

The Mage Deck

MAGE

3 ACTIONS

WONDROUS

PLAYER AID

➡/🐾

Move one per spirit in play.

➡

Move forward

↩

Move back

🐾

Spirit

∞

Perpetually gain

👤

Play card

⬛

Action

💧

Place Oil

🔥

Remove Oil

🌿

Magic

⬛

Draw

⚙️

Power

↻

Shuffle discard pile into deck

PLAYER AID

This card gives the Mage a new ability: pay one power, move equal to the amount of spirit cards in play (including this one).

This card gives the Mage a new ability: once per turn, choose any card, decrease the Oil level on that card by one and increase the Oil level on this card by one.

THE GREATEST MAGICIANS STILL HAVE SOMETHING TO LEARN.

LEADERS MUST SACRIFICE THEIR OWN STRENGTH FOR OTHERS.

ALTHOUGH WISE AND STRONG, IT TAKES STRONGER MOTIVATION TO GET GOING.

HERONS OFTEN FIND THEMSELVES THE WATCHERS OF THIS WORLD.

ONCE EACH TURN, YOU MAY MOVE AN OIL ONTO THIS CARD (THIS DOESN'T COUNT AS A FIRE). WOLVES IMPACT THE ECOSYSTEMS THEY LIVE IN BY BEING PEACEKEEPING PREDATORS.

The Mechanic Deck



MECHANIC

1 ACTION

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WONDROUS

PLAYER AID

Move one per spirit in play.

Move forward Move back

Spirit Perpetually gain

Play card Action

Place Oil Remove Oil

Magic Draw

Power Shuffle discard pile into deck

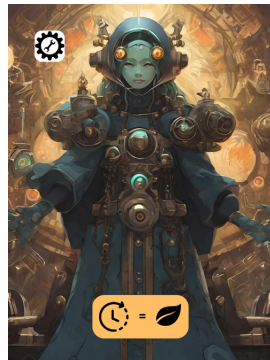
PLAYER AID

This card comes into play at Oil level 5. It also has a new action the Mechanic can take: pay one action, choose a card and distribute the oil from that card to one or more other cards.

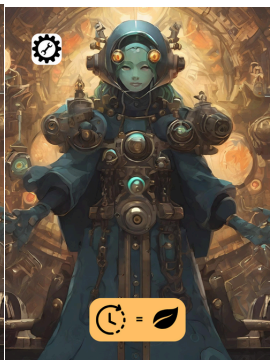
This card gives the Mechanic a new action: pay three actions, check to see if all location cards are corrupted, if so, you immediately win the game.



= Copy another



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= must choose an uncorrupted if able.



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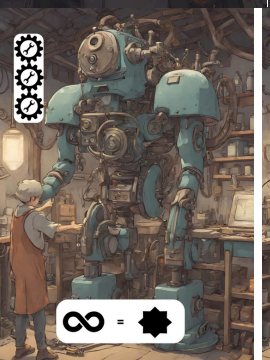
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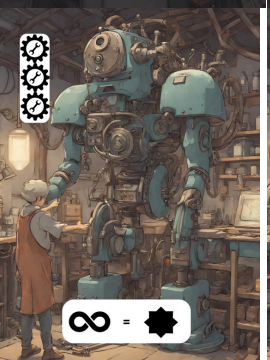
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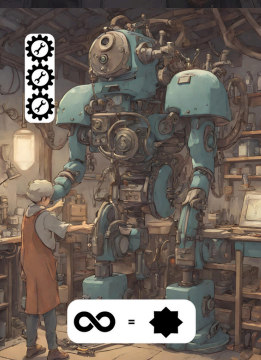
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When played, activate all available effects of Machines you control.



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Comes into play with: 5

= Move any Oil counter(s) from a card to another card(s).



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= Mage must choose 1:



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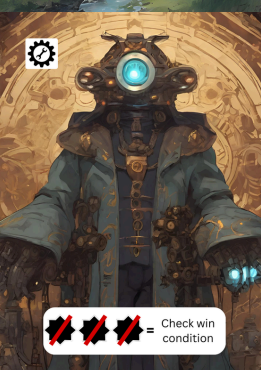
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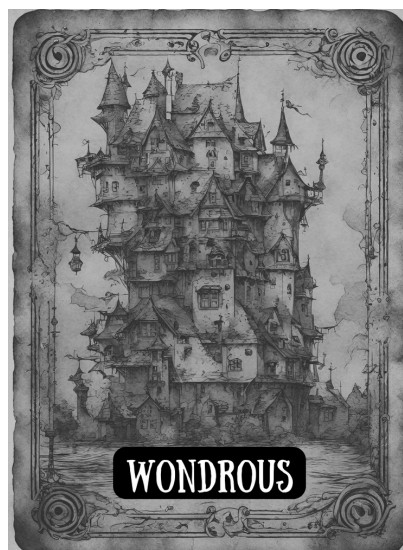
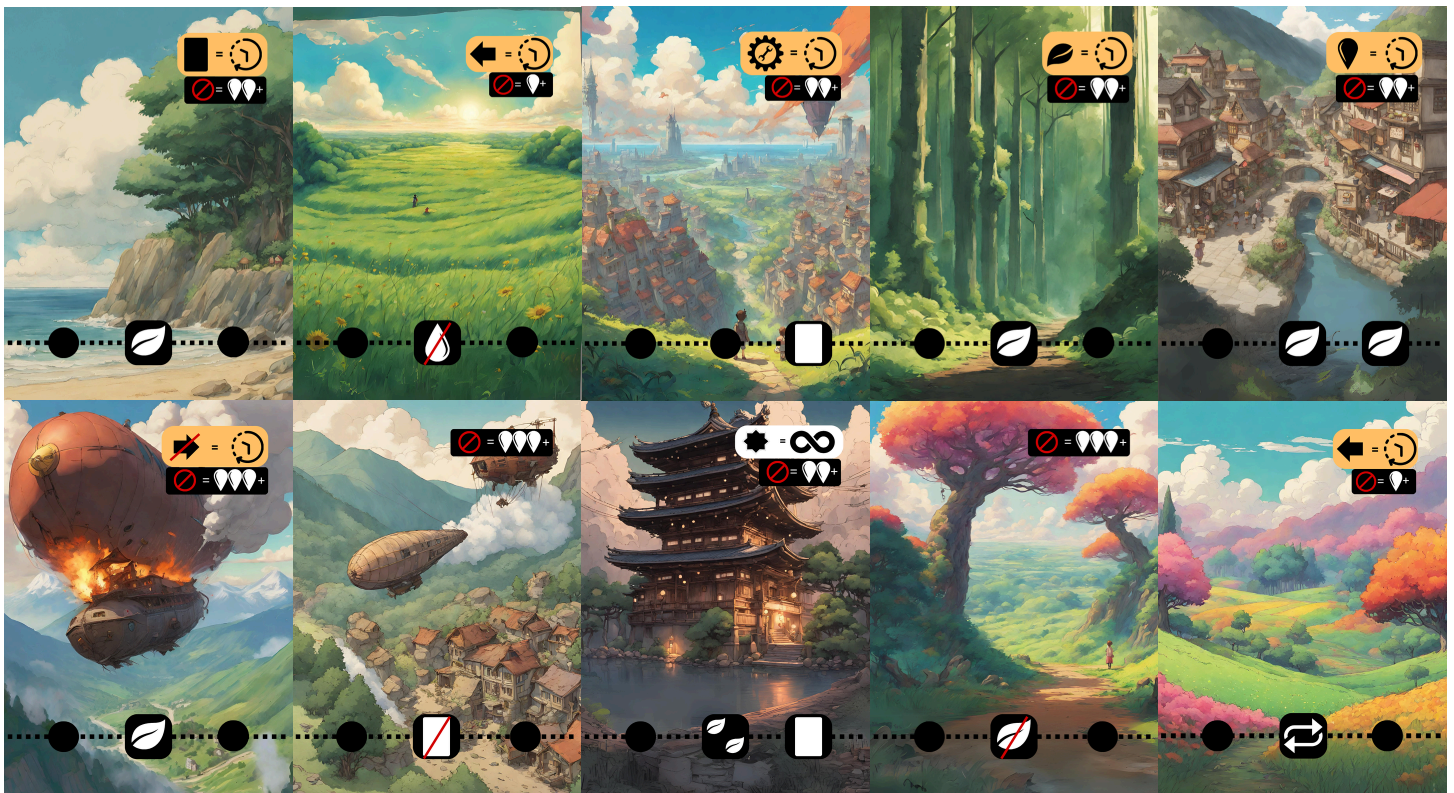


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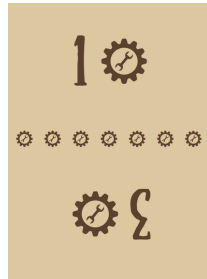
= Check win condition

