**CITY OF CARTHAGE**

Solstice: you MAY discard a card to choose: gain 1 • or gain 1 • or draw a card.

**HANNIBAL**

You MAY acquire • / • • / •
You MAY draw a card.
You MAY draw a card from your history.
Put this card into your history.
Development cost: 4 • x4

**CELTICA**

You MAY place a card of your choice from your discard pile on the top of your deck. You MAY garrison a card.

**GREEK PROSPERITY**

Choose: gain 1 • per •
OR gain 1 • per • OR draw a card per your • / • in play.
Development cost: 2 • x2, 8 • x2

**AMBASSADOR**

Exhaust: resolve the exhaust keyword on an opponent’s • card as though it were your own.

**CAFALL**

Free play. Draw 2 cards and return a card to the top of your deck.
You MAY exile Torch Trwyth if it is in play or if it is the active quest.
**ATLANTEAN FLEET**

Free play. Choose: sink a card from your discard pile to steal 1 🛶 from each player OR break through for 🌊 🏴 / 🌊 🚢 / 🌊 🏴 and sink this card.

**CRETE**

You MAY garrison a card.

**LODESTONE COMPASS**

Exhaust: discard 2 🌪️ and spend an action to acquire 🌪️ / 🔩.

**PORTALS**

Exhaust: garrison a 🌞 here to acquire 🌞.

Solstice: choose: recall a 🌞 OR abandon this card and gain 1 🌞.

**LOST TOMES**

Exhaust: garrison a 🌞 here to put a card from your hand or discard into your history.

Solstice: If there are 2 🌞 garrisoned here, you MAY abandon this card to draw the top card of the deck.