arrogance of man  
Whenever a player draws a card, that player taps their strongest untapped minion.  
*"Be sure of this, O young ambition, all mortal greediness is but disease." — Herman Melville*  
Art © Dan Seagrave

**4** **Crave Golem**



An Exceptional Automaton of insatiable hunger  
At the start of each player's turn, Crave Golem attacks a random minion within its range of motion, or takes a step toward the closest minion it can't.  
*As empires gave way to empires, we soon found we'd created far worse than a monster, a machine.*  
Art © Brian Smith

**3** **Crown of the Victor**



A Unique Relic for champions triumphant  
Bearer has +3 power if they've ever killed a minion.  
*The gods see their glory in you this day.*  
Art © Elvira Shaktirova

**3** **Devil's Egg**



An Elite Relic of diabolical affliction  
At the end of each turn, the controller of Devil's Egg's site loses 1 life.  
Art © Brian Smith

**4** **Doomsday Device**

**A Unique Device of mutually assured destruction**

Doomsday Device enters the realm with 20 health. When the last unit is removed, it detonates! Deals damage to each unit at affected locations:

2	4	2
2	4	8
4	8	20
2	4	8
2	4	2

Art © Elwira Pawlikowska

**5** **Drums of Doom**

**Elite Instruments of mass percussion**

Damage dealt to minions nearby is lethal. *A trepid pulse, a throbb of bloodcurd' passion, and life's spark, seemed to each one about them lost.*

Art © Alan Pollack

**4** **Flaming Sword**

**An Exceptional Weapon fumes and flares**

Bearer has +1 power, and its strikes splash full damage to each other enemy at a struck unit's location.

Art © Alan Pollack

**2** **Gilded Aegis**

**Unique Armor and bulwark against death**

If bearer is a minion and would die, instead fully heal it and banish Gilded Aegis.

Art © Dan Seagrave

**3** **Iron Shackles**

**An Exceptional Relic of crippling chains**

May be conjured to target enemy minion. Bearer is disabled. *"How can you claim to be free, when you've never tried to find the end of your tether?"*

Art © Dan Seagrave

**1** **Kythira Mechanism**

**A Unique Relic of preternatural providence**

Bearer's controller determines all random outcomes. *All winds are favorable when the destination is unknown.*

Art © Séverine Pineaux

**4** **Land Deed**

**An Elite Document of indisputable claim**

Bearer has "You control this site." *Possession is nine tenths of the law.*

Art © Elwira Pawlikowska

**1** **Lucky Charm**

**An Exceptional Relic of benison and boon**

Bearer's controller has "Whenever you do something at random, you may do it an extra time and choose one of the outcomes."

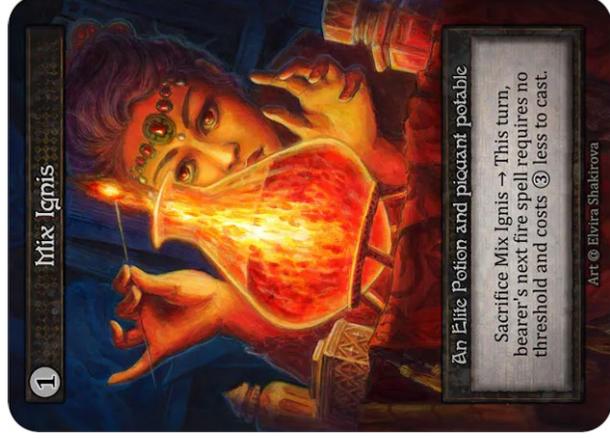
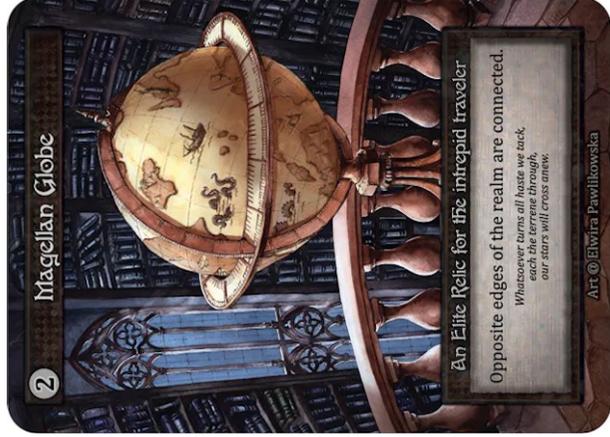
Art © Jussi Pytkäs

**4** **Maddening Bells**

**An Elite Relic of dreadful dissonance**

Spells cast by a nearby Spellcaster cost 2 more to cast. *"I can't hear myself think!"*

Art © Drew Tucker





**3** Screaming Skull



An Elite Relic of unbridled rage

Whenever bearer attacks and kills an enemy, it untaps.

Art © Melissa A. Benson

**3** Seven-league Boots



Unique Armor for traipsing and japesing

Bearer has Movement +7.

*"Bring me my boots at once, so that I may catch them!"*  
— Charles Perrault

Art © Melissa A. Benson

**3** Siege Ballista



An Exceptional Weapon and engine of war

Tap bearer and another ally here → Deal 3 damage to target unit up to two steps away.

Art © Elvira Pavlovskia

**5** Spear of Destiny



A Unique Weapon of divine retribution

Bearer has "Tap → Throw Spear of Destiny at any minion anywhere. It teleports to that minion's location and kills it."  
*Now mortal's blood shall serve a hunger erst whetted by divine.*

Art © Andrea Modesti

**3** Sunken Treasure



Exceptional Relics lost at sea

If cast, conjure this under an allied water site of an opponent's choice.

