HALLUCINOGENIC FRUITS

Use: Produce 2 Plants [🌿].
+2 Loneliness [♡] to all adjacent explorers.

VACUOUS SINKHOLE

Use: Convert 1 Mineral [▼] into 4 Bioplastics [▲].

CLIFF DEPOSIT

Once: Produce 2 Minerals [▼]. Replace with a new Anomaly [⚠].

ACTIVE VENT

Use: Produce 1 Fuel [■].
1 Damage [✹] to everything in a random adjacent HEX.

CESSPOOL

Passive: Scare actions from this HEX apply to every creature within 3 HEXes.

VERTIGO

Randomize the direction of any Move action. The explorer still chooses the number of HEXes to travel.

INFERIORITY COMPLEX

Cannot perform the Build action.

PERSECUTORY DELUSIONS

Trade actions must not result in a loss in the number of CUBEs and CARDs carried.

PINCHED NERVE

Cannot repeat Use actions in a single ROUND.

COMPULSIVE HOARDING

Cannot Drop CUBEs or CARDs.

QUANTUM ENTANGLER

Once: Trade any number of CUBEs from any HEX.

ARCHAIC BATTERY

Once: Recover all Artifact CARDs used during this mission.

GEOMAGNETIC FLUX

Once: Replace 1 Creature CARD in the ECO System with a new CARD. Remove all existing Creature TOKENs of the replaced type.

GEM ARTIFACT

Building description

AGGRO CRAG

Passive: All adjacent creatures perform Fight actions on their turn.

PSI FIELD

Passive: All adjacent creatures perform Scare actions on their turn.

INANIS FORMICA HIVE

Passive: All CUBEs move 1 HEX closer every ROUND.

Resource
LANDMARK

Canyon
MINERAL VEIN

Resource
LANDMARK

Swamp
BIOPLASTIC BOG

Resource
LANDMARK

Forest
PLANT GROVE

STANDARD

Non-Deductible
INJURY REPORT

Resource
LANDMARK

Tundra
O.R.B. GROTTO

Resource
LANDMARK

Desert
FUEL DEPOSIT

STANDARD

Non-Deductible
INJURY REPORT

STANDARD

Non-Deductible
INJURY REPORT

STANDARD

Non-Deductible
INJURY REPORT

Groundbreaking
ARTIFACT DISCOVERY

Groundbreaking
ARTIFACT DISCOVERY

STANDARD

Non-Deductible
INJURY REPORT

Potentially Dangerous
ANOMALY

Groundbreaking
ARTIFACT DISCOVERY

Groundbreaking
ARTIFACT DISCOVERY

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ANOMALY

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ANOMALY