

WINDWEAVER SCIMITAR

+3 Bonus



Only for Air Nomads

This sword harnesses the breeze energy to power you up, granting +3 bonuses.

1 Hand

600 Eco points

GAIA'S VINE WHIP

+3 Bonus



Only for Vegans

It is a handcrafted whip made from the intertwining vines of ancient forests. Grant

+3 Bonus

1 Hand

400 Eco points

SOLAR POWER SHIELD

+3 Bonus



Only for Vegetarians

This shield consumes the power of the sun and changes your strength. +3 Bonus

1 Hand

400 Eco points

RECLAIMER'S GRASP GAUNTLET

+3 Bonus



Only for Eco Engineer

His glove, woven from repurposed materials,
recovers destroyed stuff and grants +3
bonuses.

1 Hand

600 Eco points

THE MOON DAGGERS

+3 Bonus



Only for Bamboo Bandit

Two daggers that reflect the light of the moon
and charge your attacks.

1 Hand

400 Eco points

THORNED ROSE DAGGER

+2 Bonus



This dagger is decorated with thorny roses, given as a blessing from the flowers, combining their beauty and threat. Grant +2 Bonus.

1 Hand

600 Eco points

RECLAIMED SWORD

+4 Bonus



Only for Eco Engineer

This well-made sword is made from recycled and recovered materials, granting +4 bonuses.

1 Hand

600 Eco points

TERRAFORMING STAFF

+4 Bonus



Only for Earth Guardian

The staff is forged from the earth's natural minerals and can change the environment as you wish, providing +4 bonuses.

1 Hand

600 Eco points

EARTH SEED SCEPTRE

+5 Bonus



Only for Druids

This sceptre embodies the life force of the eternal tree and plants new trees everywhere, helping you defeat an enemy and granting +5 bonuses.

1 Hand

800 Eco points

SOLAR BLADE

+2 Bonus



This solar-powered blade harnesses sunlight. It channels the eco-friendly energy of solar rays into powerful attacks.

1 Hand

400 Eco points

LUMINOUS SUNBURST KNIFE

+1 Bonus



You may discard this item, even if you are only carrying it, for an automatic escape from any monster of Level 8 or below.

This knife glows with the radiance of the sun, providing +1 bonus. You can drop it in front of the enemy to blind them and escape.

1 Hand

No value

OCEAN'S EMBRACE BRACELET

+4 Bonus



Only for Green Activists

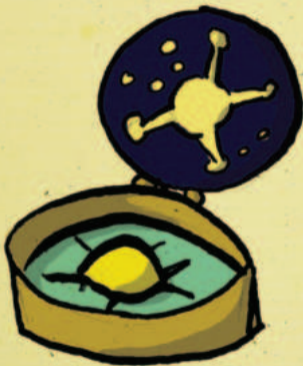
This bracelet carries the essence and power of the ocean, providing good defence and +4 bonuses.

1 Hand Big

600 Eco points

STAR COMPASS

+3 to Run Away



Gives the possibility to orient, find your ways and shortcuts, and escape threats better.

1 Hand Big

300 Eco points

TEMPEST TAMER LANCE

+4 Bonus



Only for Air Nomads

This colossal Lance forged to quell turbulent winds, making you attack fast and deadly and granting you +4 bonuses.

2 Hands

800 Eco points

FLORA'S GRACE SPEAR

+1 Bonus



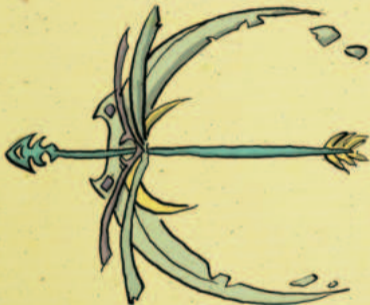
It emanates the grace of Flora, granting you a +1 bonus.

2 Hands

200 Eco points

LUMINOUS LUNA BIG BOW

+3 Bonus



This elegant big bow captures the essence of moonlight and gives you the strength of the night.

2 Hands Big

600 Eco points

BLESS OF EARTH GREAT SWORD

+4 Bonus



Only for Meat Eaters

Earth blessed this Great Sword with all its grace and power, granting you +4 bonuses. Use it wisely!