When Sunken Treasure is carried to the surface, its controller sacrifices it and draws two cards.

Art © Jeff A. Menges

**4** The Immortal Throne



A Unique Monument to life everlasting

Whenever anyone plays a card with cost equal to the number of level counters on The Immortal Throne, they draw a card and add a level counter.

At level 8 or more, an Avatar here alone wins the game.

Art © Elvira Pavlovskia

**1** Torsfamar Trinket



An Exceptional Relic of recurring force

Bearer has +1 power.

At the end of your turn, return this to its owner's hand.

Art © Dan Seagrave

**2** Truesight Crossbow



An Exceptional Weapon with an all-seeing eye

Bearer has Ranged and can target Stealth units.

Art © Melissa A. Benson

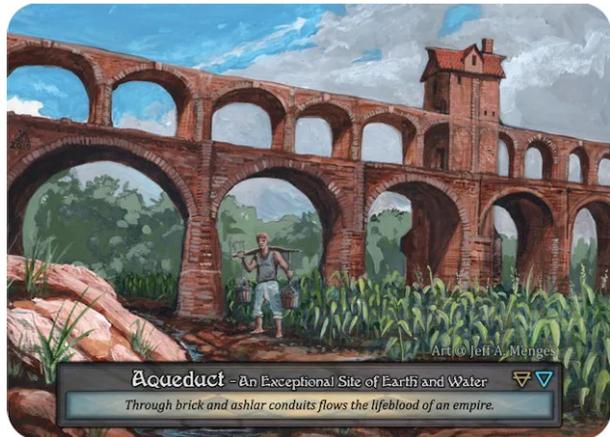
**7** Undertaker Engine



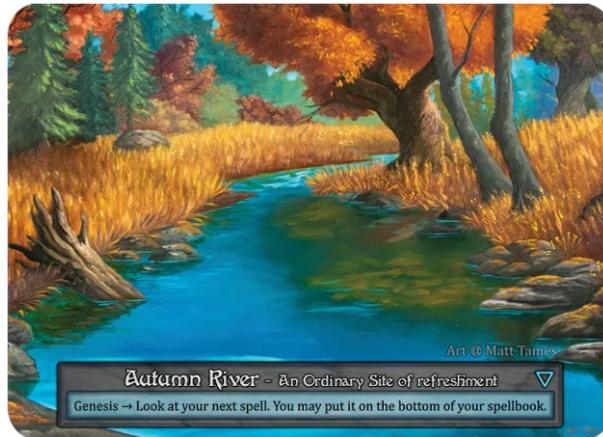
An Elite Automaton of meefanic cryptopsy

At the end of your turn, you may burrow and unburrow any combination of artifacts and minions at this site.

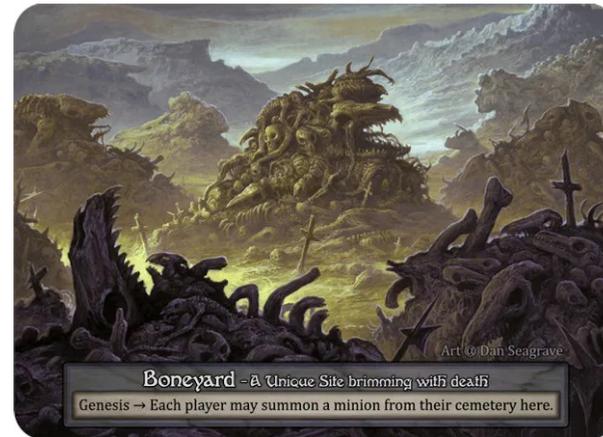
Art © Jussi Pylkas



**Aqueduct** - An Exceptional Site of Earth and Water   
Through brick and ashlar conduits flows the lifeblood of an empire.



**Autumn River** - An Ordinary Site of refreshment   
Genesis → Look at your next spell. You may put it on the bottom of your spellbook.

