

TOXIC BLOB

+10 to Eco Beast



Play during the battle.

If the Eco Beast is defeated, draw TWO EXTRA
UPGRADES.

BABY TREE

-5 to Eco Beast



Play during the battle.

If the Eco Beast is defeated, draw ONE FEWER
UPGRADE (minimum of 1).

DETOUR



Play this card with an Item card that you have in play, or when you play an item card from your hand. This item is legal for you to use, even if it otherwise would not be.

BAMBOO BANDIT



BAMBOO HIT: You may discard a card to bamboo-hit another player (-2 IN BATTLE). You may do this only once per victim per battle, but if two players are fighting an Eco Beast together, you may bamboo-hit each of them.

BAMBOO BANDIT: You may discard a card to try to STEAL A SMALL ITEM carried by another player. Roll a die; 4 or more succeeds. Otherwise, you get hit and lose a level.

Profession

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Profession

DRUID



Flight Spell: You may discard up to 3 cards after rolling a die to Run Away; each one gives you a +1 bonus to flee

PURIFICATION SPELL: You may DISCARD your whole HAND (minimum 3 cards) to clear this land and REMOVE a single ECO BEAST instead of fighting it. Discard the Eco Beast and take its Treasure, but don't gain levels. If there are other Eco Beasts in the battle, fight them normally.

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Profession

ECO ENGINEER



RE-CREATION: when it is time for you to draw cards face-up, you may instead take some or all from the top of the appropriate discard pile. You must then discard one card from your hand for each card so drawn.

Neutralization: You may discard up to 3 cards in FIGHT against a reactive creature. Each discard gives you a +3 bonuses.

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Profession

GREEN ACTIVIST



Green Boost: You may DISCARD up to 3 CARDS in battle; EACH one gives you a +1 BONUS.

PROFESSIONAL: You WIN TITLES in a battle.

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Profession

TOXIC HAT DISASTER!



Any DISASTER of CATASTROPHE that
remotes Your HEADS will take the disaster
effect away with it.

SMOGGY VISION

DISASTER!



Your sight is obscured by smog. **LOSE THE HEADS** you are wearing.

CHANGE PROFESSION

DISASTER!



If You don't have any PROFESSION now, this disaster has no effect. Otherwise, go back through the discard pile, starting with the top discard. The first PROFESSION card you come to replace your current PROFESSION(s). If you go through the discards without finding a PROFESSION card, you just lose your own PROFESSION(s).

OIL SPILL DISASTER!



LOSE YOUR FOOTWEAR *you are wearing.*

WASTEFUL BEHAVIOR

DISASTER!



Your wasteful habits catch up with you.

Choose one Big item to discard.

DEFORESTATION HEX

DISASTER!



The forests suffer due to your actions.
Lose the item that gives you the biggest bonus

DROUGHT SPELL

DISASTER!



Your actions trigger a drought in the region.

DISCARD ONE ITEM OF YOUR CHOICE

Every OTHER PLAYER must now DISCARD an item, or items, totaling at least as much value as the item you discarded. If You don't have enough to pay the full tax, they must discard all their items and lose a level"

URBAN SPRAWL

DISASTER!



Rapid urbanisation disrupts natural habitats.
Chose one small item to discard. Any item that
is not designated Big is small.

WATER CRISIS

DISASTER!



The water scarcity affects your progress. First the player to the victim's left draws a card from the victim's hand and keeps it. Then the player on the right does the same.

MICROPLASTIC HAZARD

DISASTER!

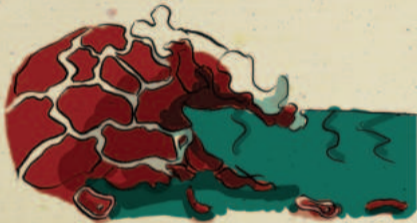


LOSE A SMALL ITEM

Microplastics infiltrate your equipment.
Choose one small item to discard. Any item
that is not designated Big is small

WASTED MEAT TSUNAMI

DISASTER!



