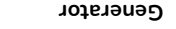
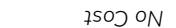
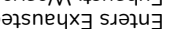
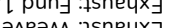
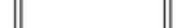
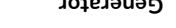
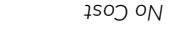
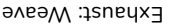
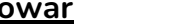
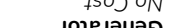
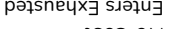
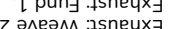


Gnosthaumic Core

Station

5 Flow / 3 Money

1 Experience: Weave 5 Flow.



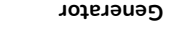
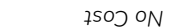
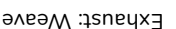
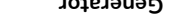
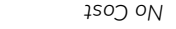
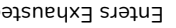
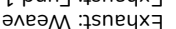
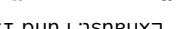
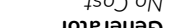
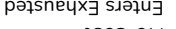
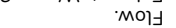
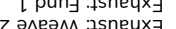
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Gnosthaumic Core

Station

5 Flow / 3 Money

1 Experience: Weave 5 Flow.



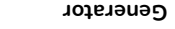
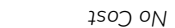
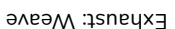
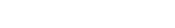
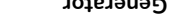
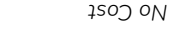
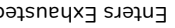
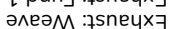
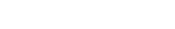
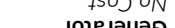
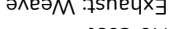
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Emissary of Llanowar

Station

2 Flow

Fast — Exhaust: Weave 1 Flow.



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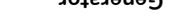
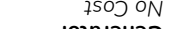
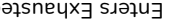
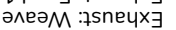
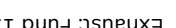
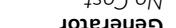
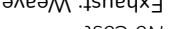
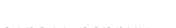
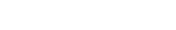
Emissary of Llanowar

Station

2 Flow

Fast — Exhaust: Weave 1 Flow.

"Elves? Why would they be elves?"



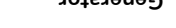
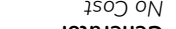
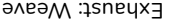
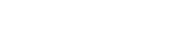
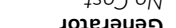
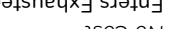
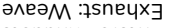
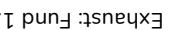
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Experimental Workings

Station - University

3 Flow

Exhaust 2: Study target Station.
9 - {E} Flow: Study target Station.
Experience Cap 5



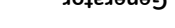
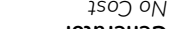
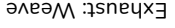
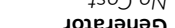
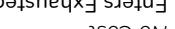
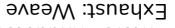
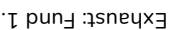
PM Alpha 202/335 C Uni SD

Experimental Workings

Station - University

3 Flow

Exhaust 2: Study target Station.
9 - {E} Flow: Study target Station.
Experience Cap 5



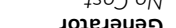
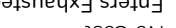
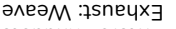
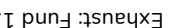
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Professor's Research Guide

Station - University

7 Flow / 5 Money

Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. If you do, Study target Station.
Enters Exhausted.
4 Flow: Study target Station.



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Amateur Diviner

Station - University

2 Flow

Experiment—When this card is put into the Supply, you may pay 4 Flow and discard it. If you do, Study target Station 3.
4 Flow, Exhaust: Study target Station.
6 Flow: Study target Station.

If Flow is intelligent, then information should be possible to glean from it. They're just not sure how yet.



Study Lounge
Station - University

4 Flow

1 Experience: Weave 3 Flow, or Weave 6 Flow if this Station has 8 or more Experience. When you draw a card, Weave 1 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 206/335 C Uni SD

Study Lounge
Station - University

4 Flow

1 Experience: Weave 3 Flow, or Weave 6 Flow if this Station has 8 or more Experience. When you draw a card, Weave 1 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 206/335 C Uni SD

Study Lounge
Station - University

4 Flow

1 Experience: Weave 3 Flow, or Weave 6 Flow if this Station has 8 or more Experience. When you draw a card, Weave 1 Flow.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 206/335 C Uni SD

Masterful Mage
Station - University

8 + 2X Flow

Enters with X Experience.
1 Experience: Weave 6 Flow.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 210/335 C Uni SD

Masterful Mage
Station - University

8 + 2X Flow

Enters with X Experience.
1 Experience: Weave 6 Flow.