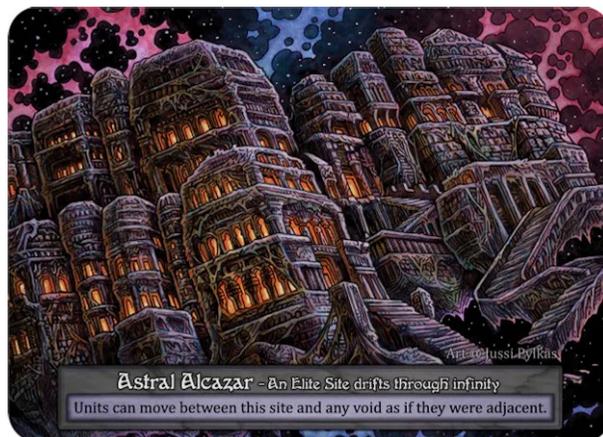


**Boneyard** - A Unique Site brimming with death  
Genesis → Each player may summon a minion from their cemetery here.

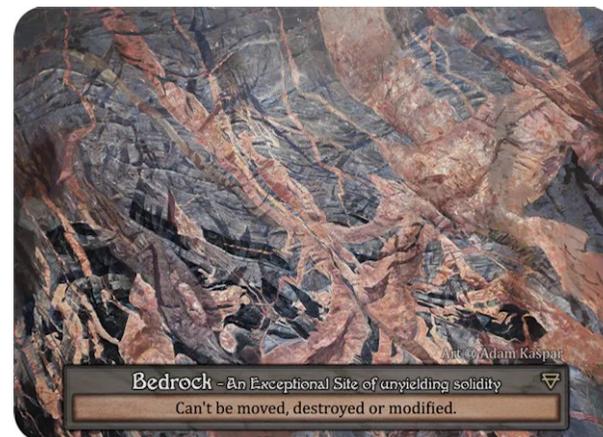


**2** Wings of Invention

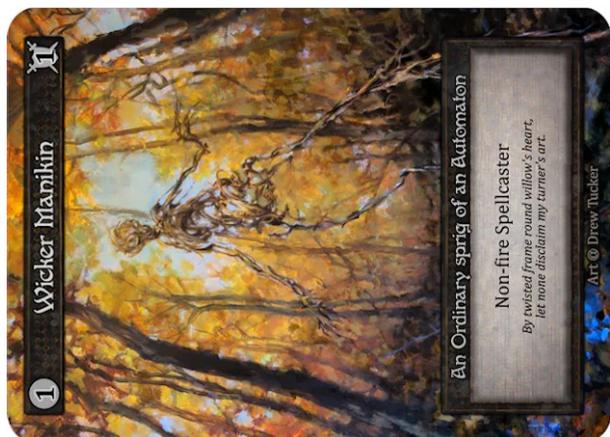
An Exceptional Device of aerial ingenuity  
Bearer has Airborne and Movement +1, if it's a minion.



**Astral Alcazar** - An Elite Site drifts through infinity  
Units can move between this site and any void as if they were adjacent.

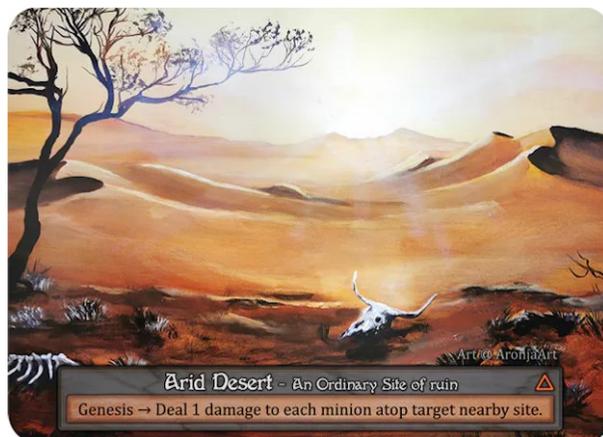


**Bedrock** - An Exceptional Site of unyielding solidity  
Can't be moved, destroyed or modified.

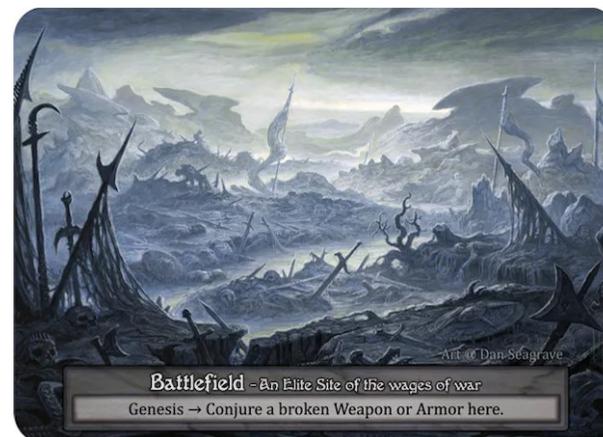


**1** Wicker Manikin

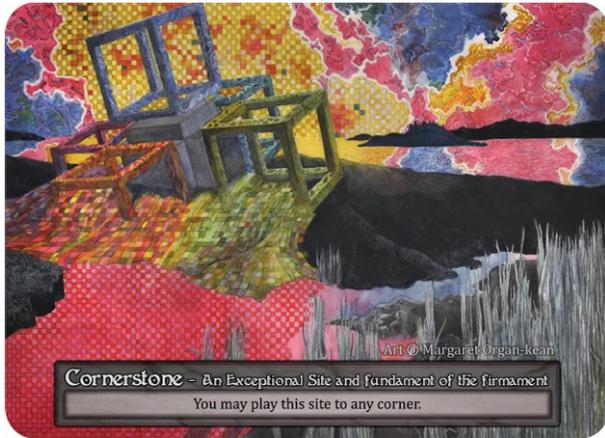
An Ordinary sprig of an Automaton  
Non-fire Spellcaster  
By twisted frame round willow's heart,  
let none disclaim my turner's art.



**Arid Desert** - An Ordinary Site of ruin   
Genesis → Deal 1 damage to each minion atop target nearby site.



**Battlefield** - An Elite Site of the wages of war  
Genesis → Conjure a broken Weapon or Armor here.



Art © Margaret Organ-Keane

**Cornerstone** - An Exceptional Site and fundament of the firmament  
You may play this site to any corner.



Art © Vincent Pompetti

**Dome of Osiros** - A Unique Site of sacred communion  
This site and minions here can't be attacked.



Art © Adam Burke

**Edge of the World** - An Elite Site on the border of unreality  
Must always be adjacent to the void.



Art © Eivind Rowildhusvoin

**Cloud City** - A Unique Site, aloft and ever-fleeting  
☁☁☁ - Once on your turn, this site may fly to a nearby void.



Art © Michal Nagypal

**Dark Tower** - An Ordinary Site of contemplation  
Genesis → If this is the only Dark Tower you control, gain 1 this turn.