The Location Cards



The Mini Cards

Power



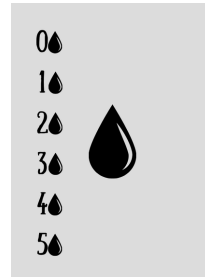
Magic



Corrupted



Oil Level



Mage progress



1

1

3

1

1

3

1

1

3

1

1

3

1

1

3

1

1

3

5

5

5

5

1

1

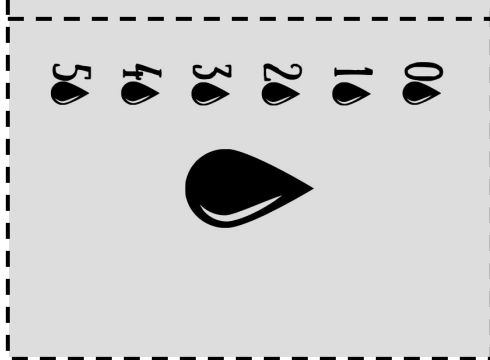
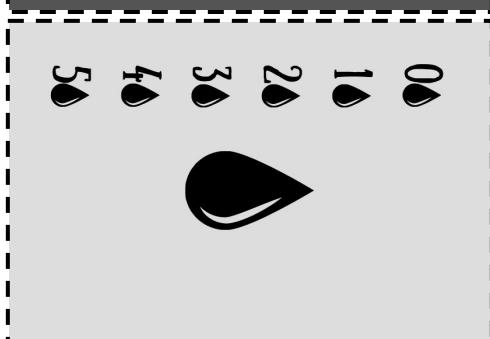
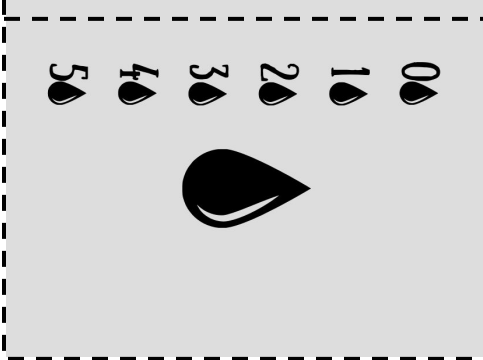
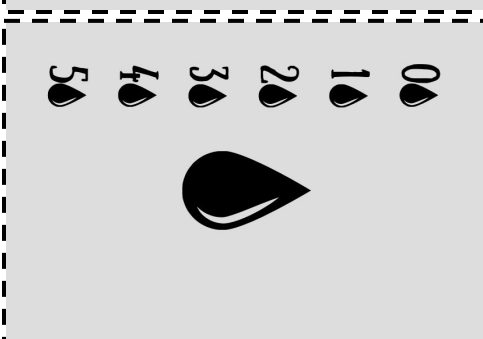
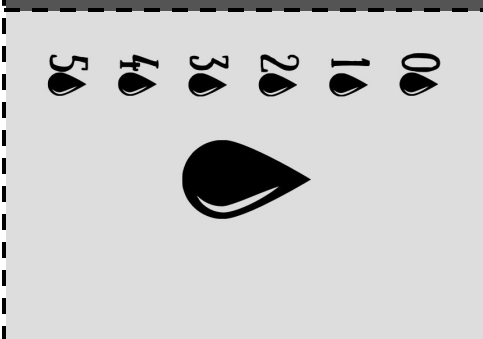
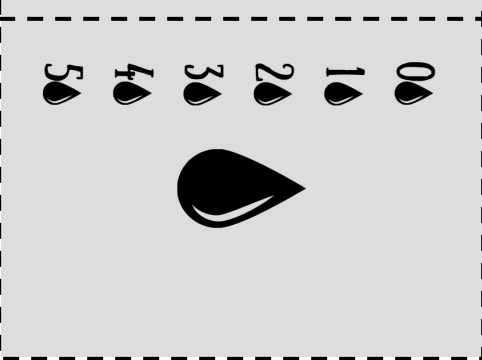
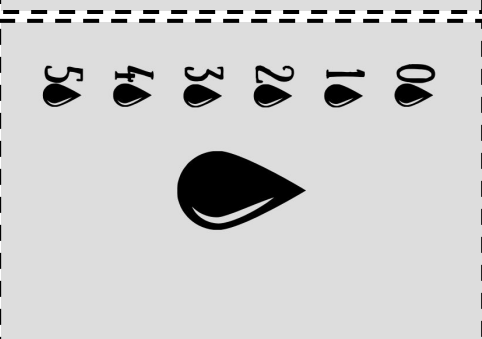
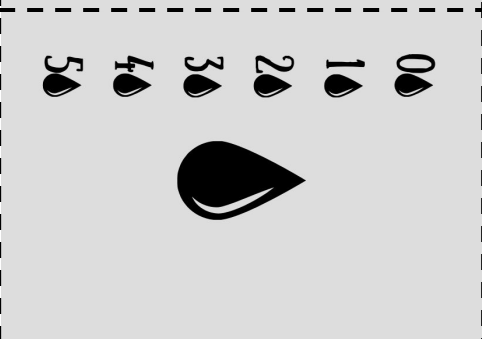
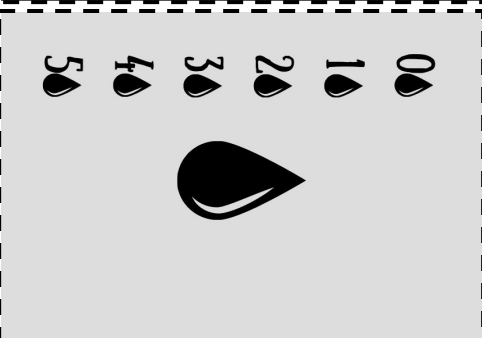
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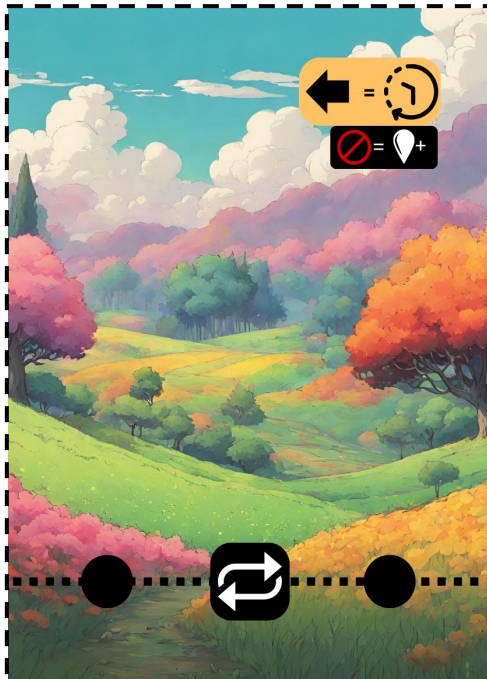
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PLAYER AID

- Move one per spirit in play.
- Move forward Move back
- Spirit Perpetually gain
- Play card Action
- Place Oil Remove Oil
- Magic Draw
- Power Shuffle discard pile into deck