-5 TO YOUR NEXT BATTLE

A massive wave of wasted meat hampers your progress.

You change your meal preferences and become vegan.

The change is permanent.

CHANGE TRIBE

DISASTER!



If You don't have any Tribe now, this Disaster has no effect. Otherwise, go back through the discard pile, starting from the top. The first Tribe card you come to replace your current Tribe(s). If you go through the discards without finding a Tribe card, you just lose your own Tribe(s).

POLAR ICE MELT

DISASTER!



LOSE THE UNIFORM

The melting glaciers affect your surroundings.

It's too hot.

Lose the UNIFORM You are wearing

DIRTY AIR ALERT

DISASTER!



ONLY UNIFORM PROTECTS

The polluted air affects your abilities.

In Your next fight (only), you may not get any bonuses from items other than a UNIFORM. A Ring of Recycle, used before, the next fight, will lift the disaster.

LOSE YOUR PROFESSION DISASTER!



Discard your PROFESSION card, if you have one. If You have two PROFESSION in play, lose one of them (your choice). If You have no PROFESSION, lose a level

TOXIC EMISSION

DISASTER!



*You accidentally release toxic fumes.
Lose one level as you become disoriented and
suffer from the harmful effects of pollution.*

RESILIENCE RIFT

DISASTER!



The erosion of ecosystems' capacity to recover from disturbances leaves them vulnerable to further impacts and hinders their ability to provide essential services.

Lose a level

LOSE YOUR TRIBE

DISASTER!



Discard any Tribe(s) you have in play and
become a meat eater.

SCIENTIFIC BREAKTHROUGH



You must play this card as soon as you get it.
All Eco Engineers immediately go up a level.
This can be the winning level.

ENRAGED

+5 to Eco Beast



Play during the battle. If the Eco Beast is defeated, draw ONE EXTRA UPGRADE

CULTURAL HERITAGE



You may have two Tribe cards, and have all the advantages and disadvantages of each. Or you may have one Tribe card and have all of its advantages and NONE of its disadvantages (for example, Eco Beast that hate Air Nomads will have no bonus against a half-Air Nomad). Lose this card if You lose all your Tribe card(s)

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GIVE ME BEANS!



Play this card while you are in the battle. Take one item from any other player. At the moment you take it, that item must make the difference between your winning and losing that battle. You may discard something of Your own before taking the item, if You wish.

ADRENALINE PARASITE

+10 to Eco Beast



Play during the battle. If the Eco Beast is defeated, draw TWO EXTRA UPGRADES

MIRRAGE



Play this cards during any battle. Discard any one Eco Beast in this battle, along with any cards that have been played to modify it, and replace with an Eco Beast card from Your hand.

ECO AWARENESS

+5 to Eco Beast



Play during the battle.

If the Eco Beast is defeated, draw ONE EXTRA
UPGRADE.

ECO BUDDY



"Another Eco Beast appears, of the same Level and with the same Eco Beast Enhancers. If the Eco Beasts are defeated, draw TREASURES FOR EACH AND GO UP LEVELS FOR EACH.

GREENWASHING COMMERCIAL



The Eco Beast in this room is watching
greenwashing commercials.

Play this card during any battle. The player
facing the Eco Beast(s) discards them all and
draws two Upgrade cards immediately.

EARTH GUARDIANS



STRONG: You can **CARRY** any number of **BIG**
ITEMS

You can have **6** cards in your hand

Tribe

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AIR NOMADS



+1 to Run Away

You go up a level for every Eco Beast you help someone else kill.

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WATER WHISPERERS



MERCHANT: You may **SELL ONE** item each turn **FOR DOUBLE PRICE** (other items are at normal price)

SWIFT: If You fail your initial Run Away roll, you may discard a card and try again.

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ECO MASTER



You may have TWO PROFESSION cards and have all the advantages and disadvantages of each.