2 Hands Big

600 Eco points

ICE STORM HAMMER

+3 Bonus



It crashes enemies of the Earth and melts if you do not take care of it, granting you +3 bonuses.

2 Hands Big

No value

LUMINOUS CAPE

+1 Bonus



This cape glows with the radiance of the sun, providing a +1 bonus. You can drop it in front of the enemy to blind them and escape.

Uniform

200 Eco points

GAIA'S EMBRACE MANTLE

+1 Bonus



This enchanting mantle embodies the spirit of the earth, "Gaia," providing you with a +1 bonus.

Uniform

200 Eco points

FOREST GUARDIAN ARMOR

+3 Bonus



Only for Earth Guardians

This sturdy armour is crafted from sustainable materials and imbued with the essence of forest powers.

Uniform

400 Eco points

GROWING CHAINMAIL

+4 Bonus



This Chain shirt is made of live vegetation that grows and provides decent protection, plus two bonuses.

Uniform

200 Eco points

RECYCLED ECO-FIBER VEST

+3 Bonus



Not usable by Druids

A lightweight vest is made of recycled, eco-friendly fibers, providing a good defense.

+3 bonuses.

Uniform Big

600 Eco points

TIDE BEARER TRIDENT

+3 Bonus



Only for Water Whisperers

Tide-bearer Trident - used by the Guardian of the Deep to redirect ocean currents to clear the oceans of waste. Granting a +3 Bonus

Big

400 Eco points

NATURALIST HIKING SHOES

+4 Bonus



Those well-made hiking shoes give you flexibility and better movement in nature, granting +2 bonuses.

Footwear

200 Eco points

LEAVE NO TRACE BOOTS

+2 to Run Away



Those boots help you go through the natural environment, leaving no trace behind, saving nature, and making it harder to follow and catch you.

Footwear

400 Eco points

GAIA'S VINE SANDALS



Disaster cards that you draw when opening a location have no effect (disasters cast by other players will still affect you).

Mother Earth gave you those sandals, and they shield you from.

Footwear

700 Eco points

MAGNIFYING GLASSES

+1 Bonus



You don't just look smarter; they help you to see what you can do better or improve and grant you a +1 bonus.

Heads

200 Eco points

SOLAR HAT

+3 Bonus



Only for Meat Eaters

Powered by the sun, this hat charges you with green energy and grants +3 bonuses.

Heads

400 Eco points

FLOWER CROWN

+3 Bonus



Only for Druids

It blooms, enhances your connection with nature, and grants +3 bonuses.

Heads

400 Eco points

STORM CATCHER HELMETS

+1 Bonus
+3 for Air Nomads



Gathering wind energy, this helmet powers up your weapons and grants a +1 Bonus or +3 Bonus to Air Nomad.

Heads

600 Eco points

ESSENCE OF THE NATURE POTION

+2 to either side.



Play during any battle.

A natural juice made of tasty fruit from around the world grants the power and energy of mother nature, plus a +2 Bonus.

Usable once only.

100 Eco points

AQUA CRYSTALLINE ELIXIR



Play when Your Runaway roll fails. You *escape* automatically.

Pure primordial water gives strength, grace, energy and feel of lightness making you move faster.

200 Eco points

TERRAFORMING GOLEM

+2 to either side.



Play during any battle.

The golem, which adapts to any environment,
provides +2 bonuses.

Usable once only.

200 Eco points

BALLOON OF FRESH AIR

+2 to each Air
Nomad in the battle



Play during any battle. Only to help Air Nomads.

This balloon stores fresh air from the mountains, and the wind of an icy storm explodes it to release its power, granting +2 to each Air Nomad in the battle.

Usable once only.

100 Eco points

BOOK OF KNOWLEDGE



Go through the discards to find the card you want. Take that card and discard this one.

or

The wooden book where every event that took place is recorded. You can use it to repeat one of them. Take that card and discard this one.

Usable once only. 1100 Eco points

FLUFFY KITTEN

+5 to either side.



Play during any battle, for distraction

It is a cute little creature, with big, sparkling eyes and fluffy fur that contains a great amount of adorable power, that no one can resist. It can discount anyone on the battlefield, granting +5 to either side.

