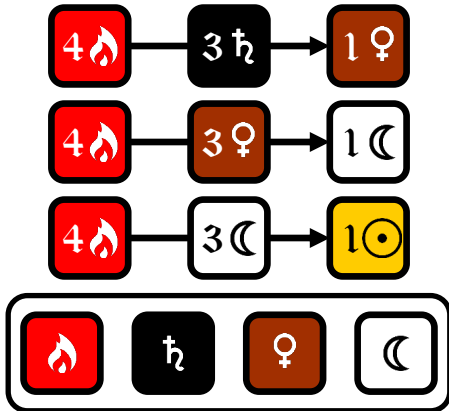


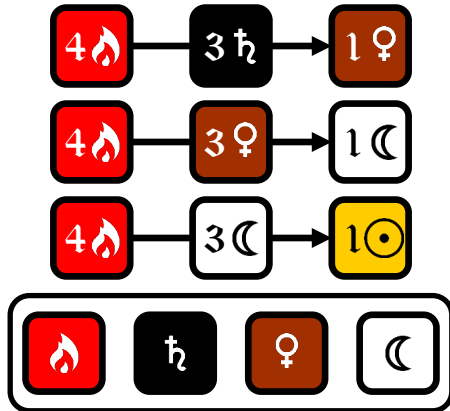
Chemist

At the start of each turn, you may lose 1 Energy to gain 1 Lead.



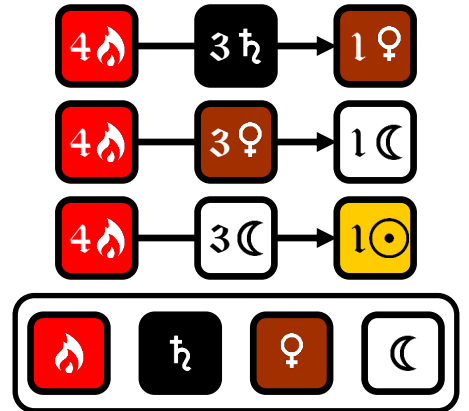
Silversmith

Each time you gain a Silver, you may also gain up to 5 Energy.



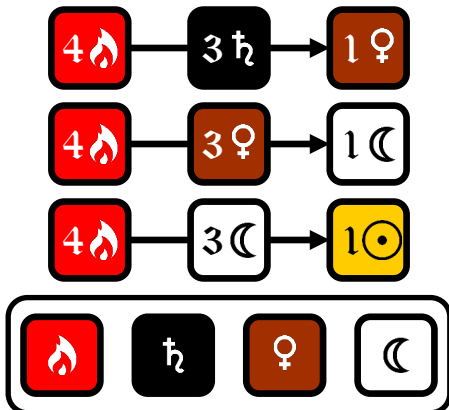
Thief

Each time you play a steal action, you may also steal an additional Energy.



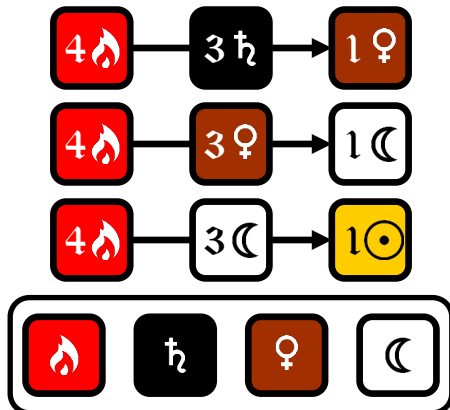
Miner

Once per turn, you may take an action to gain 3 Lead.



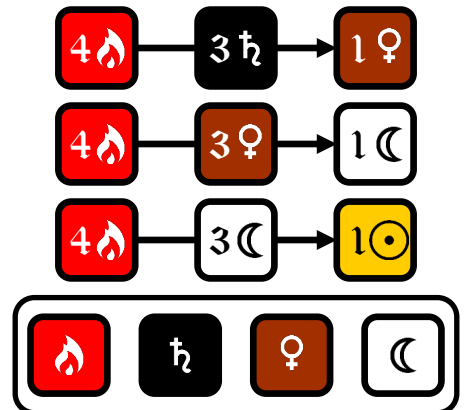
Trader

When you play a trade action, you do not give your rival any Energy.



