

SORCERY DISCOVERIES



EARLY AGE

-  **Ancient Tome** 3 During each Activation stage, gain 1 Sorcery IP.
- Demonic Pact** 4 Every time you lose a battle, you immediately gain 1 IP (in any discipline) for every Soldier of yours that was killed.
- Djinni** 4 During the Reinforcement stage, you may lose 1 VP to gain a +2 bonus in Army Strength. You may do this up to 3 times per turn (but you may not go below 0 VPs to take this bonus).
- Gargoyle** 4 You cannot play Gargoyle onto your Capital. Soldiers deployed to the Gargoyle's territory may be used to reinforce any battle taking place in a research territory.
- Golem** 4 You receive a +2 bonus to Army Strength in every battle over territory that contains a Discovery token.
- Soul Drain** 5 Whenever you win a battle versus a lone enemy Soldier, you immediately gain 1 VP and may add a worker to your recruitment pool.

MIDDLE AGE

- Glamour** 5 During each Activation stage, you may place 1 Spy (from your reserve) onto a Court.
- Dragonflame** 5 During the Reinforcement stage, you may kill 1 enemy Soldier in any one battle. You do not need to be engaged in that battle.
- Time Machine** 5 During the Reinforcement stage, you may pick up to 2 of your Soldiers that are currently in a single battle and return them to your recruitment pool.
-  **Finger of Doom** 6 During the Activation stage, you may kill any 1 enemy Soldier on the map. The targeted player also loses 1 VP (opponents cannot go below 0 VPs).
- Pestilence** 6 During the Activation stage, all opponents lose 1 Soldier from every City that they control.
- Portal** 6 During each Activation stage, you may move up to 3 of your units on the map to any unoccupied territories or any territories that you control.

LATE AGE

- Necromancy** 6 For every Shrine that you control at the beginning of the Recruitment Phase, you may recruit 2 additional workers.
- Elemental Storm** 7 During each Activation stage, you may kill 1 enemy Soldier in every territory that is adjacent to Elemental Storm.
- Ritual of Blood** 7 Use during the Activation stage. For each Tower you control, you may kill up to 2 Soldiers in a single territory and gain 1 VP per Soldier killed.
-  **Transmutation** 7 At the end of the game, you receive 1 VP for every Early Age Discovery you own, 3 VPs for every Middle Age Discovery you own, and 5 VPs for every Late Age Discovery you own (not including Transmutation).
- Seeing Eye** 9 You may force your opponents to complete their deployment decisions (and place their units and spies on the map and court) before you make your deployment decisions.
- Cataclysm** 9 During each Activation stage, you may target any one territory and kill all units on that territory. Remove the tile from the game; this part of the map no longer exists.

SCIENCE DISCOVERIES



EARLY AGE

- Alchemy** 3 During each Activation stage, you may gain 1 VP by spending 1 IP in two different research disciplines. You can only do this once per turn.
- Gunpowder** 3 During the Reinforcement stage, you may spend 1 Sorcery IP to gain a +1 bonus to Army Strength in any battle. You may do this for as many different battles as you wish, but the maximum bonus per battle is +1.
-  **Bazaar** 4 At each Scoring Phase, you receive 2 VPs for each City that you control.
- Catapult** 4 During the Reinforcement stage, you may kill 1 enemy Soldier in any territory within two tiles of the Catapult. Catapult may target its own territory.
- Medicine** 4 When you win a battle, the number of your Soldiers killed is reduced by 1.
- Water Mill** 4 Water Mill can be placed on any territory you control. For every Lake adjacent to Water Mill, you may recruit an additional worker in the Recruitment Phase.

MIDDLE AGE

- Steam Train** 4 During the Activation stage, you may freely move your units between Cities, Citadels, and resource territories that you control.
-  **Cryptology** 5 You may play 1 Espionage card from your hand for free each turn (you do not need to pay 1 Spy).
- Harvester** 6 For each unit you have on a Forest during a Scoring Phase, you gain 2 VPs instead of just 1 (maximum VPs earned = 6).
- University** 6 Your research territories produce +1 IP during each Study stage.
- Mechanical Man** 6 You gain 2 additional workers during each Recruitment Phase.
- Power Armor** 6 You receive a +1 bonus in Army Strength in all battles.

LATE AGE

- Dirigible** 6 During the Reinforcement stage, you may move up to 4 of your Soldiers and Unique Units from anywhere on the map to reinforce armies that are engaged in battle.
-  **Submersible** 6 You receive a +1 bonus to Army Strength in all battles that take place on Lakes. In addition, you may use the Submersible during your Activation stage to kill 1 enemy Soldier on any Lake.
- Juggernaut** 7 You may use Juggernaut during either the Reinforcement stage or the Activation stage (only once per turn). Choose a territory within 2 tiles of the Juggernaut and kill up to 3 opposing Soldiers in that territory. Juggernaut may target its own territory.
- Astronomy** 7 As soon as you discover Astronomy, all Early and Middle Age Discoveries in Religion and Sorcery (including those owned by players) must be removed from the game.
- Analytical Engine** 7 Use during your Activation stage. You gain 1 VP for each research territory under your control.
- Colossus** 8 During each Activation stage, you may destroy one Early Age Discovery that is currently on the map (it may belong to you or an opponent) and gain VPs equal to its IP cost. Remove the Discovery token and card from the game.

