

Underlings

Game Card Designs



CHAOS CARD

WINDS OF CHANGE

Pick up a new fate card from the deck.

**Card must be used at the end of the round

CHAOS CARD

CHARM'S WOUND UP

Pick a player to pick up a new Fate Card.

CHAOS CARD

AMEND PROPHECY

Switch fates with another player.

**Card must be used at the end of the round

CHAOS CARD

SPOILS OF ROYALTY

Before cards are revealed, you may steal one play card from another player.

CHAOS CARD

TWIST OF FATE

You may change the point sum of one element with another element.

CHAOS CARD

LOOK INTO THE FUTURE

You may see another player's fate card.

CHAOS CARD

GIFT FROM THE HEAVENS

Pick up 2 cards from the deck.

**Card must be used at the end of the round



THE END OF THE LINE

"Your foes did scheme,
leaving you no heir,
'To carry forth your lineage,
strong and fair."

Collect no points from 'Heir cards

STRUCK DOWN IN BATTLE

"Thy military conquests, alas,
forlorn,
'Have borne no fruit, no glory
to adorn."

Discard half of your Army cards

FALL TO THE USURPER

"Thy lineage lost, thy fervor
to appall,
Vengeance alone thy fervent
goal."

Collect no points. Victory comes from
your enemies' Failure. You may win by
keeping your enemies under 20 points.

LOVED BY ALL

"Thy name shall linger in
the poets' verse,
A relic of a reigning, great
empire's curse."

Double your Legacy points

BATTLE-WISE

"Yet in thy martial deeds, a
nation's might,
'Thy great banners feared in
the dark of night."

Increase your army points by half of
the number in your deck

ALL DRIED OUT

"Ill-fated ventures and
designs unwise,
Did lead thy realm to fiscal
demise."

Lose all Wealth points

DEAL WITH THE GODS

"Thy supplication to the
heavens found grace,
Aye, favorable ears hearkened
to thy place."

You may transfer all of one
element's points to another element

RULER OF YOUR WORD

"Among the land, alliances
you've forged with care,
A network strong, foundations
laid with flair."

You may steal 1 alliance card for
every 3 Army cards you have

MERCHANTS & TRAITORS

"Thy markets mastered,
wealth doth grace thy land,
Enriched, thy country prospers
by thy hand."

You may steal up to 2 'Trade Deal
Cards from any other player that has
a smaller army than you.

FORTUNE'S MYSTERY

"The wheel of fate, it spins, a
dance, a trance,
Another chance bestowed by
fortune's glance."

You may pull 3 additional play cards
from the top of the deck

FOG OF WAR

"Thy army's might, a force
none dare confront,
Above thy foes, in battle, they
affront."

You may steal half of another
player's Army cards. If the amount is
even, you take the lesser amount.

FORCE OF EMPIRE

"Thy kingdom's reach
extends to distant strands,
Expanding forth to farthest
foreign lands."

You may switch points from City
Development cards with another
player

BURN IT ALL

"With words as swords, thou
sway'st the crowd's emotion,
'To raze all traces of thy foes'
devotion."

You may force all other players to discard
all Monument or Propaganda Cards. If
another player has this card, the player
with the bigger Army may play it.

BURN IT ALL

"With words as swords, thou
sway'st the crowd's emotion,
'To raze all traces of thy foes'
devotion."

You may force all other players to discard
all Monument or Propaganda Cards. If
another player has this card, the player
with the bigger Army may play it.

FALL ON THE BATTLEFIELD

"Thy ventures and thy
conquests, all in vain,
'Thy line hath faltered,
gathering no gain."

Your Power and Wealth points
will be decreased by half

CALL FOR A CONSTITUTION

"The cries for democracy,
they did rise,
And drove thy kin from power
'neath darkened skies."

Lose all Power points

FORCE YOUR WILL

"One of thy agents hath in
secret place,
Penetrated circles, and abide
in trusted space."

You may make another player's
element score equivalent to your
element's score

POWER CARD

BUILD ARMY



+ 5 x2
+ 7 x3
+ 10 x5

POWER CARD

SUPPORT FROM BISHOP



+1

POWER CARD

POLITICAL ALLIANCE



MOST ALLIANCE
COLLECTED +5

LEAST ALLIANCE
COLLECTED -5

WEALTH CARD

TRADING DEALS



+2

X BY THE AMOUNT YOU
HOLD

WEALTH CARD

COLLECT TAXES



+1

WEALTH CARD

DEVELOP CITY



+2

LEGACY CARD

PROPAGANDA



+1

LEGACY CARD

MONUMENTS



+1

LEGACY CARD

HEIR TO THE THRONE



+5 x2