

Centaurs

The Centaurs have come through the mountain passes to join the refugees from the Five Realms in settling the fertile plain of Pandoria.

The Centaurs are fast and can take resources even when they have to leave a region.

You start with 5 Crystals, 6 Gold and 6 Wood.

Special ability: Each of your figures that is forced out of a closed region takes 1 gold/wood/crystal/victory point, depending on the region.

Fairies

Fairies are ghostly creatures gifted with higher powers who live in forests, caves, springs or waters and love to dance.

You start with 4 crystals, 4 gold and 4 wood.

Special ability: If you have more figures adjacent to the scored region than any other player (at least one more player must be involved!), you get +3 of the scored resource or +1 point (for city scoring). The leader counts as 2 figures. The spell "Rage" also increases the number of figures.

Since the fairies' camp only has space for 8 resources of each kind, the fairies also receive 1 point for every 3 resources that go over those 8 resources.

Substitute "10" for "8" when using the spell "Conjure" and the buildings "Lumberyard", "Repository", "Store" and "Vault".

Goblins

A ship of Goblins pursuing the Five Realms crashed on Pandoria, with no way to return to the rest of their people.

You start with 5 Crystals, 9 Gold and 3 Wood.

Special ability: Each turn, you may pay the cost in crystals minus 1 (but minimum 1) to cast the top spell on any opponent's spell pile (this is your spell action this turn!). Or you may pay the cost in wood minus 1 (but minimum 1) to place one of your figures onto an opponent's building (this is your building action this turn!), giving you that building's ability.

However, you may not control 2 identical buildings.

You may use an action or the spell "Flee" (Buildings + Board) to take back your figure the same way you take back figures from the board. If an opponent builds over a building with one of your goblins, that goblin is returned immediately to you.

The Goblins only have 4 spaces for their own buildings/ monuments on their tableau.

Golems

The Golems are created out of the ground by the magic of Pandoria.

You start with 3 Crystals, 4 Gold and 9 Wood.

Special ability: When placing a tile and placing a figure on it, you may spend 3 resources to place another Golem figure (including your leader, if it is the only figure left) on the other space of the tile you just placed.

The resources must match the terrain where you are placing the Golem (gold, crystals or wood).

You may not place a Golem on a city!

If you place a tile and remove one of your figures from the board, you may still pay 3 matching resources to place a Golem on the single or double tile you placed.

You may not use this ability to place a Golem on a tile that was placed through a spell.





Spirits of the Ancients

The Spirits of the Ancients have been reawakened, and the magic of Pandoria allows them to shift between the spirit world and the physical one, even haunting those who would remove them from the land!

You start with 6 Crystals, 5 Gold and 3 Wood.
Special ability: When removed from a region by an opponent, you may “haunt” that opponent with one of your removed figures (but you may also refuse).



The opponent places your figure in his reserve. On that player's next turn when he places one of his figures from his reserve (through a normal action or through a spell), he also places your figure on the same space. Each player can only be haunted with one figure at a time. If you are currently haunting a player, and he removes another of your figures by closing a region, you may not choose to haunt him with a second figure at the same time. You may also haunt with your leader, if that is one of the figures that is removed from a closed region.

If your opponent does not have any figures in his reserve, your figure remains there until he has one there to haunt, and it will be placed together with the next figure he places. If an opponent moves or removes a figure you are haunting, your figure is immediately returned to your reserve. When a haunting figure is in a region that has been closed, it can now haunt the player who closed the region. In the partnership game, you cannot haunt your partner!



When playing against the “Hanbok”, that player captures all of your figures except one, which will haunt the next figure he places.

Example above: You play the Spirits of the Ancients with the color yellow. Player red with the Centaurs remove one of your figures, which “haunts” him. When he places one of his figures on his next turn, he must place this figure together with it. But he cannot be haunted again until this figure is moved or removed and no longer haunted.