

>GREEN MOON OF ALTERNIA

felt mob manor



enter
2g

During all score phases, each player gain +1 Grist for every #FELT character card they control here.

FLAVORLOGUE



002-M001

> LAND OF COLORS AND MAYHAM

leprechaun spawn point



enter
3g

During all score phases, the player with the most power here may put a boon on each of their #LEPRECHAUNS here (not to exceed max boons).

FLAVORLOGUE



002-M002

>THE DARK CARNIVAL

are you down to clown



enter
3g

When any player moves or enters a #PURPLEBLOOD here, that player may either draw a card or add the top card of their discard to their hand.

FLAVORLOGUE



002-M003

>THE BROODING CAVERNS

baby caves



enter
2g

Characters with 5+ Power cannot enter or move here.

FLAVORLOGUE



002-M004

> FROG TEMPLE

i invoke sanctuary



enter
2g

Characters with 4- Power resist 1 Power to be destroyed by attacks or abilities while here.

FLAVORLOGUE



002-M005

> LAND OF HEAT AND CLOCKWORK

bullshit market



enter
3g

Characters here resist 1 power to be destroyed by attacks or abilities while here for each Boon.

FLAVORLOGUE



002-M006

>LAND OF FROST AND FROGS

meticulous breeding projects



enter
2g

Once per turn, during their turn, a Player may choose to return their Inventory Card here to their hand to gain Grist equal to the Inventory Card's enter cost.

FLAVORLOGUE



002-M007

>LAND OF WIND AND SHADE

mushroom farm



enter
3g

When an untapped, not-invading character here would earn boons during the Boon Phase, they earn +1 Boon- not to exceed maximum Boons.

FLAVORLOGUE



002-M008

>LAND OF LIGHT AND RAIN

burn so bright



enter
2g

When Characters attack here, they gain +1 Power per Boon while attacking.

FLAVORLOGUE



002-M009

HOMESTUCK



HOMESTUCK



HOMESTUCK



HOMESTUCK

HOMESTUCK

HOMESTUCK

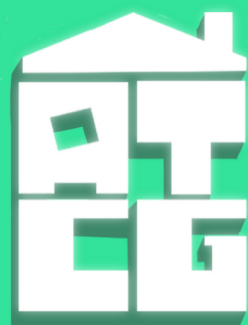
HOMESTUCK



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