



Eruption

For the next 2 turns, lava will spread from the center of the board, destroying buildings and unclaiming tiles. 1 turn after completing its spread the lava hardens, reclaiming the territory and making it shared between both teams.



Hurricane

Until the next world card is drawn or the game ends, the perimeter of the map is unobtainable and buildings built on them lose their functionality.



Lunar Wobble

Until the next world card is drawn or the game ends, all building effects take an extra turn to occur and territory costs one additional token. Afterwards, the next two event cards are laid face up and players can decide which ones they will perform.



Tectonic Shift

Seven tiles in a hexagonal arrangement from each team swap ownership. These tiles can no longer be acquired or unclaimed, but new buildings may be constructed on them.



Plague

One building from each team becomes infected and spreads to one adjacent building each turn. Buildings adjacent to infected buildings cannot be destroyed. The virus dies off if there is no building to spread to. After three turns, the virus dies off naturally.



Aging Woods

Effect

Tree type buildings can no longer acquire territory for nature until this card is resolved.

Resolve

Increase the local biodiversity by building three new vine trees.



Pollution

Effect

Nature can no longer build new buildings.

Resolve

Construct and/or convert a home into a greenhouse, allowing plants to be built in it at a reduced cost (-1).



Termite Infestation

Effect

Termites have collapsed two trees of your choosing.

Resolve

A shelter and the land it resides upon must be destroyed to serve as a termitarium.



Dry Spell

Effect

Plants and animals begin to compete for water due to its scarcity. Delay all nature based building effects by 1 turn.

Resolve

Construct a pond to counter these effects.



Blight

Effect

Fruit trees planted by the nature team begin to wither from disease and lose their functionality.

Resolve

Humanity must give up 3 time tokens for a turn to develop a cure.



Famine

Effect

Humans lose 2 time tokens due to mass hunger.

Resolve

Nature has to sacrifice a fruit tree to feed the humans.



Weathering

Effect

Render the last building you constructed as unusable.

Resolve

Nature must sacrifice trees to equal to the construction token cost of the building to repair it.



Mourning

Effect

Humans' delayed effects will not progress until resolved.

Resolve

Build walls around a house and convert it into a morgue.



Gopher Attack

Effect

Two of your first-placed walls topple over from gophers burrowing underneath.

Resolve

Nature must construct 2 vine trees to house the gophers.



Crevasse

Effect

A fissure is formed between existing human and nature territory not allowing them to share time tokens.

Resolve

A house and woods must be constructed adjacent to each other to form a bridge across the fissure.



Sloth

Effect

Reduce the max amount of time tokens for the team that drew this card by 3.

Resolve

The other team must share time tokens equivalent to the amount reduced. Can be resolved over multiple turns.



Burnout

Effect

Destroy a forge or pond. If no forge/pond is built, destroy the next most valuable building by cost.

Resolve

The other team must destroy a building of equivalent token value.



Ruin

Effect

Choose an objective building with a turn based effect. Delay that effect by one turn.

Resolve

Take no actions for one turn.



Buildup

Effect

Unclaimed tiles adjacent to this team's claimed tiles are rendered unobtainable.

Resolve

Unclaim 3 adjacent tiles of territory for the buildup to settle.



Landmines

Effect

Pick two tiles from each team as the explosive locations. Failure to resolve this issue will cause the explosives to detonate, destroying any building within two tiles of their location in all directions.

Resolve

Bombs must be surrounded by walls/vine trees on all sides to contain the blast. If not completely contained, the explosion destroys buildings 2 tiles adjacent to it in the uncontained direction.