Usable once only.

No value

MAGIC BEANS



Allows automatic escape, for one or two players, from any fights.

or

By throwing those beans, you build a big wall, providing protection and escape from the threat. You need time to rethink and come back to this problem of automatic escape, for one or two players, from any fights.

Usable once only.

300 Eco points

THE RING OF ISOLATION



Cancels any Disaster. Play at any time

You can store and isolate the threat that falls on you by storing it in this ring.

Usable once only.

500 Eco points

THE RING OF RECYCLE



Cancels any Disaster. Play at any time

With the power of recycling, you can cure the sick environment with this ring.

Usable once only.

500 Eco points

ANIMAL TALK POTION

+3 to either side



Play during any battle.

By drinking this potion, you gain the ability to call an animal by your side to help you, granting +3 to either side.

Usable once only.

100 Eco points

POTION OF GROWTH

+2 to either side



Play during any battle.

Whoever drinks the potions grows and becomes more and more powerful for some time, granting +2 to either side.

Usable once only.

100 Eco points

HERBAL ELIXIR

+3 to either side



Play during any battle.

Whoever drinks the potion grows and becomes more and more powerful, for some time, granting +3 to either side.

Usable once only.

100 Eco points

POTION OF ELEMENTAL BALANCE

+3 to either side



Play during any battle.

The vial contains a concentrated essence of nature and harmonizes the elemental forces within the player, granting +3 to either side.

Usable once only.

100 Eco points

ROSE OIL

+5 to either side



Play during any battle.

Natural oil absorbs into the skin, giving resistance, energy and a great smell that enemies hate, granting +5 to either side.

Usable once only.

300 Eco points

ELIXIR OF LIFE

+5 to either side



Play during any battle.

This life elixir bestows celestial enlightenment upon the one who drinks it, granting +5 to either side.

Usable once only.

200 Eco points

HARMONY HARP

EVOLUTION
GO UP A LEVEL!



The beautiful music of the Harp brings harmony to your heart, mind and soul. You are enlightened and grow mentally and physically.

CELESTIAL BLESSING

EVOLUTION
GO UP A LEVEL!



The divine blessing of the Earth for your actions and efforts in eco-work and taking care of the global environment grants you wisdom and sacred knowledge.

GREEN BOOK

EVOLUTION
GO UP A LEVEL!



The incredible educational material enlightens you, and raises your knowledge of eco-work.

GENESIS PULSE

EVOLUTION
GO UP A LEVEL!



Through meditation, hiking and discovering nature, you find unity with it, feel the pulse of the earth and grow spiritually.

SCROLL OF SUSTAINABLE STRATEGY

EVOLUTION
GO UP A LEVEL!



A scroll grants you knowledge of sustainable power; now you can better recycle, upcycle and renew things.

RECYCLING MASTERPIECE

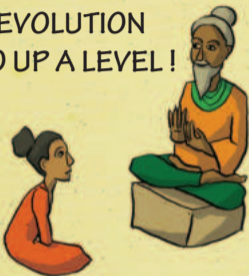
EVOLUTION
GO UP A LEVEL!



You created a masterpiece out of garbage, which symbolizes the art of recycling and repurposing. With this, you not only take care of waste but also inspire a lot of people to recycle and take art actions.

LEARNING FROM THE BEST

EVOLUTION
GO UP A LEVEL!



You can't use this card if You are currently the highest level player, or tied for highest.

"Surround yourself with people who are smarter than you..., and then learn from them"
- this is the motto you follow in your way.

GOOD PRACTICES

EVOLUTION
GO UP A LEVEL!



This card can be played only after a battle, but it does not have to be your battle.

You opened in yourself an ability to learn from the good practices and existing solutions from the achievements of the others.

GREENWASHING EXPOSE

EVOLUTION
GO UP A LEVEL!



You can use this card only if a Volunteer is in play (no matter who got him). Discard the Volunteer.

You expose greenwashing charities.

NEW TECHNOLOGY

STEAL A LEVEL !



Pick one player to steal a level from. You go up one. He goes down.

This new technology discards others' inventions, making them less effective and useless, proving yours to be more sustainable and effective.

DRAGON BREATH

+3 Bonus



Not usable by Green Activists

With the fire wrath of the core of the Earth, you can unleash it on your enemies.