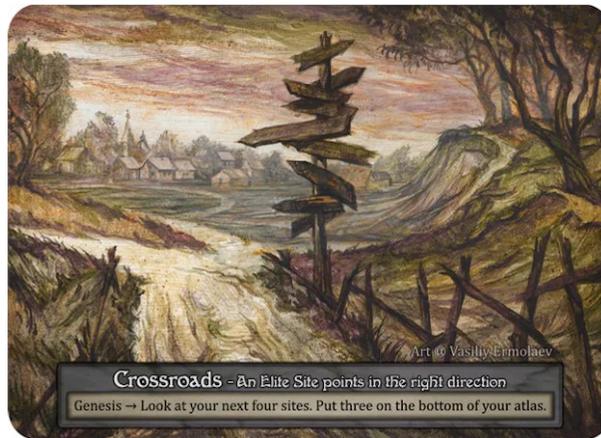
Art © Rodney Matthews

**Dwarven Forge** - An Elite Site with swart and sweaty artisans  
Anyone may conjure Weapons and Armor here, and for 1 less.



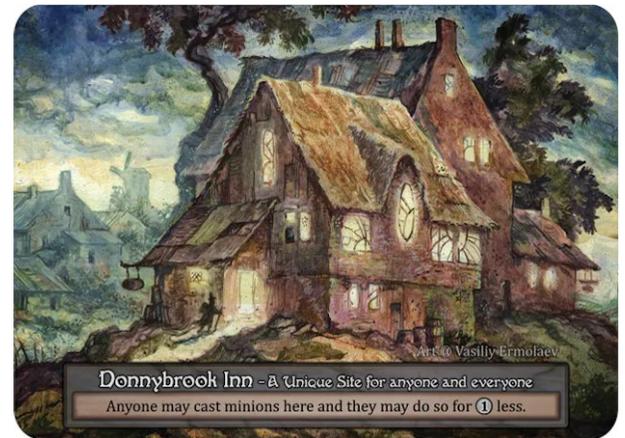
Art © Dan Seagrave

**Bottomless Pit** - An Elite Site of depth and despair  
Whenever a non-Airborne minion enters this site, kill it.



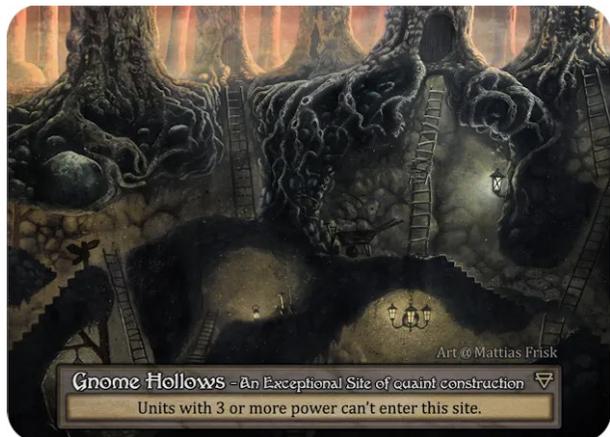
Art © Vasily Ermolaev

**Crossroads** - An Elite Site points in the right direction  
Genesis → Look at your next four sites. Put three on the bottom of your atlas.



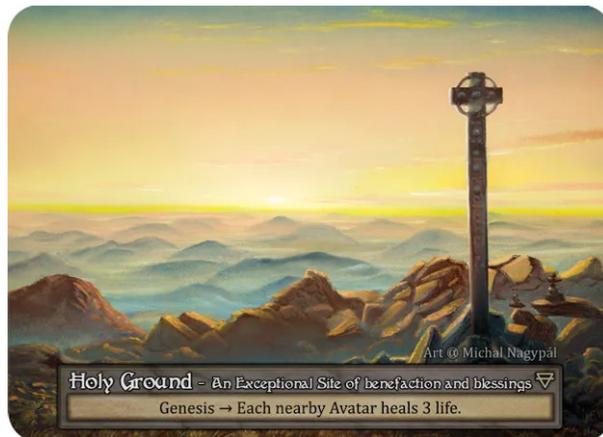
Art © Vasily Ermolaev

**Donnybrook Inn** - A Unique Site for anyone and everyone  
Anyone may cast minions here and they may do so for 1 less.



Art © Mattias Frisk

**Gnome Hollows** - An Exceptional Site of quaint construction  
Units with 3 or more power can't enter this site.



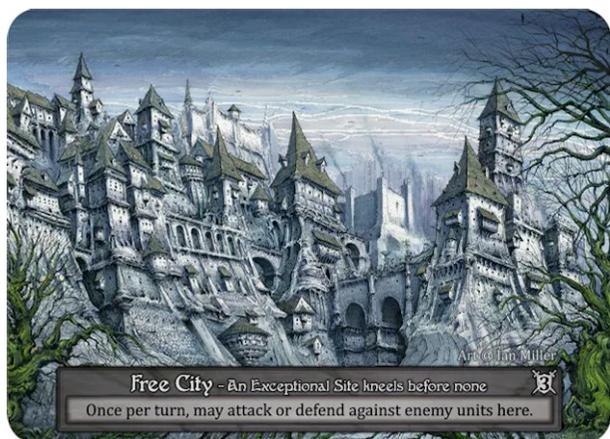
Art © Michal Nagypal

**Holy Ground** - An Exceptional Site of benefaction and blessings  
Genesis → Each nearby Avatar heals 3 life.



Art © Vincent Pompetti

**Imperial Road** - An Elite Site once spanned an empire  
Genesis → Target opponent, then you, may play a site adjacent to this one.



