

PALACE

In Trophy Phase – gain 10 Talents.

Optional – spend a DOOM token to gain an additional 10 Talents.

STEAM LORD

In Strategy Phase – can give both a Build order and a Move order to Colossi units.

Optional – spend a DOOM token to build an additional Colossus token.

WAR LORD

In Strategy Phase – can give both a Build order and a Move order to Hoplite units.

Optional – spend a DOOM token to build an additional Hoplite token.

SEA LORD

In Strategy Phase – can give both a Build order and a Move order to Trireme units.

Optional – spend a DOOM token to build an additional Trireme token.

EMBASSY

In Trophy Phase – you can spend an Arête card to change the hatred level of one rival empire for one House.

Optional – spend a DOOM token to spend an additional Arête card on adjusting hatred.

GLORY

In Eris Phase – draw a Kudos card for each battle that you win.

Optional – spend a DOOM token to draw an additional Kudos card when you win a battle.

MOTHER CITY

In Strategy Phase – place one of your existing Hoplite, Trireme or Colossus tokens as a Colony in a region of your choice at your map table.

GIFT GIVING

In Strategy Phase – you can ally with one other player at your table this turn, if they accept a gift of Talents from you.

PIETY

In Trophy Phase – gain an extra Arête card.

Optional – spend a DOOM token to gain an additional Arête card.

SOVEREIGNTY

In Trophy Phase – for each Colony you control, draw an additional Arête card.

Optional – draw a DOOM token if you control no colonies.