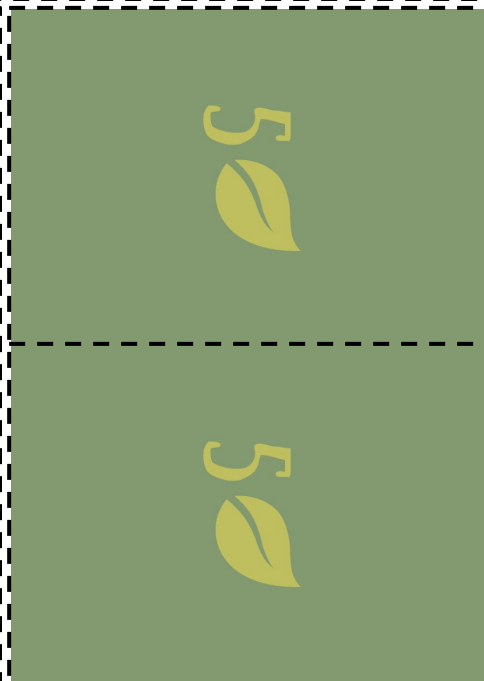
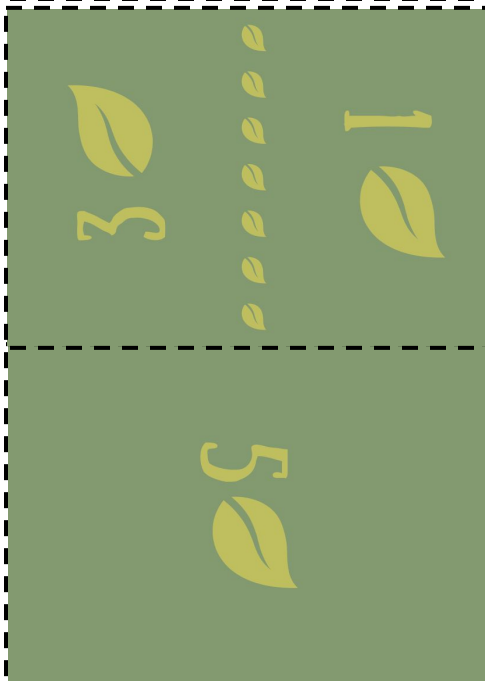
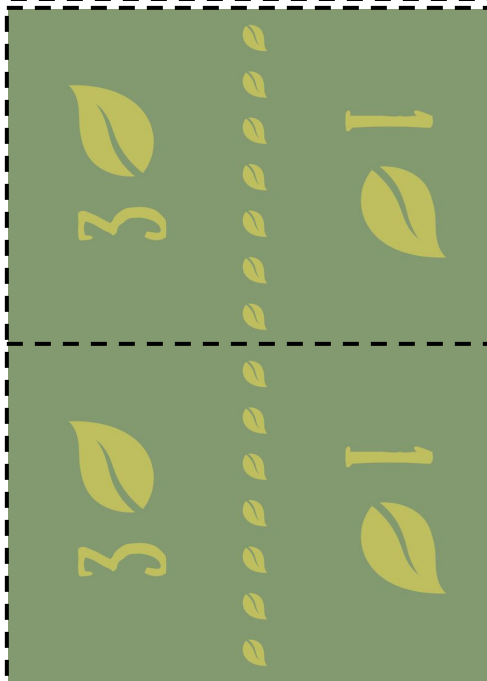
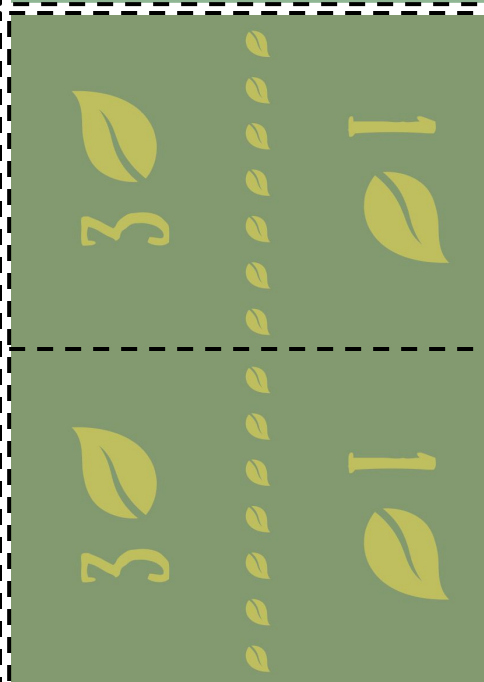
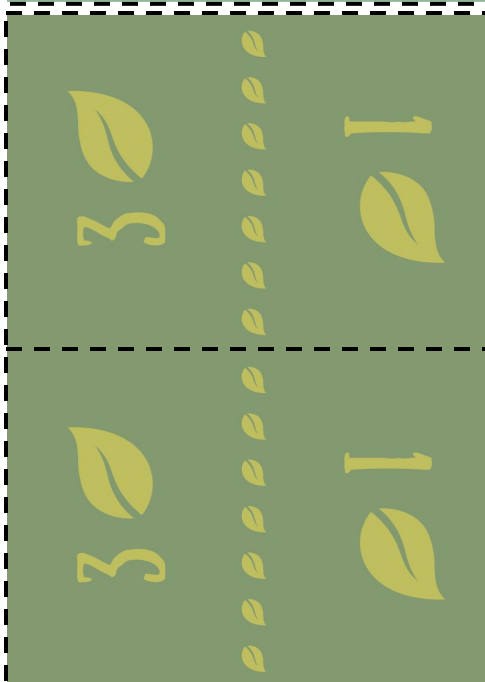
PLAYER AID

