

Thaumagnostic Core

Station

5 Flow / 3 Money

5 Flow: Study target Station.

PLACEHOLDER
CARD ART



Generator
No Cost
Enters Exhausted unless you pay 1 Money/2
Flow.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Thaumagnostic Core

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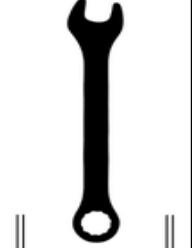
Aurathaumic Core

Station

5 Flow / 3 Money

3 Money: Weave 5 Flow.

PLACEHOLDER
CARD ART



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

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Aurathaumic Core

Station

5 Flow / 3 Money

3 Money: Weave 5 Flow.

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CARD ART



Generator
No Cost
Enters Exhausted unless you pay 1 Money/2
Flow.
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Apprentice Tax Collector

Station - Government

3 Flow

Exhaust: Fund {E}, then
Study this Station.
1 Experience: Fund {E}.
Experience Cap 4

PLACEHOLDER
CARD ART



Generator
No Cost
Exhaust: Weave 2 Flow.

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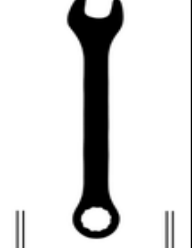
Apprentice Tax Collector

Station - Government

3 Flow

Exhaust: Fund {E}, then
Study this Station.
1 Experience: Fund {E}.
Experience Cap 4

PLACEHOLDER
CARD ART



Generator
No Cost
Exhaust: Weave 2 Flow.

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Promising Researcher

Station - Government

2 Money

3 Money: Study this
Station. If this Station
has at least 2
Experience, instead
Study target Station. If
this Station has at least
8 Experience, instead
Study target Station 2.
Experience Cap 8

PLACEHOLDER
CARD ART



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

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Promising Researcher

Station - Government

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CARD ART



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Enters Exhausted.
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Exhaust: Fund 1.

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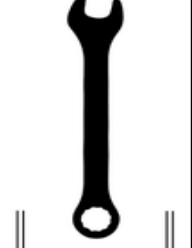
Promising Researcher

Station - Government

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Experience Cap 8

PLACEHOLDER
CARD ART



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

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The Spymaster's Eyes

Station - Government Industry

4 Flow

Exhaust: Study this Station.

- 1 Experience: Fund 2.
- 3 Experience: Fund 9.

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

Generator
No Cost
Enters Exhausted unless you pay 2 Flow/1
Money:
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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The Spymaster's Eyes

Station - Government Industry

4 Flow

Exhaust: Study this Station.

- 1 Experience: Fund 2.
- 3 Experience: Fund 9.

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

Generator
No Cost
Enters Exhausted unless you pay 2 Flow/1
Money:
Exhaust: Weave 2 Flow.
Exhaust: Fund 1.

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Junkyard Automaton

Station - Government

2 Flow

Whenever you discard a card, Supply 1.

Exhaust: Sell 2. (You may discard a card. If you do, Fund 2.)

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

Generator
No Cost
Exhaust: Weave 2 Flow.

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Junkyard Automaton

Station - Government

2 Flow

Whenever you discard a card, Supply 1.

Exhaust: Sell 2. (You may discard a card. If you do, Fund 2.)

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

Generator
No Cost
Exhaust: Weave 2 Flow.

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Spymaster's Fortress

Station - Government

8 Flow

Whenever you discard a card, Fund 1.

- 1 Flow, discard a card: Draw a card.
- 3 Money: Study target Station.

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

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

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Spymaster's Fortress

Station - Government

8 Flow

Whenever you discard a card, Fund 1.

- 1 Flow, discard a card: Draw a card.
- 3 Money: Study target Station.

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

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

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Consider

Trick - Government

2 Flow

- Suspend 3
- Supply 4.
- Draw Weight 3

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

Generator
No Cost
Exhaust: Weave 2 Flow.

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Consider

Trick - Government

2 Flow

- Suspend 3
- Supply 4.
- Draw Weight 3

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

Generator
No Cost
Exhaust: Weave 2 Flow.

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Collect Funds

Trick - Government

3 Flow

- Fund 6.
- Draw Weight 3

PLACEHOLDER
CARD ART



PLACEHOLDER
CARD ART

Generator
No Cost
Exhaust: Weave 2 Flow.

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Collect Funds

Trick - Government

3 Flow

Fund 6.
Draw Weight 3



Generator
No Cost
Exhaust: Weave 2 Flow.

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Collect Funds

Trick - Government

3 Flow

Fund 6.
Draw Weight 3



Generator
No Cost
Exhaust: Weave 2 Flow.

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Endless Encyclopedia

Station - Government University

5 Flow

Whenever you discard
or draw a card, Weave 1
Flow.
5 Flow: Study target
Station.
3 Money: Discard a card,
then draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

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Endless Encyclopedia

Station - Government University

5 Flow

Whenever you discard
or draw a card, Weave 1
Flow.
5 Flow: Study target
Station.
3 Money: Discard a card,
then draw a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

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Reorganize

Trick - Government

2X + 1 Flow

Choose X options. You
may choose the same
option more than once.
—Supply 4.
—Add the top card from
target player's deck to
the Supply.
—Remove 2 Supply
counters that aren't
yours from a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

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Reorganize

Trick - Government

2X + 1 Flow

Choose X options. You
may choose the same
option more than once.
—Supply 4.
—Add the top card from
target player's deck to
the Supply.
—Remove 2 Supply
counters that aren't
yours from a card.



Generator
No Cost
Exhaust: Weave 2 Flow.

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Weakening Field

Trick - Government

7 Flow

All Stations target
opponent controls have
1 Flow added to the
cost of their abilities
that cost Flow and 1
Money added to the
cost of their abilities
that cost Money until
Dusk.



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

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Weakening Field

Trick - Government

7 Flow

All Stations target
opponent controls have
1 Flow added to the
cost of their abilities
that cost Flow and 1
Money added to the
cost of their abilities
that cost Money until
Dusk.



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

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Take To Court

Trick - Government

1 + 3X Flow

Exhaust target Station
X, or if X is 3 or greater,
destroy that Station
instead.



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

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Take To Court

Trick - Government

1 + 3X Flow

Exhaust target Station X, or if X is 3 or greater, destroy that Station instead.



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

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Prioritize Target

Trick - Government

15 - 4X Flow

Discard X cards. If X is 4 or greater, the owner of target Station may choose one of the discarded cards and draw it.
Destroy target Station.

*"No other plan matters until this one is completed."
—Priority Designation
Seven, used in cases of direst emergency*



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

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Prioritize Target

Trick - Government

15 - 4X Flow

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Generator
No Cost
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