Or you may have one Profession card and have all of its advantages and NONE of its disadvantages (for example, Eco Beast that hate Eco engineers will have no bonus against a Super Eco Engineer).

Lose this card if You lose all your profession card(s)

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LUNATIC ECO BEAST



Play this card, with an Eco Beast from Your hand, when someone (including You!) is in the battle. Your Eco Beast joins the one already fighting - add their battle strengths. If the character(s) must flee, resolve the Runaway attempts separately, in the order the victim chooses.

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MEGAPLASTODON

Level 14



You may choose* whether to fight the Megaplastodon or just wave, walk past and let him keep his treasure.

*Exception: Water Whispers look tasty and must fight

Leaves a trail of devastation, symbolizing the ecological consequences of plastic pollution.

CATASTROPHE: He eats you. You are dead

Upgrade Cards: 4

COMPOST VILLEIN

Level 1



plus 1 to run away

Destroys composters. Defeating it will help spread the word about the importance of composting for nutrient-rich soil and sustainable gardening.

CATASTROPHE: LOSE 1 LEVEL

Upgrade Cards: 1

EVIL HEATWAVE

Level 1



Air Nomads draw an extra Upgrade Card after defeating it, Heatwave causes wildfires and accelerates glacial melting.

CATASTROPHE: None. Escape is automatic.

Upgrade Cards: 1

RATS SWARMER

Level 1



Cannot escape. Unchecked rats population growth spreads disease and disturbs agricultural systems.

CATASTROPHE: Discard the UNIFORM and all items worn below the waist "

Upgrade Cards: 1

AQUATIC DRAINER

Level 1



-4 against Air Nomads

Consumes water - triggers droughts.

CATASTROPHE: Discard the Footwear you are wearing. Lose a level If You have no Footwear.

Upgrade Cards: 1

TRASH MARAUDER

Level 1



Plus 4 against Eco engineers.
Massive, mobile landfill that overwhelms
landscapes, leaving behind waste and
desolation.

CATASTROPHE: LOSE 1 LEVEL.

Upgrade Cards: 1

WATER CONTAMINATION BLOB

Level 10



If You don't want to fight the Blob, you can bribe it with an item worth at least 200 eco points, and it will let you go.

A creature born from polluted waters, spreads toxicity wherever it roams.

CATASTROPHE: Lose 3 levels

Upgrade Cards: 3

NATUREMARE WRAITH

Level 10



No special powers

Materializes worst-case scenarios like deforestation, habitat loss, and species extinction.

CATASTROPHE: Forcing You to let the player(s) of the highest Level take any one item (each) from You!

Upgrade Cards: 3

RADIOACTIVE COLOSSUS

Level 10



Plus 6 against Air Nomads

Nuclear disasters contaminates soil, water
and air.

CATASTROPHE: Role a die. On a 2 or less, they
stomp you to death. Otherwise, lose as many
levels as the die shows.

Upgrade Cards: 3

CLIMATE CHANGE BOSS

Level 12



Plus 4 against Eco Engineers.

You must discard one item (your choice) before the battle. An Immense and terrifying force that alters weather patterns, triggers natural disasters and disrupts ecosystems.

CATASTROPHE: LOSE 2 LEVELS (3 for Air Nomads)

Upgrade Cards: 3

PLASTIC ABOMINATION

Level 12



3 against Earth Guardians and Water
Whisperers .

Chokes water bodies, endangers marine life and
contaminates ecosystems.

CATASTROPHE: LOSE the HEADS you were
wearing

Upgrade Cards: 3

TOXIC TITAN

Level 12



Instead of fighting, an Eco engineer can chase the TOXIC TITAN away just by going „boogie boogie” and taking all his Treasures. There is no level increase for this. Intensifies the contamination, posing a grave threat to both humans and nature.

CATASTROPHE: LOSE 3 LEVELS.

Upgrade Cards: 3

OZONE OBLITERATOR

Level 14



Plus 4 against Green Activists

Powerful creature that thrives on the
destruction of the ozone layer.