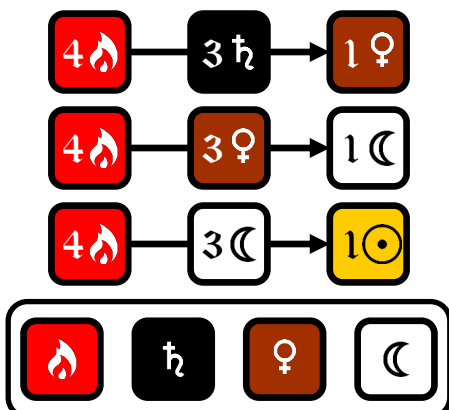
Guild Master

Once per turn, you may swap two cards without taking an action.



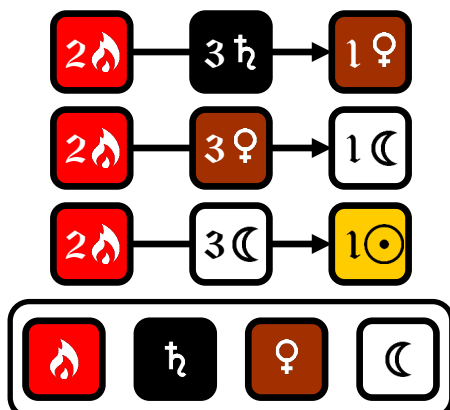
Smelter

Once per turn, you may take an action to convert 1 silver into 4 copper.



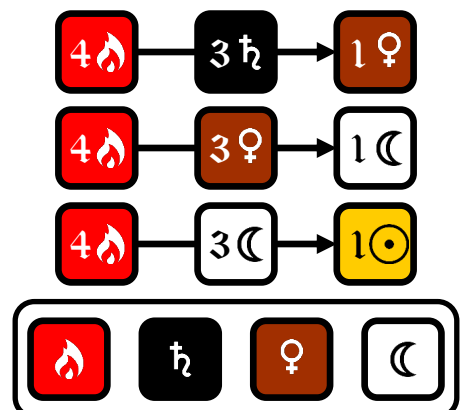
Craftsman

When your rival uses Energy to transmute elements, you gain 1 Energy.

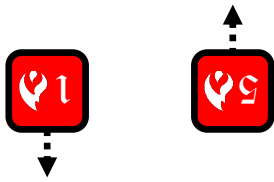


Almage

At the start of each turn, you gain 1 Energy.



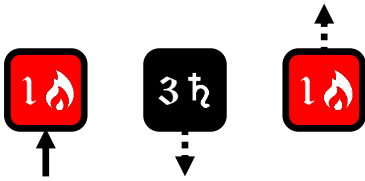
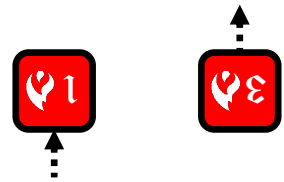
Collect



Collect



Collect



Collect

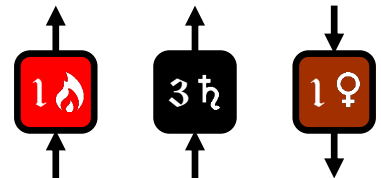
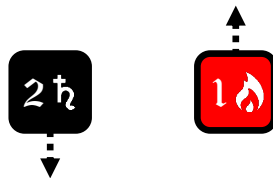
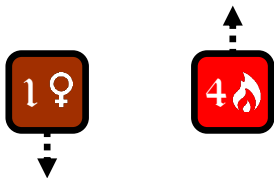
Collect

Transmute

Steal

Steal

Transmute



Collect

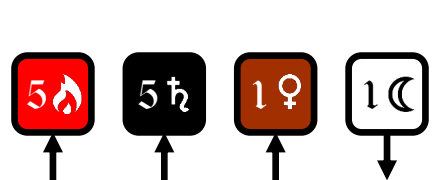
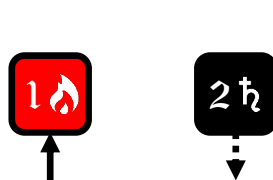
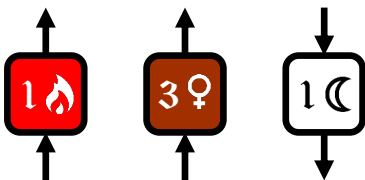
Collect

Trade

Collect

Transmute

Collect



Trade

Collect

Transmute