600 Eco points

FIRST SHOVEL

+1 Bonus



This is the primal shovel, the first instrument people used to cultivate the land and plant crops.

200 Eco points

STARFISH AMULET

+3 Bonus



Only for Water Whisperers

The starfish amulet grants the power of the ocean, reminding all of us that we came for the ocean.

400 Eco points

RECLAIMED METAL PLATE FOR UNIFORM

+2 Bonus



Not usable by Bamboo Bandits

This plate improves your uniform and is ingeniously crafted from salvaged metal scraps, providing a good defense and +2

400 Eco points

WINGS OF FREEDOM

+3 Bonus



These wings give you the possibility to fly, see the beauty of the world, and gain an advantage over enemies.

NIGHT INVISIBILITY CAPE

+4 Bonus



Only for Bamboo Bandits

This Cape makes you a hard target, providing a good defense and +4 bonuses.

600 Eco points

LUCKY CLOVER



Play after you roll the die, for any reason. Turn the die, so the number of your choice is on top.

That's your roll. Usable once only.

You grow a nice, clover plant in the pot. Look what you got: a four-leaf clover! You are in luck!day.

Usable once only.

300 Eco points

A VOLUNTEER

+1 Bonus



Allows You to carry and use one extra item, even if you could not otherwise. If you lose your volunteer, the Item goes, too. You may discard your volunteer for an automatic escape from any monster. Keep this card in front of you, with your treasures.

You get a volunteer support in your eco-activities.

TOXIC WASTE



Play when someone successfully escapes a battle for any reason. They must re-roll their escape (even if it was automatic the first time).

UFF... It was unpleasant to find it in your

Usable once only.

100 Eco points

NOT ALONE



Double Your battle strength. You may use this card only when you are the only player in the battle.

You ask for help and people respond, you double your strength. It is never bad to ask for help; do it more often.

Usable once only.

300 Eco points

INSPIRATIONAL SPEECH



Play during any battle. Turns any one monster into grass, leaving its treasure behind.

You make a speech encouraging people to act, make changes, and unite against the common threat. You were so inspiring and engaging that people reacted and stood with you together against the common issue... Our enemy has no chances when we are together.

Usable once only. 1300 Eco points

WIN-WIN, GREEN-GREEN



Not usable by Eco Engineer

No player with a level higher than yours can refuse your request for help against a monster, or even ask for a reward. You cannot gain the winning level in a battle where your helper was compelled by the Win-Win ~ Green-Green

You invite your competitor to join you on a common issue and explain why it benefits both of you if you work together. Despite individual differences in interests, you find a common ground to work together this time and fight against a joint threat.

600 Eco points

NATURAL FARMING



*Draw three more upgrade cards immediately.
They are face-down if you drew this card
face-down; otherwise they are face-up.*

*Your investments in planting, gardening and
natural farming paid off with an enormous
harvest. It's time to reap the benefits.*

CHARITABLE EVENT



Play during any battle. Discard all *eco beasts* in the battle. No treasure is gained, but the player may Loot the Room.

You organize a charitable event to solve the problem. You didn't benefit from it but managed to solve the issue. Furthermore, you were invited to fight the next problem.

Usable once only.

200 Eco points

SHIFT BACK THE PROBLEM



Play during any battle. Any other player (Your choice) fights the monster(s), may ask for help normally, and gets the treasure and levels if he wins. The original player then resumes his turn, and may Loot The Room, whether the battle was won or lost.

Why should you solve all problems yourself?! If they make a mess, they should clean it. Force others to clean up their mess.

Usable once only.

300 Eco points

DANDELION



You may use it only on your turn. You blow a dandelion making a wish, and it makes a single monster vanish, even if you had already failed your Runaway roll, and it was about to catch you. If it was the only monster you were facing, you may take its treasure, but you don't gain a level.

You grow up an amazing dandelion, with all your love and care, and it appeared to be a magic one. Make your wish and blow.

Usable once only.

500 Eco points

DESALINATE POTION

+2 to either side, or
instantly kills the Water
Contamination Blob.



Play during any battle.

This potion helps you to clean water and purify
any polluted liquid.

100 Eco points