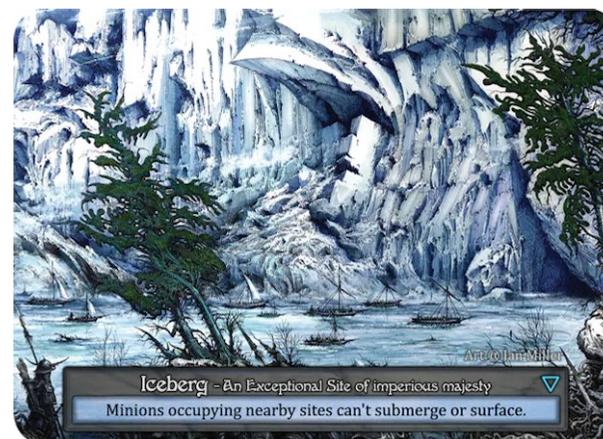
Art © Jan Miller

**Free City** - An Exceptional Site kneels before none  
Once per turn, may attack or defend against enemy units here.



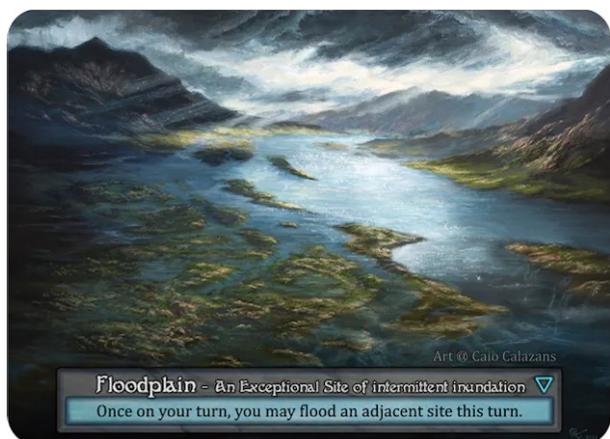
Art © Elwira Pawlikowska

**Great Wall** - A Unique Site of colossal obstruction  
Enemy units can't move through this site's top border on the ground.



Art © Jan Miller

**Iceberg** - An Exceptional Site of imperious majesty  
Minions occupying nearby sites can't submerge or surface.



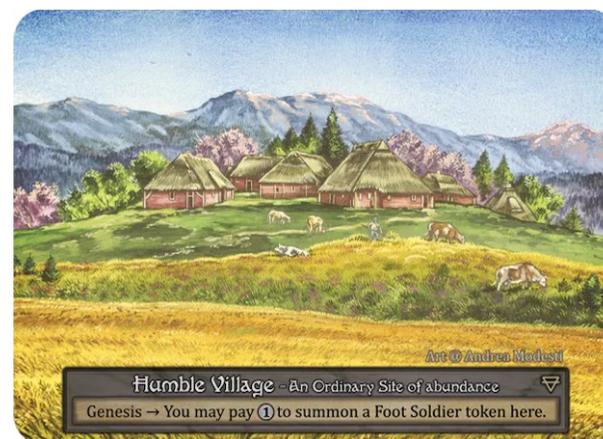
Art © Caio Calazans

**Floodplain** - An Exceptional Site of intermittent inundation  
Once on your turn, you may flood an adjacent site this turn.



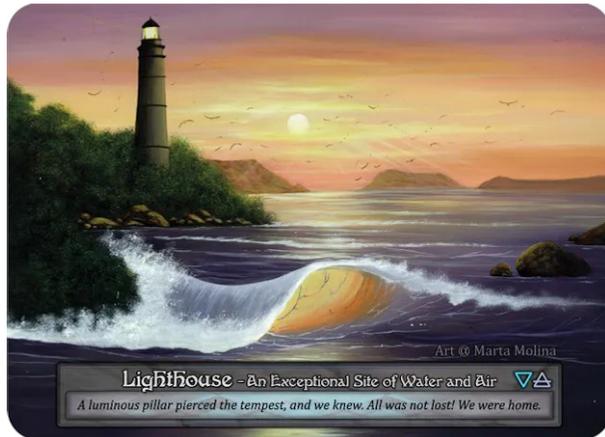
Art © Michal Nagypal

**Gothic Tower** - An Ordinary Site of rumination  
Genesis → If this is the only Gothic Tower you control, gain 1 this turn.



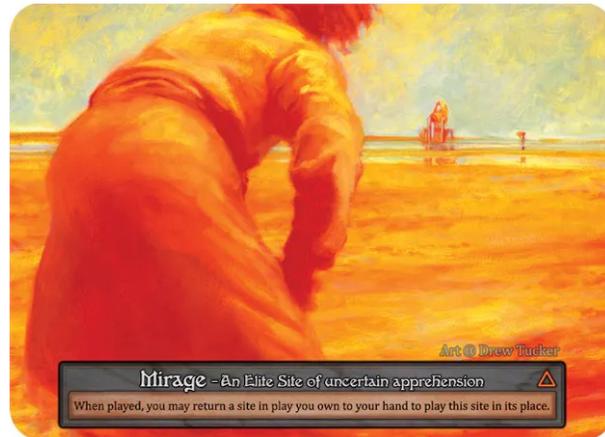
Art © Andron Miodescu

**Humble Village** - An Ordinary Site of abundance  
Genesis → You may pay 1 to summon a Foot Soldier token here.



Art © Marta Molina

**Lighthouse** - An Exceptional Site of Water and Air   
*A luminous pillar pierced the tempest, and we knew. All was not lost! We were home.*



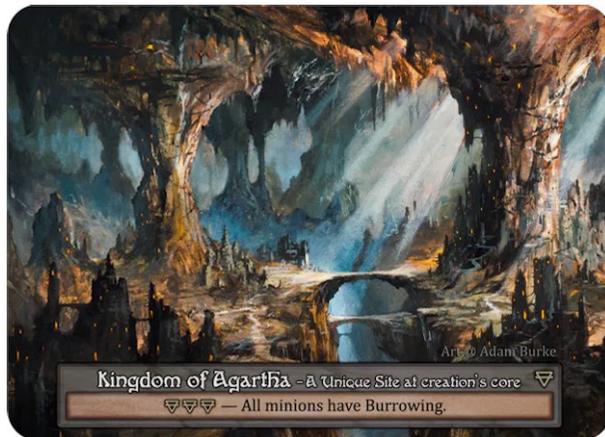
Art © Drew Tucker

**Mirage** - An Elite Site of uncertain apprehension   
When played, you may return a site in play you own to your hand to play this site in its place.