CATASTROPHE: Death for everyone but a
Druid. A Druid loses his powers-discard the
Druid card.

Upgrade Cards: 4

OVERFISHING DEMON

Level 14



Your Level does not count. Fight him only with
Your bonuses.

Dangerous creature that depletes marine life
and devastates aquatic ecosystems.

CATASTROPHE: LOSE the cards equivalent to
1000 eco points. If You don't have that much,
lose all you have.

Upgrade Cards: 4

RADIOACTIVE DRAGON



Will not pursue anyone of Level 3 or below. Higher-Level characters lose 2 levels, even if they escape. Grows in the heart of a Nuclear power plant fed with Uranium and explodes outside when not fed properly. Bringing disasters and contamination.

CATASTROPHE: Lose all Your items and all the cards in your hand.

Levels: 2

Upgrade Cards: 4

PESTICIDE PARAGON

Level 16



Will not fight anyone of Level 5 or below.
Embodies the indiscriminate use of harmful pesticides, endangering ecosystems and pollinators.

CATASTROPHE: Starting with the player on your right, each player may take one Treasure card from in front of you or (without looking) from Your hand.

Levels: 2

Upgrade Cards: 4

FLAMING VILLAIN

Level 16



Will not fight anyone of Level 3 or below. Higher-Level characters lose 2 levels, even if they escape. Powered by environmental degradation seeks to reinforce the harm caused by humans.

CATASTROPHE: You are reduced to Level 1.

Levels: 2

Upgrade Cards: 4

MEGA COAL PLANT

Level 18



Will not fight anyone of Level 4 or below.
Emits substantial amounts of greenhouse
gases and pollutants.

CATASTROPHE: DEATH!

Levels: 2

Upgrade Cards: 5

CORAL REEF SERPENT

Level 18



Air Nomads are at -4, Will not fight anyone of Level 4 or below except Air Nomads.

Toxic presence inflicts damage and bleaches upon the delicate coral structures.

CATASTROPHE: DEATH!

Levels: 2

Upgrade Cards: 4

ENERGY DEPRIVATION LEECH

Level 2



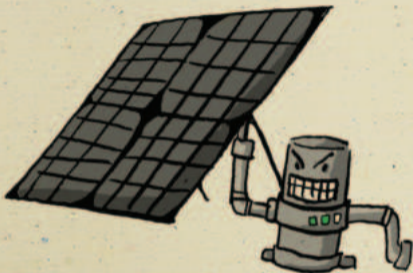
If You must flee, you lose a level even if You escape. Exposes humanity's vulnerability to energy dependency disrupts energy grids, causing blackouts.

CATASTROPHE: LOSE 2 LEVELS

Upgrade Cards: 1

SOLAR SIPHONER

Level 2



Gain an extra level if You are a Vegan or Vegetarian Feeds on solar energy, draining the power from renewable resources
CATASTROPHE: LOSE A LEVEL.

Upgrade Cards: 1

PLASTIMON

Level 2



-1 to Run Away

*Creature formed from discarded plastic waste,
leaving behind a trail of pollution and
endangering wildlife.*

CATASTROPHE: LOSE 2 LEVELS

Upgrade Cards: 1

OIL SPAWN

Level 2



plus 1 to Run Away

Born from oil spills and pollution, the Oil Spawn forms toxic pools that suffocate marine life and contaminate coastlines.

CATASTROPHE: Drop all your Big items.

Upgrade Cards: 1

OZONE DEPLETION SPIRIT

Level 2



If You can't defeat it, you may distract it by dropping any hand items.

The Ozone layer has been corrupted by harmful substances, leading to increased UV radiation and detrimental effects on health and ecosystems.

CATASTROPHE: LOSE 2 LEVELS

Upgrade Cards: 1

TERRA EROSIO

Level 20



Will not fight anyone of Level 5 or below.

Ultimate destroyer of the planet's ecosystems. Defeating the Terra Guardian ensures the preservation of natural habitats.

CATASTROPHE: DEATH!