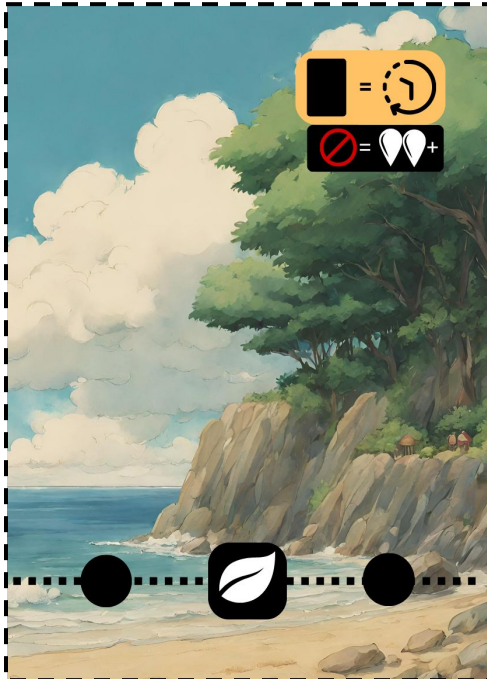
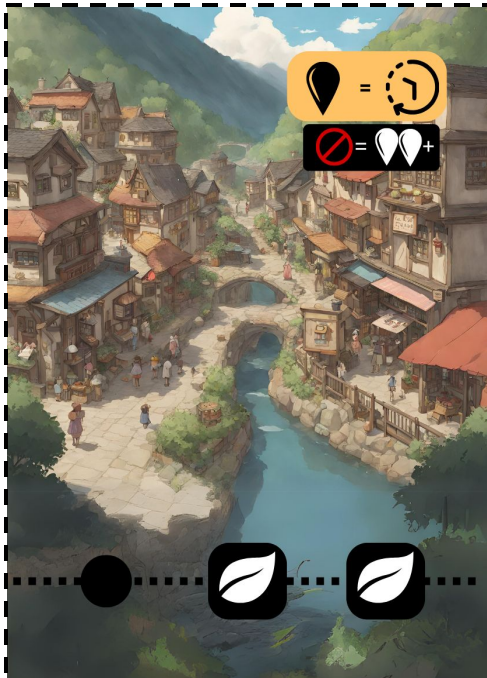
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Ex. Turns: Mechanic goes first, spending his one action to play a machine from his hand. He then goes to the end of his turn and his machine's ability triggers, allowing the mechanic to increase oil levels by one on any card.



Then it is the Mage's turn. The Mage spends one action and two magic to play a spirit, one action to play a card that allows him to move forward one location space (thus gaining the bonus of two magic), and one action and one magic to play a card that allows him to move forward one location space and draw one card (thus gaining the bonus of drawing one card).







 =  must choose an uncorrupted  if able.