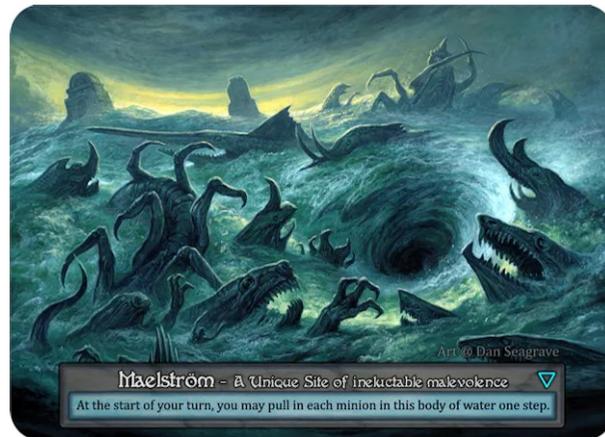
Art © Drew Tucker

**Mudflow** - An Exceptional Site awash with sludge  
At the start of your turn, surface or unburrow each minion occupying target site nearby.



Art © Adam Burke

**Kingdom of Agarthā** - A Unique Site at creation's core   
   — All minions have Burrowing.



Art © Dan Seagrave

**Maelström** - A Unique Site of ineluctable malevolence   
At the start of your turn, you may pull in each minion in this body of water one step.



Art © Marta Molina

**Mountain Pass** - An Exceptional Site of narrow passage   
Minions can't enter this site on the ground if there's already a minion atop.



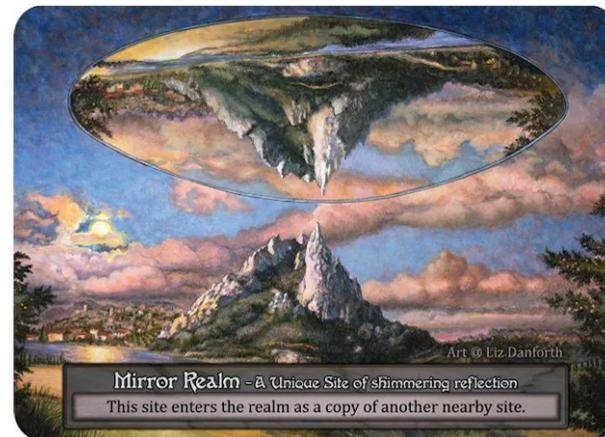
Art © Drew Tucker

**Island Leviathan** - An Elite Site of dormant monstrosity    
 — May transform into a Monster. Place flooded Rubble underneath.



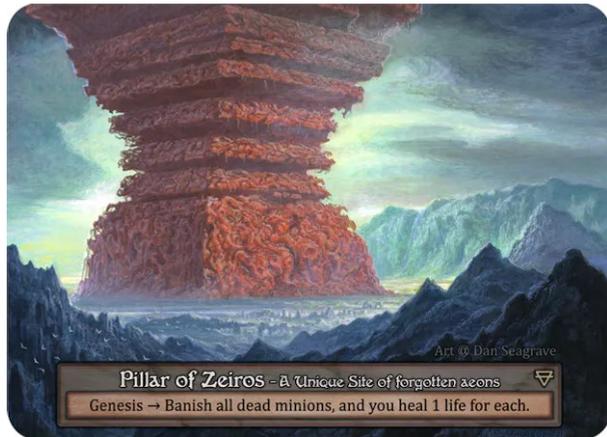
Art © Michal Nagypal

**Lone Tower** - An Ordinary Site of introspection   
Genesis → If this is the only Lone Tower you control, gain 1 this turn.



Art © Liz Danforth

**Mirror Realm** - A Unique Site of shimmering reflection   
This site enters the realm as a copy of another nearby site.



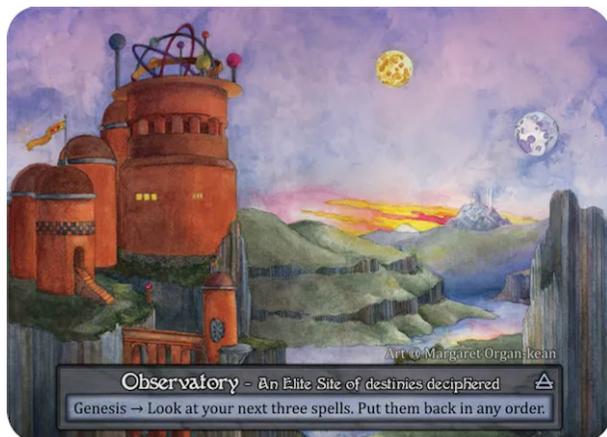
**Pillar of Zeiros** - An Unique Site of forgotten aeons   
Genesis → Banish all dead minions, and you heal 1 life for each.



