

ARTHURIANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Gain 1 .
<i>Twrch Trwyth</i>	Exile the next impending unless it is <i>Graal</i> . If able, put a from discard into history, otherwise, exile this card.
	Exile a card from the market. Play this .
	Discard the top card of the bot deck if able. Return from discard if able, otherwise gain 1 .
	If able, abandon a to acquire . Otherwise, break through for .
	If able, put a from discard into history to gain the top impending quest. Otherwise, put this card into history and place the top card from the dynasty deck in the discard. Take . You take .
	Gain 1 . Put this card into history.
	If able, put a from discard into history to gain the top card. Otherwise put this card into history, gain 1 , and place the top card from the dynasty deck in the discard.
	Break through for . Put this card into history. You gain 1 .
Other	Acquire / / / . Put this card into history.

The bot never spends progress in place of materials or population.

CARTHAGINIANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Gain 1 and 1 . Put this card into history.
<i>Glory</i>	Abandon 3 to gain the top card. Otherwise break through for .
	If able, spend 3 to break through for . Otherwise, if able, spend 2 to acquire or . Otherwise, gain 1 and 1 and put this card into history.
	Discard the top card from the bot deck. Play this . Exile a card from the market.
	Gain 1 and 2 . Put this card into history.
<i>Prosperity</i>	Discard the top card from the bot deck. Gain 1 and 1 per in play. You MAY draw a card.
	Discard the top 3 cards from the bot deck.
Other	If able, spend all to gain the same number of . Otherwise, if able, acquire a . Otherwise discard the top 2 cards from the bot deck.

Place 2 instead of 1 during bot clean-up.

The bot never spends progress in place of materials or population.

ATLANTEANS

Empire



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Discard the top card of the bot deck. Return an from discard, if able. Put this card into history.
	Gain 1 . Put this card into history.
<i>Myths and Legends</i>	If able, history a played to gain the top card. Otherwise, steal 1 .
	Exile a card from the market. Play this .
	Acquire / / / . Put this card into history.
<i>Prosperity</i>	Gain 1 per played region. You MAY draw a card.
	Acquire / / / . Steal 1 . You recall a .
	If able, history a played to acquire any. Otherwise, break through for . Put this card into history.
Other	Place the top card from the dynasty deck into the discard pile. Put this card into history.

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CARTHAGINIANS

Empire



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Gain 1 . Discard a card from the bot deck. Put this card into history.
	Put this card into history.
	Break through for . Put this card into history. You abandon a and MAY draw a card.
<i>Glory</i>	If able, abandon 3 to gain the top card. Otherwise, break through for and you discard 2 cards.
	If able, acquire or . Otherwise, gain 1 and you take .
	Gain 1 . Play this . Exile a card from the market.
	Gain 2 . Put this card into history.
Other	Put this card into history. If able, spend 2 , or spend 2 , to gain 1 . You take .

Place 2 instead of 1 during bot clean-up.

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CELTS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Steal 1 and 1 .
	Spend all to gain the same number of . Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, discard the top dynasty card and you take .
Conquer	If able, spend 3 to break through for . Otherwise, if able, acquire . Otherwise, you take .
	If able, acquire . Otherwise, gain 1 , put this card into history, and you take .
	Break through for . Put this card into history.
	Gain 1 and 1 . Play this . Exile a card from the market.
	Put this card into history. You take .
	Discard the top 4 cards of the bot deck. Put this card into history.
Other	If able, return an from discard pile. Gain 1 . Discard the top card of the bot deck.

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EGYPTIANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Discard the top card from the bot deck. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, if able, acquire .
	If able, spend 2 to acquire . Otherwise, if able, spend 2 to acquire or . Otherwise, discard the top card from the bot deck. Put this card into history.
	Gain 1 . Play this . Exile a card from the market.
	Gain 1 . Discard the top card from the bot deck. Put this card into history.
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per played . You MAY draw a card.
Other	If able, abandon a to acquire or . Otherwise, discard the top 2 cards from the bot deck and gain 2 . Put this card into history.

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CELTS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Put this card into history. You take  .
	Spend all  to gain the same number of  . Discard the top 2 cards of the bot deck. Put this card into history.
<i>Glory</i>	If able, abandon 3  to gain the top  card. Otherwise, gain 2  .
	Discard the top card of the bot deck. Put this card into history.
	Play this  . Exile a card from the market.
	Discard the top card of the bot deck. Put this card into history.
	If able, acquire  or  . You take  .
	Acquire  /  /  /  . You gain 2  .
	Gain 2  . Put this card into history.
Other	Put this card into history. You take  .