Generator
No Cost
Enters Exhausted.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 210/335 C Uni SD

Deep Learning
Trick - University

1 + 2X Flow

Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. If you do, draw a card. Study target Station X.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 213/335 C Uni SD

Deep Learning
Trick - University

1 + 2X Flow

Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. If you do, draw a card. Study target Station X.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 213/335 C Uni SD

Revoke Grant
Trick - University

5 Flow

Return target Station to the Supply. Its former controller may pay any amount of Flow to put that many Supply counters on it.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 214/335 C Uni SD

Revoke Grant
Trick - University

5 Flow

Return target Station to the Supply. Its former controller may pay any amount of Flow to put that many Supply counters on it.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 214/335 C Uni SD

Crackling Brainstorm

Trick - University

7 Flow

Each player puts the top card of their deck faceup in the Supply, then Supply 10.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 216/335 C Uni SD

Library Automaton

Station - University

2 Flow

Exhaust: Put the top card from target player's deck into the Supply.
5 Flow: Study target Station.

The automata glowed with Flow, bringing books to the overworked students at all hours of the day.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 222/335 U Uni SD

Library Automaton

Station - University

2 Flow

Exhaust: Put the top card from target player's deck into the Supply.
5 Flow: Study target Station.

The automata glowed with Flow, bringing books to the overworked students at all hours of the day.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 222/335 U Uni SD

Unceasing Top

Station - University

5 Flow

Exhaust, put a card from your hand into the Supply: Draw target card from the Supply.



Generator
1 Flow
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 225/335 U Uni SD

Unceasing Top

Station - University

5 Flow

Exhaust, put a card from your hand into the Supply: Draw target card from the Supply.



Generator
1 Flow
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

PM Alpha 225/335 U Uni SD

Literature Review

Trick - University

2X + 1 Flow

Choose X. You may choose the same option more than once.
—Add the top card from target player's deck to the Supply.
—Supply 3.
—Lock target faceup Supply card. *(It can't be drawn until tomorrow morning.)*



Generator
2 Flow
Exhaust: Weave 3 Flow.

PM Alpha 228/335 U Uni SD

Literature Review

Trick - University

2X + 1 Flow

Choose X. You may choose the same option more than once.
—Add the top card from target player's deck to the Supply.
—Supply 3.
—Lock target faceup Supply card. *(It can't be drawn until tomorrow morning.)*



Generator
2 Flow
Exhaust: Weave 3 Flow.

PM Alpha 228/335 U Uni SD

Pull Funding

Trick - University

7 Flow / 4 Money

Choose one—
—Remove all Experience from target Station, then Exhaust it.
—Remove 5 Money from target opponent.



Trick
2 Flow
Exhaust target Station.

PM Alpha 230/335 U Uni SD

Pull Funding

Trick - University

7 Flow / 4 Money

Choose one—
—Remove all Experience from target Station, then Exhaust it.
—Remove 5 Money from target opponent.



Trick
2 Flow
Exhaust target Station.

PM Alpha 230/335 U Uni SD

Leverage Patents

Trick - University

6 Flow

Choose one—

—Immediately draw one faceup card from the Supply.

—Immediately draw two faceup cards you own from the Supply.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 231/335 U Uni SD

Refreshing Balm

Trick - University

4 Flow

Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. When you do, remove an Exhaust counter from any target. Remove two Exhaust counters from any target.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 236/335 U Uni SD

Refreshing Balm

Trick - University

4 Flow

Experiment—When this card is put into the Supply, you may pay 1 Flow and discard it. When you do, remove an Exhaust counter from any target. Remove two Exhaust counters from any target.



Generator
No Cost
Exhaust: Weave 2 Flow.

PM Alpha 236/335 U Uni SD