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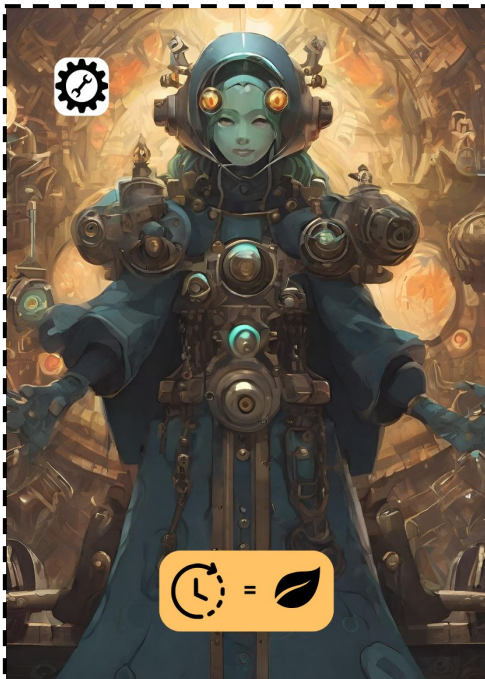
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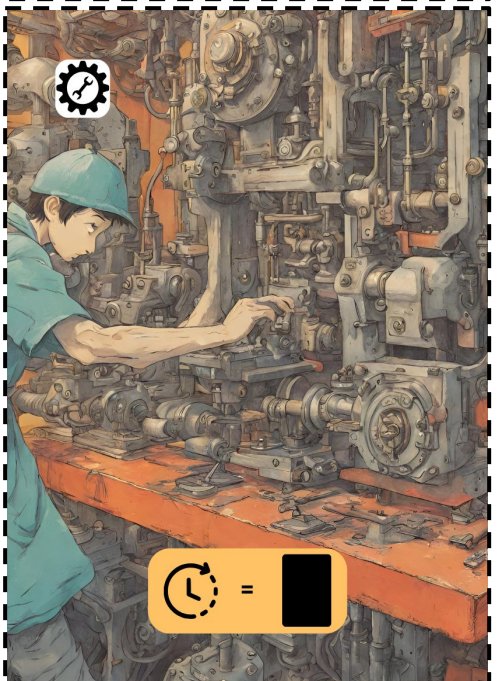
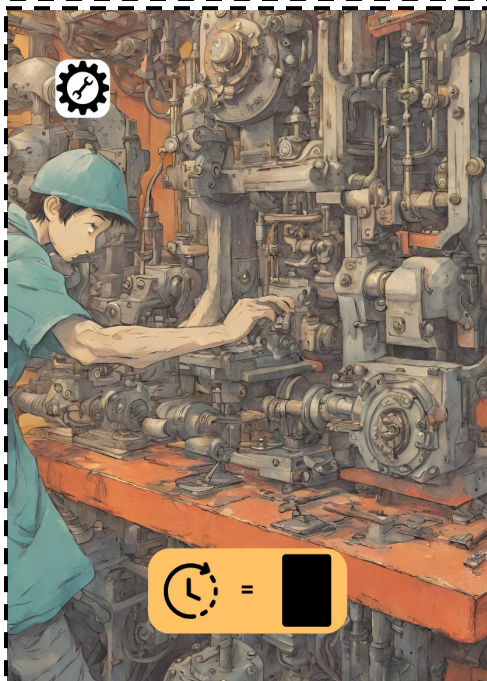
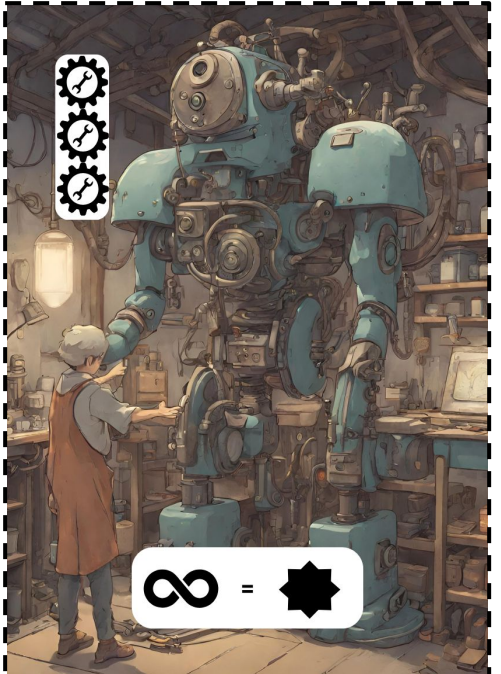