RELIGION DISCOVERIES



EARLY AGE

-  **Monasticism** 2 You are not affected by Attrition.
- Pagoda** 2 Each Village (but not City) that you control generates 2 Religion IPs during the Activation stage.
- Druidism** 3 Forests you control produce 1 Sorcery IP during the Activation stage.
- Martyrdom** 3 During each Scoring Phase, you may kill 1 Soldier on each Shrine you control to gain 2 VPs per Soldier killed.
- Philosophy** 3 During the Activation stage, you may spend your IP tokens to purchase IPs in another discipline (e.g., 1 Sorcery for 1 Science).
- Zealotry** 3 If you ever have 15 Religion IPs at any point in the game, you receive 6 VPs. You may only receive this bonus once.

MIDDLE AGE

- Crusaders** 3 When you take control of a Citadel or City away from an opponent during the Combat Phase, you gain 3 VPs.
- Inquisition** 4 During each Activation stage, you may force one opponent to lose 1 Sorcery and 1 Science IP.
- Missionaries** 4 During the Activation stage, you may add 1 Soldier (from your reserve) to any one territory that you control that is adjacent to Missionaries. If that territory is a Village, you gain 1 VP.
- Knighthood** 5 Citadels that you control may produce 1 Soldier during every Activation stage. These Soldiers are taken from your reserve and placed directly onto the Citadel.
-  **Oracle** 5 All Late Age Discoveries are available for you to discover as soon as you possess the Oracle.
- Secret Society** 5 During the Reinforcement stage, you may move up to 2 of your Spies from any Court to reinforce an army that is engaged in battle.

LATE AGE

- Divine Right** 5 For every Shrine you control during the last Scoring Phase, you gain 3 VPs.
- Hall of Heroes** 5 Every time you win a battle that involves 7 or more units (all sides, total), you gain 2 VPs and each player who lost the battle loses 2 VPs (opponents cannot go below 0 VPs).
- Spire of the Gods** 6 You cannot play this onto your Capital. If you have at least 3 Soldiers on the territory that holds the Spire of the Gods during the final Scoring Phase, you gain 6 VPs.
- Infallibility** 6 Opponents cannot deploy units to or initiate battles in any Villages or Cities that you control.
-  **Miracle** 6 After the Turn 9 Scoring Phase is over, you may choose to extend the game by 1 additional turn. You recruit +2 workers for this final turn. At the end of Turn 10, conduct another Scoring Phase. If you use Miracle, players add their end-game VP bonus for IPs at the end of Turn 10.
- Warrior Saint** 6 You cannot play this onto your Capital. You receive a +2 bonus to Army Strength in every battle that occurs in the Warrior Saint's territory or any adjacent territory.

GENERALS

LEVIATHAN (5 SORCERY, 2 RELIGION)

- When you research the Leviathan, keep it in your play area until you decide to use it.
- You may choose to play it at the end of any Reinforcement stage (once all players have passed).
- You can deploy the Leviathan to any battle you are engaged in. You win the battle; all your opponents' units are killed and you take no losses.
- The Leviathan even destroys Unique Units and the Steamtank.
- You gain 1 VP for every enemy unit killed by the Leviathan.
- Immediately after this battle is resolved, remove the Leviathan from the game.

STEAMTANK (5 SCIENCE, 2 SORCERY)

- Once acquired, immediately place the Steamtank directly onto either your Capital or any Citadel that you control.
- The Steamtank may move 1 tile at the beginning of each Deployment Phase.
- You may move the Steamtank into any territory; one that you control, one that an opponent controls, or one that is uncontrolled. However, the Steamtank cannot move into an opposing territory that contains the Guardian.
- The Steamtank gives +3 to Army Strength.
- If the Steamtank is destroyed in battle, it must be removed from the game.

GUARDIAN (5 RELIGION, 2 SCIENCE)

- When you research the Guardian, keep it in your play area until you decide to use it.
- You may deploy the Guardian to any territory under your control at the beginning of a Recruitment Phase. The Guardian remains in this territory for the rest of the game (unless moved with the Spymaster action, Gambit).
- Your opponents may not initiate combat in this territory by deploying units to it. Even the Leviathan cannot be used to attack the Guardian's territory.
- However, enemy Discoveries and Espionage cards can target the Guardian's territory.

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Included in the Sentience expansion.