

Art of Fijunga

Location — Rastem

- +1 Inside.
Rastem: +1/+1/+2
- +1 "What's Fijunga?" "I really don't know. Tiberius made it up. I think it's supposed to be some kind of meditation."
- +2

Catacombs



Location — Rastem

- +2 Inside.
Rastem: +2/+0/+1
- Use 1 non-attacking Rastem to allow another Rastem to hide and escape a fatal attack. Can be used multiple times per turn.
- +1

Hauginstown

Location — Human

- +1
- +3 Outside.
Human: +1/+3/+1
- +1

Old Mill



Location — Human

- +1 Inside.
Human: +1/+1/+0
- +1 During blocking phase, use 2 Humans to set fire to the mill and deal 4 damage to all attacking characters. Old Mill leaves play at end of turn that this ability is used.
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Rastem Safe House

Location — Rastem

- +1
- +3 Inside.
Rastem: +1/+3/+1
- +1

Fortress in Erim

Location — Tepish

- +2
- +2 Inside.
Tepish: +2/+2/+0
- Use 2 Rastem to remove Fortress in Erim from play.

Urufdjam Plateau

Location — Elewo

- +1 Inside.
Elewo: +1/+2/+1
- +2 "This mountain is littered with passageways, most of them we carved during our stay here over the last four hundred years."
- +1

Zechariah's House

Location — Rastem

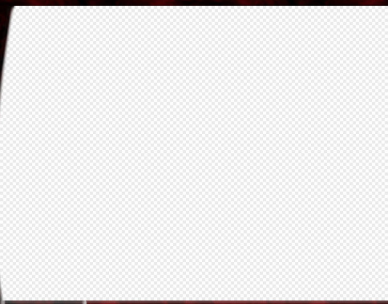
- +2
- +2 Inside.
Rastem: +2/+2/+0
-

Statue of Gerald Haugins

Location — Human

- +2
- +1 Outside.
Human: +2/+1/+1
- +1 Even "quaint" was too complex a word for this town who had a statue in their town square dedicated to someone named Gerald Haugins.
- +1

Urufdiam Power Room

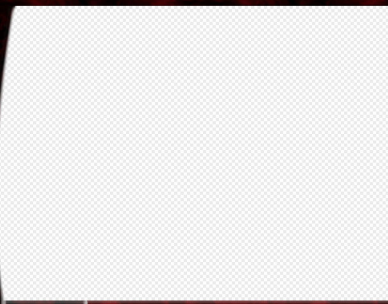


Location — Tepish

+2
+1
+1

Inside.
Tepish: +2/+1/+1

Laboratory



Location — Tepish

->

Inside.
Tepish: +1/+1/+1
Mutation: +1/+1/+2
Use 2 Tepish to change target Fempiror or Human to a Mutation. New Mutation gets +0/+0/+2 and moves to your group. Character returns to owner when Character killed or game ends. This ability is played as a Modifier.

Underground



Location — Mutation

Inside.
Mutation: Mob

Erim Cemetery



Location — Elewo

-
+2
+1

Outside.
Elewo: +0/+2/+1
Ulrich stared at them with an uncharacteristically surprised expression as a small band of Elewo piled a dozen Tepish carcasses beside gravestones.

Canyon



Location — Mutation

Outside.
Mutation: Preemptive Attack

Streets of Erim



Location — Mutation

+0
+0
+3

Outside.
Mutation: +0/+0/+3

Church of Erim

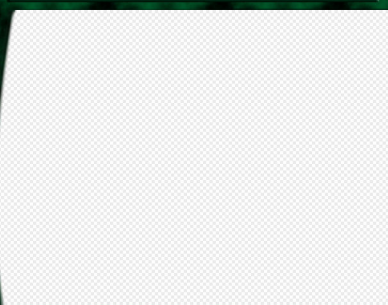


Location — Mutation

-
+1
+2

Inside.
Mutation: +0/+1/+2
"It was here we made our stand. And it was here we discovered how strong they were."

Sanctuary



Location — Elewo

Inside.
Elewo: Preemptive attack