



LIGHTS IN THE SKY

Active:

Examine the destiny deck and remove any number of comets. You may then add up to 2 comets of your own choosing.

Shuffle the deck afterwards. You may then add another comet of your own choosing to the top of the deck. Reveal the comets you removed but not those you added.

Passive:
None.



Flare

You may replay 1 Flare (keep it face up next to your Theurgy card until it is replayed).



Warp

Free 1 of your tokens each time you send other players' tokens to the warp.



Token

You lose 1 less token as a result of a lost challenge or deal (remaining tokens return to base).



TRADE

Active:

Starting with the player on your left you may attempt to make a deal with each player in turn. You have 1 minute to make each deal. There is no penalty for failing to make a deal.

Passive:
None.



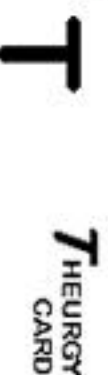
Hyperspace

You may place 1 extra token into the cone (above your normal limit).



Edict

You may replay 1 Edict (keep it face up next to your Theurgy card until it is replayed).



Lucre

Lucre costs are reduced by one (except in prices set by other players in a deal).