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EGYPTIANS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Discard the top card from the bot deck. Return an  from discard, if able. Put this card into history
	Gain 1  . Spend all  to gain the same number of  . Put this card into history.
<i>Glory</i>	If able, abandon 3  to gain the top  card. Otherwise, you discard a card.
	Gain 1  . Play this  . Exile a card from the market.
	If able, acquire  . Otherwise, spend all  to gain the same number of  and put this card into history.
	If able, acquire  or  . Otherwise, gain 2  . You discard a card and take  .
Other	Discard the top 2 cards from the bot deck. Put this card into history.

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GREEKS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Discard the top 2 cards from the bot deck. Steal 2 . You gain 1 .
	Discard the top 3 cards from the bot deck. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, break through for .
Advance	If able, spend 1 to break through for . Otherwise, if able acquire .
	Discard the top card from the bot deck. Put this card into history.
	Gain 1 . Play this . Exile a card from the market.
	Gain 1 and 1 . Put this card into history.
Other	If able, spend 2 to break through for . Otherwise, if able, spend 2 to break through for . Otherwise, discard the top 2 cards from the bot deck and put this card into history.

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MACEDONIANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, break through for .
	If able, spend 3 to break through for and put this card into history. Otherwise, if able, spend 3 to acquire or and put this card into history. Otherwise, break through for .
	Gain 1 . Play this . Exile a card from the market.
	Gain 1 .
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per in play. You MAY draw a card.
	Steal 2 . Discard the top card from the bot deck.
Other	Gain 1 per in play. Discard the top card from the bot deck. Put this card into history.

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GREEKS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Acquire  /  /  /  . You recall a  card.
	Discard the top 2 cards from the bot deck. Gain 2  . Put this card into history.
Glory	If able, abandon 3  to gain the top  card. Otherwise, gain 2  .
	Discard the top card from the bot deck. Put this card into history.
	Discard the top card from the bot deck. Play this  . Exile a card from the market.
	Put this card into history.
	If able, acquire  or  .
Other	If able, spend 3  to acquire  . Otherwise, if able, spend 2  to acquire  . Otherwise, return an  from discard pile if able. Otherwise, gain 1  and put this card into history.

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MACEDONIANS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Gain 1  per  in play. Put this card into history.
Glory	If able, abandon 3  to gain the top  card. Otherwise, if able, acquire a  from exile. Otherwise, gain 1  .
	Put this card into history.
	Play this  . Exile a card from the market.
	If able, return a  from discard pile into play. Put this card into history.
	If able, spend 2  to acquire  /  /  /  . Otherwise, place the top card from the dynasty deck into the discard and put this card into history.
Other	Gain 1  per  in play. Put this card into history.

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MAURYANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
<i>Advance</i>	If able, spend 1 to acquire . Otherwise, if able, acquire .
<i>Prosperity</i>	Discard the top card from the bot deck. Gain 1 per in play. You MAY draw a card.
	Break through for . You recall a .
	Discard the top card from the bot deck. Play this . Exile a card from the market.
	Gain 1 . Discard the top card from the bot deck. Put this card into history.
	Gain 1 .
Other	If able, acquire . If able, return a in discard to the top of the bot deck. Place the top card from the dynasty deck into discard and put this card into history.

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MINOANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Gain 1 . Put this card into history.
<i>Glory</i>	If able, abandon 3 to gain the top card. Otherwise, break through for .
<i>Advance</i>	If able, spend 1 to acquire . Otherwise, if able, acquire .
<i>Conquer</i>	If able, spend 1 to acquire . Otherwise, if able, acquire .
	Play this . Exile a card from the market.
	Gain 1 . Put this card into history.
	Gain 1 . Put this card into history.
Other	If able, spend 1 to acquire . Otherwise, gain 1 and put this card into history.

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MAURYANS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	If able, return a  in discard to the top of the bot deck. Put this card into history.
	If able, return a  in discard to the top of the bot deck. Put this card into history.
Glory	If able, abandon 3  to gain the top  card. Otherwise, gain 1  .
	Break through for  . Put this card into history. You recall a  .
	Discard the top card from the bot deck. Play this  . Exile a card from the market.
	If able, return an  from discard. Otherwise, gain 1  . Put this card into history.
	Gain 1  . Put this card into history.
	If able, return an  from discard. Otherwise, gain 1  , and put this card into history.
Other	Gain 1  .

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MINOANS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Acquire  /  /  /  . You abandon a  .
	Gain 1  . Put this card into history.
Glory	If able, abandon 2  to gain the top  card. Otherwise, gain 2  .
	Discard the top card from the bot deck. Put this card into history.
	Play this  . Exile a card from the market.
	Discard the top card from the bot deck. Put this card into history.
	Gain 1  per played  . Put this card into history. You gain 2  .
Other	If able, return an  from discard. Otherwise, discard the top card from the bot deck and put this card into history.