Levels: 2

Upgrade Cards: 5

AIR POLLUTION MENACE

Level 4



Minus 5 against Air Nomads

"Exhausts toxic fumes and smog, choking the air and endangering all living beings.

CATASTROPHE: Menace takes 2 items from You- one chosen by the player on either side of

Upgrade Cards: 2

POLLUTION CREATURE

Level 4



-2 to Run Away

Toxic - pollutes the environment.

CATASTROPHE: Role a die and lose that many items or cards in your hand - your choice.

Upgrade Cards: 2

BIOHAZARD BLOB

Level 4



Plus 5 against Air Nomads Mutated toxic creature contaminates the environment.

CATASTROPHE: LOSE 2 LEVELS.

Upgrade Cards: 2

SUBSTINA BEAST

Level 4



Plus 5 against Druids The destroyer of the recycling plants. Defeating it ensures promotion of sustainable practices leading to healthier ecosystems and a harmonious coexistence with nature.

CATASTROPHE: LOSE 2 LEVELS

Upgrade Cards: 2

DEFORESTATION MONSTER

Level 6

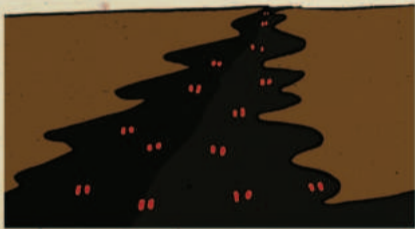


Gain an extra level if you defeat it without using help or bonuses. Destruction of forests by merciless cutting down thousands of trees.
CATASTROPHE: Discard your whole hand

Upgrade Cards: 2

THE SOIL EROSION SPECTERT

Level 6



Resists magic.

+6 against Druids.

Accelerates soil erosion, leading to depleted nutrients and reduced crop yields.

CATASTROPHE: Either discard your whole hand or lose 2 levels

Upgrade Cards: 2

SOLAR DEVOURER LEVIATHAN

Level 6



Plus 6 against Green Activists. Disrupts weather patterns and affects energy-dependent technologies.

CATASTROPHE: Discard any Tribe or Profession cards in play

Upgrade Cards: 2

BIODIVERSITY HUNTER



Level 6

Will not attack a Bamboo Bandit. A Bamboo Bandit, encountering a Biodiversity Hunter may instead discard two upgrade cards and draw two new ones face down. Threatens the delicate balance of biodiversity, causing harm to species and ecosystems.

CATASTROPHE: Let every other player draw one card from your hand, starting with the player to Your left. Discard any remaining cards.

Upgrade Cards: 2

GAIA'S WRATH

Level 8



-6 against Air Nomads

Catastrophic natural disasters like earthquakes, tsunamis and volcanic eruptions.

CATASTROPHE: Discard the Heads you are wearing and lose a level.

Upgrade Cards: 2

LUMINOUS LITTER LURKER

Level 8



No one can help You. You must face Luminous Litter Lurker alone. Dwelling in polluted urban areas damages ecosystems by altering predator-prey dynamics.

CATASTROPHE: LOSE 3 LEVELS

Upgrade Cards: 2

MELTING GLACIER GIANT

Level 8



No items help against the Giant - fight with
Your level only.

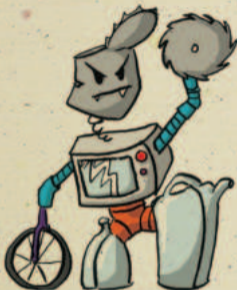
Provokes glaciers to melt faster. Defeating it
will help to preserve our planet's icy
landscapes.

CATASTROPHE: Your level becomes equal to
the lowest Level of any character in play.

Upgrade Cards: 2

GARBAGE CHIMERA

Level 8



Will not attack Vegans; just gives them 1 treasure instead. Fusion of various species mutated by pollution.

CATASTROPHE: Lose Your craft(s). If You have no Craft, lose 3 levels.

Upgrade Cards: 2