

Dark

Link:

Return the top card of the Clock to the bottom of the deck.



Orthodox

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Orthodox

Bleina

Link:



You may choose a face up card from the field and move it to an adjacent area.



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Orthodox

Light

Link:





Orthodox

Light

Link:





Orthodox

Light

Link:





Orthodox

Light

Link:





Orthodox

Light

Link:





Orthodox

Light

Link:





Orthodox

Sophie

White



When you activate a Link in this area, any player gets +1 Preparation.

Underling

Black



The player who reveals this card gets +1 Preparation.



Heretic

Underling

Black



The player who reveals this card gets +1 Preparation.



Heretic

Underling

Black



The player who reveals this card gets +1 Preparation.



Heretic

Underling

Black



The player who reveals this card gets +1 Preparation.



Heretic

King of Heresy

Black



The player who reveals this card gets +1 Preparation.



Heretic

Stuffed Animal

Black



The player who reveals this card gets +1 Preparation.



When turned sideways, this card cannot be moved or exchanged.



Heretic

Reliable Pet



You'll reward it later, and it'll be popular in town.

Reliable Pet



You'll reward it later, and it'll be popular in town.

Reliable Pet



You'll reward it later, and it'll be popular in town.

Reliable Pet



You'll reward it later, and it'll be popular in town.

Strategy Meeting



Choose another player and give them +1 Preparation.

I'll handle this. You handle that, that, and the rest...

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Jar of Restoration



You may choose a card from the discard pile and place it into any Area face up and sideways.

The Ruins are overflowing with treasures like this.

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False Report



You may choose 2 face-up cards from adjacent Areas (one each) and exchange them.

What's this, I'm reassigned? Yeesh.

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Silver Ring



If another "Silver Ring" card has been placed, return that card to the bottom of the deck. Before scoring, if the "King of Heresy" isn't in this Area, remove this card from the game.



If you wear the ring, a demon steals your soul.

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If you wear the ring, a demon steals your soul.

Handmade Trap



When an upright *Heretic* card is moved into, or exchanged into, this Area, turn that card sideways and put this card in the Clock.

Prepared with more care than the exams at school.

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Prepared with more care than the exams at school.

Infiltration



You may choose one revealed card on the field and move it to an adjacent Area.

Hey, comrade. You left your lunch on the altar.

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Brute Force



You may choose two revealed cards in adjacent Areas (one each) and exchange them.

Oops. My hand slipped.

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Brute Force



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Forbidden Knowledge



You may choose one **Orthodox** card on the field and turn it sideways.

The secrets of reproduction, and tomorrow's test questions too.

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You may choose one **Orthodox** card on the field and turn it sideways.

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Supply Basket



Choose one other player and give them +1 Preparation.

It's all you can grab today!

Supply Basket



Choose one other player and give them +1 Preparation.

It's all you can grab today!

Supply Basket



Choose one other player and give them +1 Preparation.

It's all you can grab today!

Supply Basket



Choose one other player and give them +1 Preparation.

It's all you can grab today!

Decoy Plan



You may choose a face up card on the field and move it to an adjacent Area.

W-what's with that doll?

Decoy Plan



You may choose a face up card on the field and move it to an adjacent Area.

W-what's with that doll?

Decoy Plan



You may choose a face up card on the field and move it to an adjacent Area.

W-what's with that doll?

Decoy Plan



You may choose a face up card on the field and move it to an adjacent Area.

W-what's with that doll?

Call Back the Guardian Spirits

The spirits got sick of school and left on a journey. But, they're sure to rush back if you make a commotion!

Condition:

At the end of any player's turn, the School has 6 or more face-up cards.

Reward:



Decipher the Ancient Text!

An ancient book in the library's basement with techniques for warding off evil. The carvings in the ruins are your clue to deciphering it!

At game start, put this in the Library. Treat it as an Event Card until it's cleared.

Condition:

Move this card to the Ruins.

Reward:



Defend the Village!

There are many people asleep in the village. To protect them from danger, let's assure the safety of the village.

Condition:

Remove all cards from the Town.

Reward:



Special Project

If you can prepare a lot of golden apples, this special experiment is sure to come in handy!

Condition:

Trigger a Link involving a sideways card in the Forest.

Reward:



The Enemy is in the Ruins!

Let's infiltrate the heretics' hideout in the Ruins and sabotage their rituals.

Condition:

The Ruins have 2 or more sideways cards.

Reward:



Intelligence Operation v1.03

Those who hold information, to some extent, control the battle. Collect info from all over the place!

Condition:

Every Area has 2 or more face-up cards.

Reward:



Conduct the Legendary Ritual!

A god's power, known in Eden. If you perform the ritual, perhaps you could manifest it too!

Condition:

At the end of any player's turn, the discard pile contains exactly 10 cards.

Reward:



The Great Falling Out Strategy

I spread nasty rumors between the heretics about each other. If we lure them together, something interesting could happen!

Condition:

Any Area has 3 or more  cards.

Reward:



Teamwork!

Strangely, I was able to communicate with a Bleina. I think we could make a good team!

Condition:

Activate a "Handmade Trap" through a Bleina's Link.

Reward:



Connect the Mystical Links!

Grasp victory through the mystical links! The keys to victory are Light, Dark, and Bleina.

Condition:

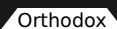
Trigger 2 or more Links in one turn.

Reward:



Verche Skulk

2

Turn any  cards revealed by this effect sideways.

No prob, no prob!

Aria

Salvation

+1

Place up to 1 "Light" and 1 "Dark" card from the discard pile in any Areas, face up and sideways.

Don't worry. We can do this.

Ratie

Persuasion

Choose one  card in the field and turn it sideways.

We're friends, right?

Micah

Free-for-All

+2

You may choose two face-up cards on the field and exchange them.

I see. Let's make the next move.

Sarie

Review Session

Repeat the effect of a Plan Card without a  that was played this turn.

Alright everyone, the rest is up to you.