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OLMECS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Discard the top card from the bot deck.
	Gain 1 . Play this . Exile a card from the market.
	If able, put a from discard pile into history to acquire / / / . Otherwise, gain 1 and put this card into history.
Cacao	If able, return an from discard. Gain 1 . You MAY return an .
Other	Place the top card from the dynasty deck into discard

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PERSIANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Discard the top 3 cards from the bot deck. Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, break through for .
	Gain 2 and 2 . Discard the top card from the bot deck. Put this card into history
	If able, spend 3 to break through for and put this card into history. Otherwise, if able, spend 2 to acquire or . Otherwise gain 1 and 1 and put this card on top of the bot deck.
	Gain 1 . Play this . Exile a card from the market.
	If able, acquire . Put this card into history.
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per in play. You MAY draw a card.
Other	If able, acquire . Otherwise, if able, acquire . Otherwise, put this card into history

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OLMECS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Put this card into history. If able, put a  from discard pile into history to acquire  /  /  /  . Otherwise, if able, return  from discard pile.
<i>Ritual Sacrifice</i>	If able, put a  from discard pile into history to gain top  . Otherwise discard the top 2 cards from the bot deck.
	Gain 1  . Play this  . Exile a card from the market.
	Discard the top card from the bot deck. If able, return an  from discard pile. You take .
<i>Cacao</i>	If able, return an  from discard. Gain 1  . You MAY return an .
	Acquire  /  /  /  . Put this card into history.
	Gain 1  . Discard the top card from the bot deck.
	Gain 1  . If able, acquire  . If able, return a  from discard pile to the top of the bot deck. Put this card into history.
Other	Gain 1  . Put this card into history.

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PERSIANS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Spend 3  to gain 1  as many times as possible. Put this card into history.
<i>Glory</i>	If able, abandon 3  to gain the top  card. Otherwise, place the top card from the dynasty deck into the discard.
	Put this card into history.
	Gain 2  . Put this card into history.
	Break through for  . You gain 2 . You take .
	Play this  . Exile a card from the market.
	Put this card into history.
	Acquire  /  /  /  . Put this card into history.
Other	If able, acquire  . Otherwise, gain 1  .

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QIN

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Gain 1 and 1 . Put this card into history.
Glory	If able, abandon 2 to gain the top card. Otherwise breakthrough .
	If able, acquire . If you have at least one in play, you recall a and the bot abandons a , if able.
	If able, spend 3 to break through for . Otherwise, if able, spend 1 to acquire or . Otherwise gain 1 and 1 and put this card into history.
	Gain 1 . Play this . Exile a card from the market. Discard the top card from the bot deck.
	Add 1 to the market card in the slot matching the number on the die. Acquire a card that has 1 or more on it. Put this card into history. You MAY draw a card.
Other	Gain 1 and 1 per in play. If able, return an from discard pile. Put this card into history.

Place 1 instead of 1 during bot clean-up.

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ROMANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	You recall a . You take .
	Spend all to gain the same number of . Put this card into history.
Glory	If able, abandon 3 to gain the top card. Otherwise, gain 1 and you recall a .
	Discard the top card from the bot deck. Play this . Exile a card from the market.
	Gain 1 . Put this card into history.
Advance	If able, spend 5 to break through for . Otherwise, if able, acquire . Otherwise, gain 1 .
Prosperity	Discard the top card from the bot deck. Gain 1 and 1 per in play. You MAY draw a card.
	If able, spend 3 to break through for . Otherwise, if able, acquire . Otherwise, gain 1 .
	Discard the top 2 cards from the bot deck. Gain 1 . Put this card into history.
Other	Gain 2 .

The bot never spends progress in place of materials or population.

QIN

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Spend all  to gain the same number of  . Discard the top card from the bot deck. Put this card into history.
	Put this card into history. Add 1  to the market card in the slot matching the number on the die.
	If able, acquire  . If you have at least one  in play, you recall a  and the bot abandons a  if able.
Glory	If able abandon 2  to gain top  card. Otherwise if able, discard the top card of the dynasty deck. Otherwise gain 2  .
	Play this  . Exile a card from the market. Add 1  to the market card in the slot matching the number on the die.
	If able, return an  from discard. If able, acquire a card that has 1 or more  on it. Put this card into history.
	If able, spend 1  to discard the top card of the dynasty deck. Regardless, gain 1  and put this card into history.
Other	Acquire  /  /  /  . If able, spend 1  to gain 1  . Put this card into history.

Place 1  instead of 1  during bot clean-up.

