



**Æbersmith of Tyrsville
Sanctum**



2

Ixyxli Fixfinger

CREATURE

2

MARTIAN • SCIENTIST

Elusive. *(The first time this creature is attacked each turn, no damage is dealt.)*

Each other Martian creature gets +1 armor.

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2

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Mars Needs Amber

ACTION

Play: Each damaged enemy non-Mars creature captures 1  from their own side.

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2

Mindwarper

CREATURE

MARTIAN • SCIENTIST

Elusive. (The first time this creature is attacked each turn, no damage is dealt.)

Action: Choose an enemy creature. It captures 1 🟡 from its own side.

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Timur Shevtsov

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4

Tyxl Beambuckler

CREATURE

1

MARTIAN • SOLDIER

Play: Deal 2  to a creature and move it to either flank of its controller's battleline.

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Djib

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**9**

Yxlix Dominator

1

CREATURE

ROBOT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Yxlix Dominator enters play stunned.

Core power online. Stand by for domination.

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Grigory Serov

♣ 174 ●

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9

Yxlix Dominator

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ROBOT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

Yxlix Dominator enters play stunned.

Core power online. Stand by for domination.

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Exterminate! Exterminate!

ACTION

Play: For each friendly Mars creature you control, destroy a non-Mars creature with lower power.

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Marko Fiedler

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**6**

Storm Crawler

1

CREATURE

ROBOT

Storm Crawler only deals 1  when fighting.

After an enemy creature reaps, stun it.

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Michele Giorgi

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2

Uxlyx the Zookeeper

CREATURE

MARTIAN • SCIENTIST

Elusive. *(The first time this creature is attacked each turn, no damage is dealt.)*

Reap: Put an enemy creature into your archives. If that creature leaves your archives, it is put into its owner's hand instead.

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Nasrul Hakim


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Hypnotic Command

ACTION

Play: For each friendly Mars creature, choose an enemy creature to capture 1  from their own side.

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Andrew Bosley

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6

Champion Anaphiel

1

CREATURE

SPIRIT • KNIGHT

Taunt. (This creature's neighbors cannot be attacked unless they have taunt.)

"Steel thyself, Knave. To harm them you must first defeat me."

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Fangs of Gizelhart

ACTION

Play: Purge the most powerful creature.

*"Seeker of wisdom, I say unto you:
never wake me before noon."*

- from the Ravings of the Prophet Gizelhart

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Fangs of Gizelhart

ACTION

Play: Purge the most powerful creature.

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- from the Ravings of the Prophet Gizelhart

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Font of the Eye

ARTIFACT



LOCATION

Omni: If an enemy creature was destroyed this turn, a friendly creature captures 1 🎲.

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**4**

General Xalvador

2

CREATURE

HUMAN • KNIGHT

Enhance . (These icons have already been added to cards in your deck.)

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Brokren

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4

General Xalvador

CREATURE

2

HUMAN • KNIGHT

Enhance . (These icons have already been added to cards in your deck.)

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Brokren

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2

Squire Alys

CREATURE

2

HUMAN

Play: Capture 2 .

"I think I misunderstood the assignment."

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Helena Butenkova

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Æmberheart

ARTIFACT



ITEM

Action: Exalt, ward, and fully heal a friendly creature.

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Natalie Russo


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Bring Low

ACTION

Enhance . (These icons have already been added to cards in your deck.)

Play: Capture all but 5 of your opponent's , distributed among any number of friendly creatures.

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 Dong Cheng


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Æbersmith of Tyrsville Sanctum



Bring Low

ACTION

Enhance . (These icons have already been added to cards in your deck.)

Play: Capture all but 5 of your opponent's , distributed among any number of friendly creatures.

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Dong Cheng



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Equalize

ACTION

Play: Redistribute the  on friendly creatures among friendly creatures. Redistribute the  on enemy creatures among enemy creatures.

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Andrew Bosley

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Gizelhart's Standard

ARTIFACT



ITEM

Each friendly creature with  on it gets +1 armor.

Play: Exalt a friendly creature.

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Konstantin Porubov


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Axiom of Grisk

ACTION

Play: Ward a creature. Destroy each creature with no  on it. Gain 2 chains.

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Konstantin Turovec


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Chant of Hubris

ACTION

Play: Move 1  from a creature to another creature.


"We get it, you're the best. Now come out and fight!" - Gron Nine-Toes

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Chant of Hubris

ACTION

Play: Move 1  from a creature to another creature.

"We get it, you're the best. Now come out and fight!" - Gron Nine-Toes

©2019 FFG




4

Senator Shrix

CREATURE

1

DINOSAUR • POLITICIAN

You may spend  on Senator Shrix as if it were in your pool.

Play/Reap: You may exalt Senator Shrix.

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Cindy Avelino

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4

Senator Shrix

1

CREATURE

DINOSAUR • POLITICIAN

You may spend  on Senator Shrix as if it were in your pool.

Play/Reap: You may exalt Senator Shrix.

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Cindy Avelino

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The Golden Spiral

ARTIFACT



LOCATION

Action: Exalt a friendly creature. Ready and use that creature.

"Semper pergimus intrepidi" - Inscription on the tower of the Golden Spiral

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Jason Juta

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The Golden Spiral

ARTIFACT



LOCATION

Action: Exalt a friendly creature. Ready and use that creature.

"Semper pergimus intrepidi" - Inscription on the tower of the Golden Spiral

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Jason Juta


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Ancient Power

ACTION

Play: Ward each friendly creature with  on it.

*"Remember, they only look old-fashioned."
- Commander Chan*

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Līga Smilshkalne


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City-State Interest

ACTION

Play: Each friendly creature captures 1 .

Capitus Coronam has the greatest monuments in the republic...and the highest taxes.

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David Auden Nash


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City-State Interest

ACTION

Play: Each friendly creature captures 1 .

Capitus Coronam has the greatest monuments in the republic...and the highest taxes.

©2019 FFG

David Auden Nash

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Exile

ACTION

Play: Give control of a friendly creature to your opponent.

"You, Merinius, are henceforth banished to the Mesoterranean Isles, on pain of death. Begone!"

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Senator Bracchus

CREATURE

DINOSAUR • POLITICIAN

You may spend  on friendly creatures as if it were in your pool.

Fight/Reap: Exalt Senator Bracchus.

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Mars



Sanctum



Saurian

Æbersmith of Tyrsville Sanctum

DECK LIST



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