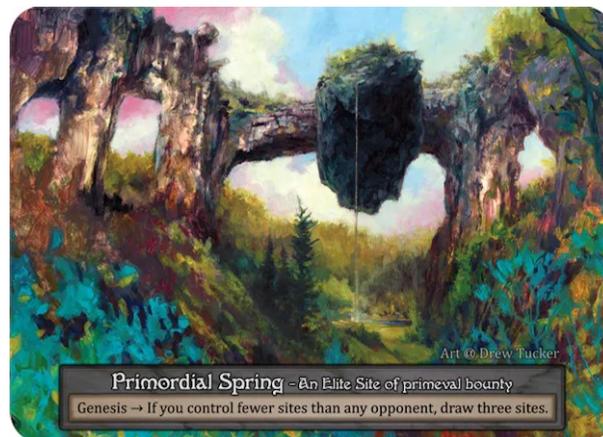
**Pristine Paradise** - An Unique Site of virgin splendor      
Provides no mana or threshold unless completely empty.



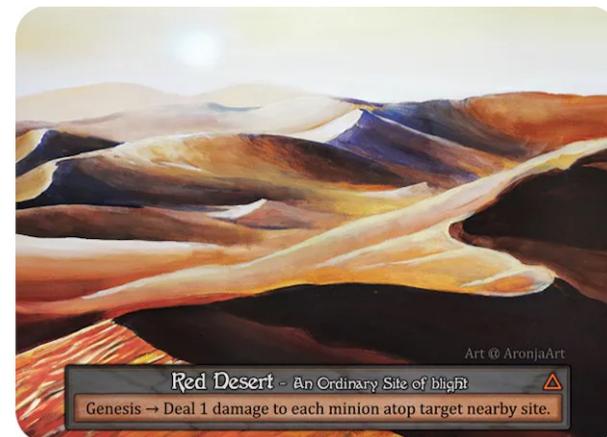
**Remote Desert** - An Ordinary Site of decline   
Genesis → Deal 1 damage to each minion atop target nearby site.



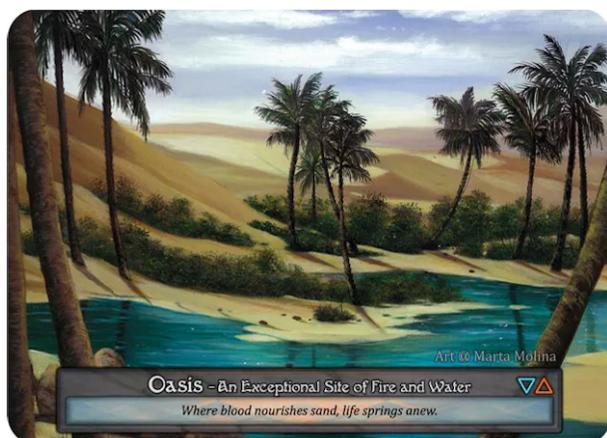
**Observatory** - An Elite Site of destinies deciphered   
Genesis → Look at your next three spells. Put them back in any order.



**Primordial Spring** - An Elite Site of primeval bounty   
Genesis → If you control fewer sites than any opponent, draw three sites.



**Red Desert** - An Ordinary Site of blight   
Genesis → Deal 1 damage to each minion atop target nearby site.



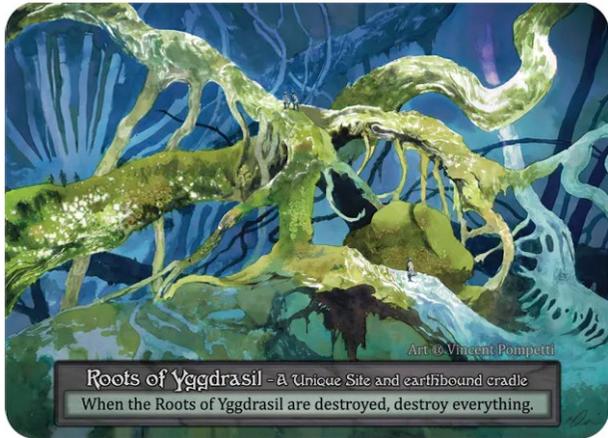
**Oasis** - An Exceptional Site of Fire and Water     
*Where blood nourishes sand, life springs anew.*



**Planar Gate** - An Elite Site and gateway to oblivion   
Minions here can traverse the void, gaining Voidwalk until leaving it.

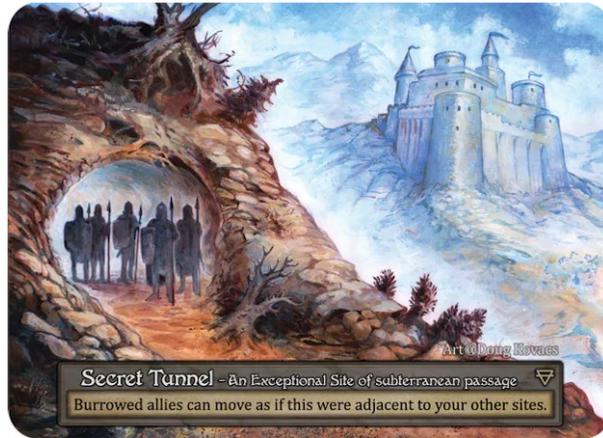


**Quagmire** - An Exceptional Site of swamp and slough   
Genesis → Units occupying nearby sites are Immobile until your next turn.



Art © Vincent Pompetti

**Roots of Yggdrasil** - A Unique Site and earthbound cradle  
When the Roots of Yggdrasil are destroyed, destroy everything.