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ROMANS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Put this card into history.
	Spend all  to gain the same number of  . Put this card into history.
	You discard a card. You abandon a  .
Glory	If able, abandon 3  to gain the top  card. Otherwise, you discard 2 cards.
Prosperity	Gain 1  and 1  per  in play. You MAY draw a card.
	Gain 1  . Play this  . Exile a card from the market.
	Discard the top card from the bot deck. Put this card into history.
	Discard the top 2 cards from the bot deck. Put this card into history.
	Break through for  . Put this card into history.
Other	If able, spend 3  to gain 1  . Gain 1  . Put this card into history.

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SCYTHIANS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Discard the top 2 cards from the bot deck. You recall a . If you are an , steal 1 .
<i>Conquer</i>	If able, spend 4 to break through for . Otherwise, if able, acquire . Otherwise, gain 1 .
<i>Advance</i>	If able, spend 4 to break through for . Otherwise, if able, acquire . Otherwise, gain 1 .
	Gain 1 . Play this . Exile a card from the market.
	Discard the top 2 cards from the bot deck. Gain 2 . Put this card into history.
	If there is 1 or more in play, gain 1 per bot in play. Otherwise, break through for .
	If able, return an from discard. Otherwise, break through for and put this card into history.
Other	If able, return an from discard. Otherwise, if able, acquire . Otherwise, put this card into history.

The bot never spends progress in place of materials or population.

VIKINGS

Barbarian



CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Steal 2 , if able. Spend 1 to acquire or if able. You discard a card.
	If able, return an from discard. Acquire / / / . Put this card into history.
<i>Glory</i>	If able, abandon 3 to gain the top card. Otherwise, discard the top card from the bot deck and steal 2 .
	If able, spend 3 to acquire . Play this . Exile a card from the market.
	Place the top card from the dynasty deck into the discard. If able, put a from discard into play. Put this card into history.
	If able, spend 3 to acquire . Otherwise, discard the top 2 cards from the bot deck and gain 1 and 1 .
	Gain 1 . Place the top card from the dynasty deck into the discard. Put this card into history.
Other	If able, return an from discard. Otherwise, if able, acquire from exile. Otherwise, if able, abandon to place the top card from the dynasty deck into the discard. Otherwise, gain the top card and put this into history.

The bot never spends progress in place of materials or population.

SCYTHIANS

Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Gain 1  per bot  in play. Put this card into history.
Glory	If able, abandon 3  to gain the top  card. Otherwise, place the top card of the dynasty deck into the discard pile.
	If able, return an  from discard pile. Put this card into history.
	Gain 1  . Play this  . Exile a card from the market.
	If able, spend 5  to breakthrough for  . Otherwise, discard the top card from the bot deck. Put this card into history
	Gain 2  . You discard a card.
	Gain 1  . Put this card into history.
Other	If able, spend 3  to break through for  and put this card into history. Otherwise, gain 1  and acquire  if able.

The bot never spends progress in place of materials or population.

UTOPIANS

Barbarian  / Empire 

CARD/ICON	EFFECT
	Return this card to the unrest pile.
	Gain 2  and 2  . Put this card into history.
	Discard the top 2 cards from the bot deck. Gain 1  . You MAY draw a card.
	If able, return an  from discard. Otherwise, discard the top card from the bot deck, gain 1  , and put this card into history.
	If able, return an  from discard. Otherwise, discard the top card from the bot deck, gain 2  , and put this card into history.
	If able, return an  from discard. Exile a card from the market. Put this card into history.
	If there are no  in discard, acquire  or  if able and put this card into history. Otherwise, if able, return a  from discard to the top of the bot deck to gain 1  and 1  , and then, if able, place a  from discard into history to acquire  /  /  /  .
Charity	Discard the top card from the bot deck. Gain 1  . You gain 2 .
Meditation	If able, return a  from discard to the top of the bot deck. Break through for  . You MAY draw a card.
Other	Acquire  /  /  /  . Gain 1  . Put this card into history. You MAY return .

UTOPIANS I



Whenever the bot deck is empty and you would normally add a card from the bot deck to a slot, first resolve its journey card effect below.

UTOPIANS JOURNEY TABLE	CARD/ICON	EFFECT
	<i>Vision of Shangri-La</i>	If > 5, spend all , flip this card, and acquire if able. Otherwise, place an in discard pile after shuffling the deck.
	<i>Path to Shangri-La</i>	If > 5, spend all , replace with Gates of Shangri-La, and take the top card. Otherwise, place an in discard pile after shuffling the deck.
	<i>Gates of Shangri-La</i>	If > 5, spend all , flip this card, and take the top card. Otherwise, gain 1 and place an in discard pile after shuffling the deck.
	<i>Shangri-La</i>	If > 24, take the top card, and TRIGGER GAME END. Otherwise, gain 2 , place an in discard pile after shuffling the deck, and you gain 1 .

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