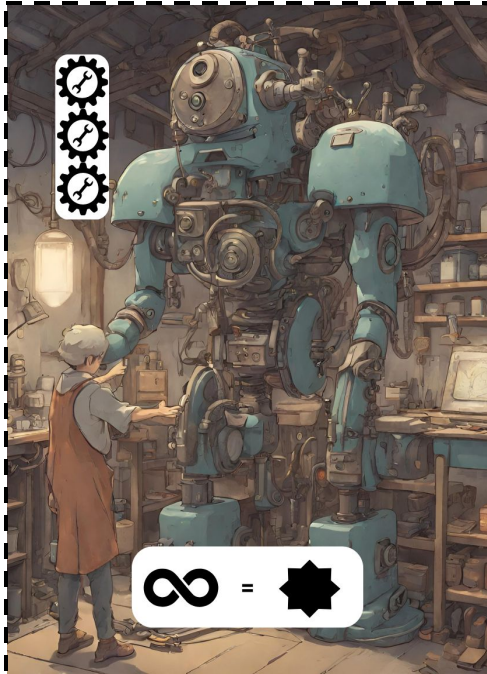
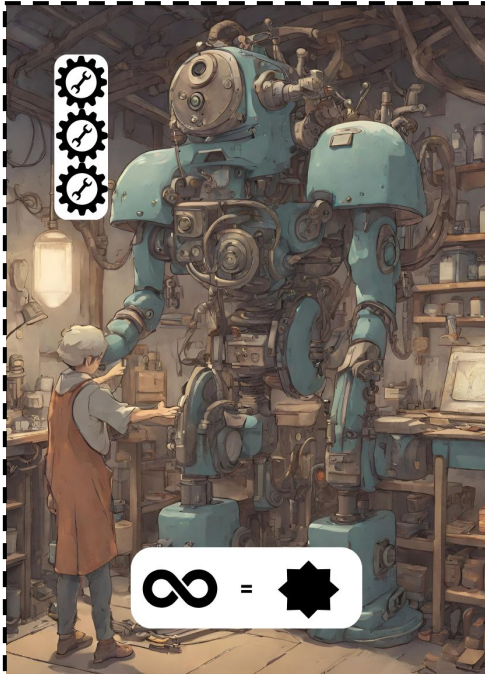
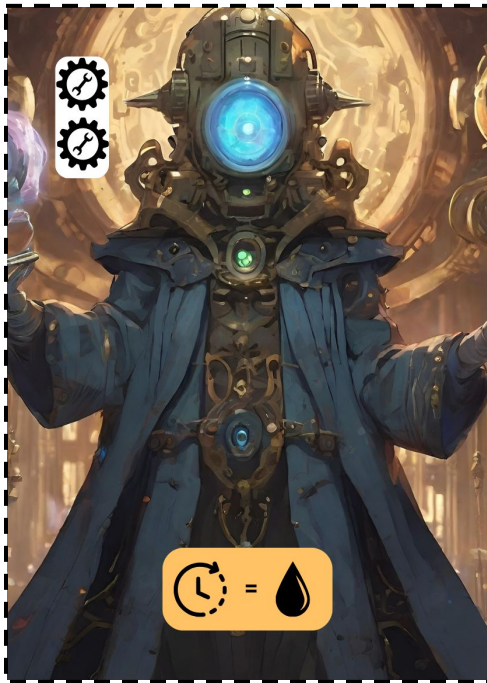
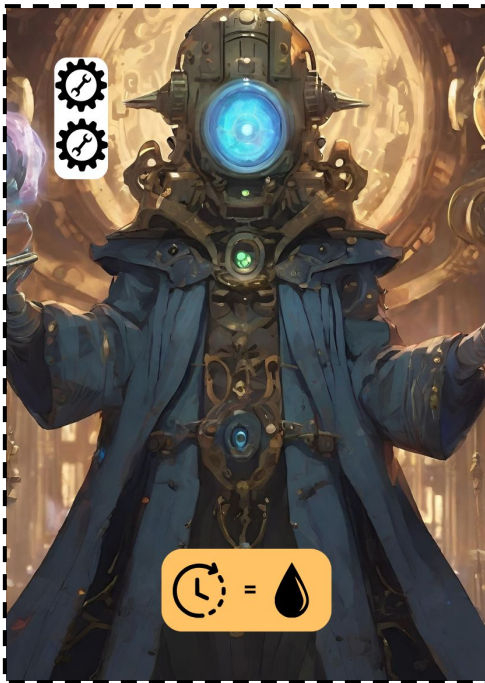
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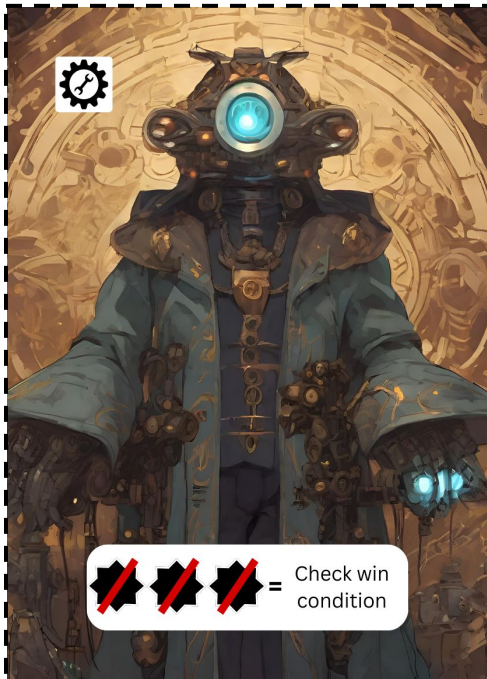


