## Suit

Fox, Bunny, Mouse, Bird

## **Crafting Cost**

Doesn't have to match card suit!

# Pars



## **Crafting Cost**

If there's no cost, play it when indicated.

### Effect

If it doesn't say "discard", it's a permanent effect!

# Clearing Control







Control

No Control







Control



Control

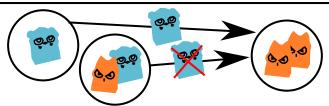


Birds break ties



Gardens always control

# Clearing Movement



Can move from/to clearing you control!

# Base & River Factions



## Marquise de Cat

Build lots of buildings Cut off their wood supplies



## Vagabond

Get other factions to craft, aid them Force them to retreat to the forest



## Eyrie Dynasties

Minmax and strategically go into Turmoil

Force their Decree to fail



## Riverfolk Company

Force other factions to trade Destroy trade posts when their bank account is full



#### Woodland Alliance

Be ignored, then Revolt DON'T IGNORE THEM



#### Lizard Cult

Sacrifice warriors with abandon Stay out of Outcast clearings

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