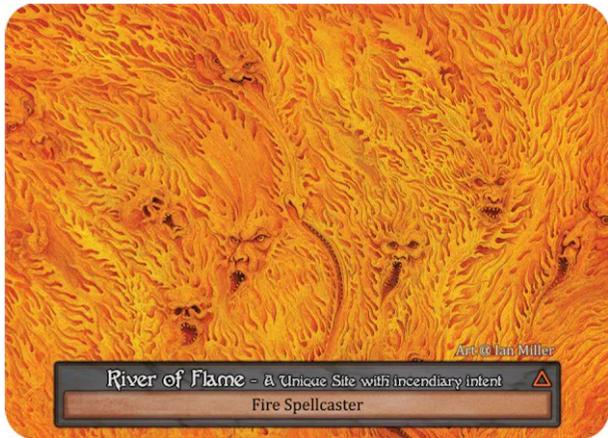
Art © Daria Kovacs

**Secret Tunnel** - An Exceptional Site of subterranean passage  
Burrowed allies can move as if this were adjacent to your other sites.



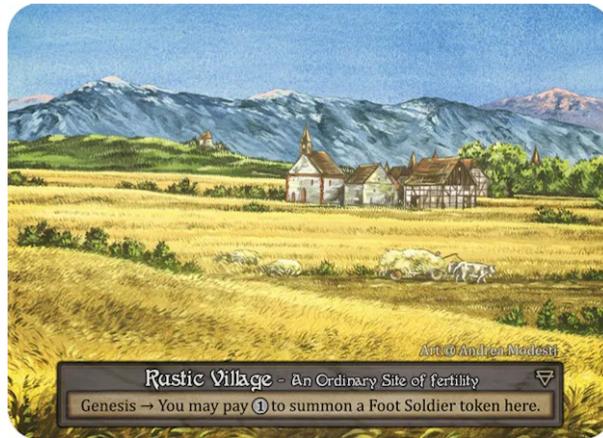
Art © Michal Nagypal

**Sinkhole** - An Elite Site of impending collapse  
Sacrifice Sinkhole → Destroy a nearby site.



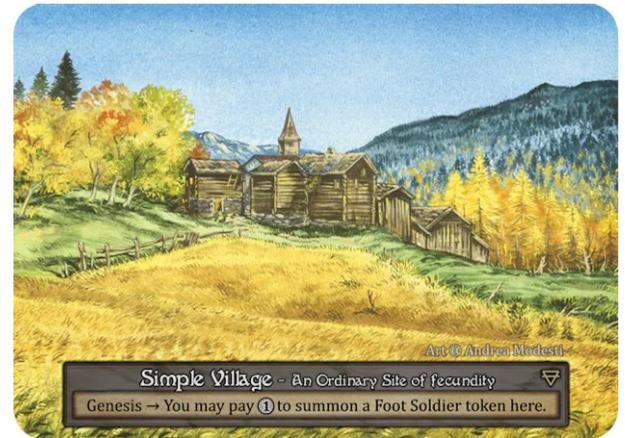
Art © Ian Miller

**River of Flame** - A Unique Site with incendiary intent  
Fire Spellcaster



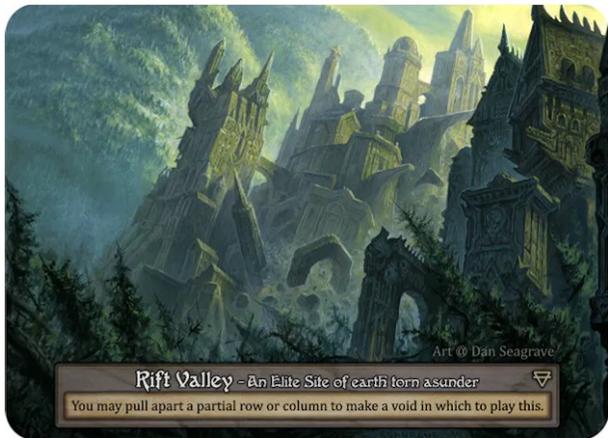
Art © Andron Modesti

**Rustic Village** - An Ordinary Site of fertility  
Genesis → You may pay 1 to summon a Foot Soldier token here.



Art © Andron Modesti

**Simple Village** - An Ordinary Site of fecundity  
Genesis → You may pay 1 to summon a Foot Soldier token here.



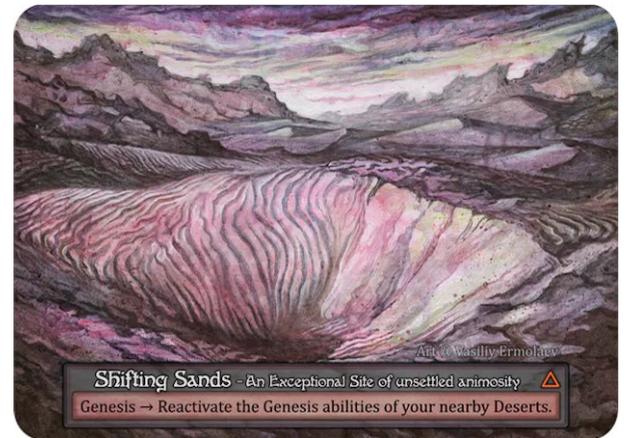
Art © Dan Seagrave

**Rift Valley** - An Elite Site of earth torn asunder  
You may pull apart a partial row or column to make a void in which to play this.



Art © Dan Seagrave

**Ruins** - An Exceptional Site of Fire and Air  
What do lines on a map mean to the sand and the sun and the wind?



Art © Vasily Ermolacv

**Shifting Sands** - An Exceptional Site of unsettled animosity  
Genesis → Reactivate the Genesis abilities of your nearby Deserts.