This card gives the Mechanic a new action: pay three actions, check to see if all location cards are corrupted, if so, you immediately win the game.



MECHANIC

1 ACTION



   = Check win condition



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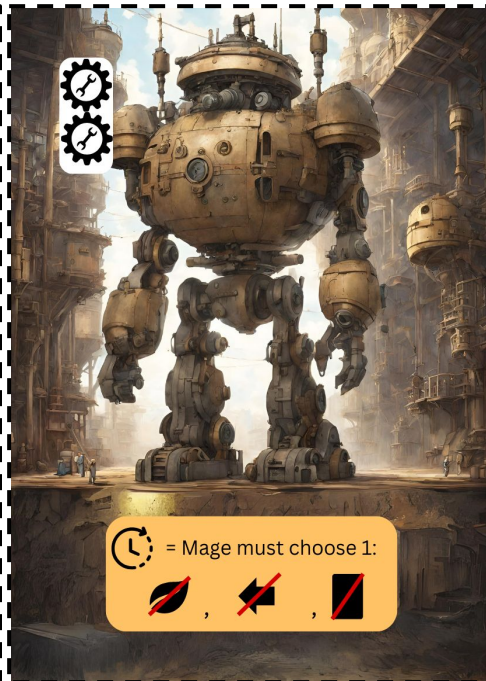
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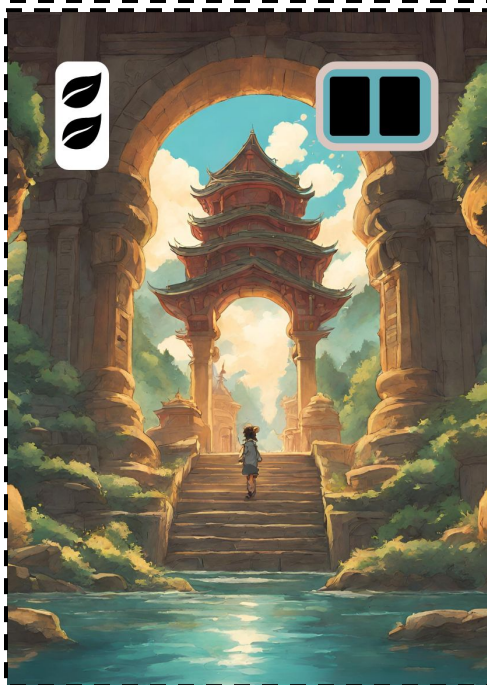
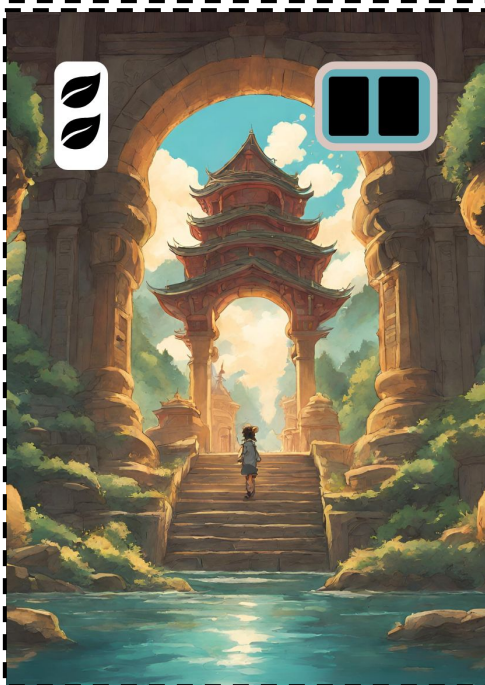
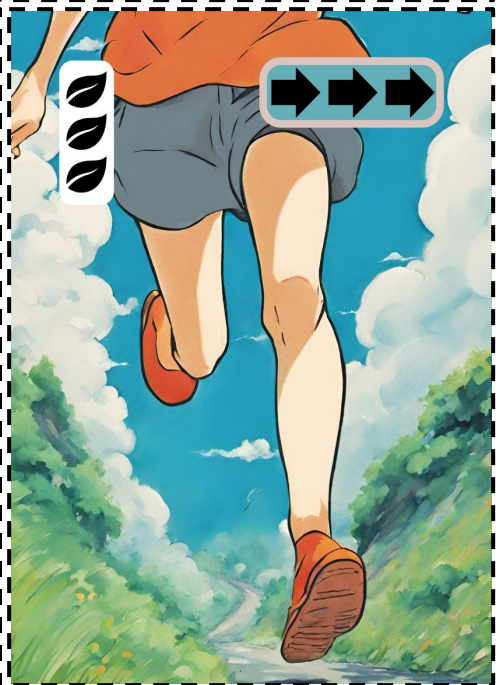
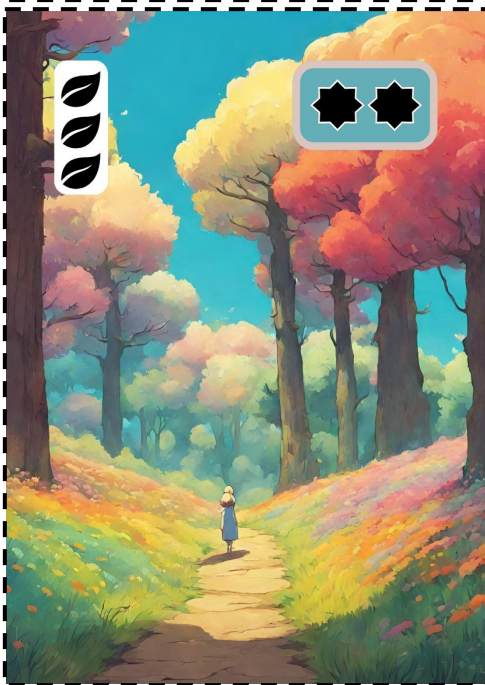
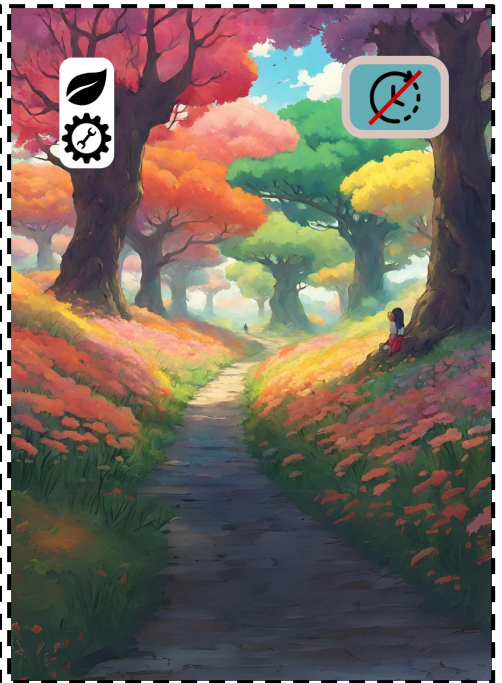
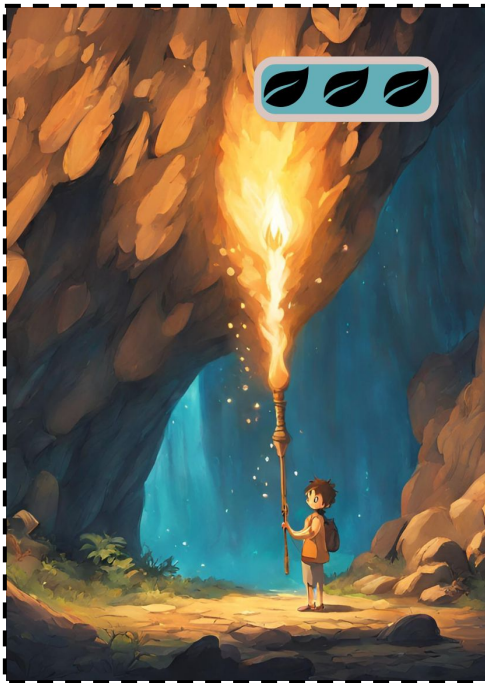
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PLAYER AID

A character with a power icon and a leaf icon.

This card gives the Mage a new ability: pay one power, move equal to the amount of spirit cards in play (including this one).

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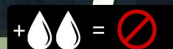




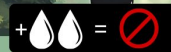
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ALTHOUGH WISE AND STRONG, IT TAKES STRONGER MOTIVATION TO GET GOING...

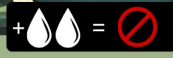


- Mechanic chooses three machines in play. Discard the rest.

LEADERS MUST SACRIFICE THEIR OWN
STRENGTH FOR OTHERS'



HERON'S OFTEN FIND THEMSELVES THE
WATCHERS OF THIS WORLD.



- Return a card from your discard pile to your hand.

THE GREATEST MAGICIANS STILL HAVE
SOMETHING TO LEARN.



Once each turn, you may move an  onto this card

(This doesn't count as )

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