

**BEAR**

If you play the largest Party with a Bear Leader during that Age, take the Bear token and score 4 Prestige.

**DEER**

Place your marker on any Region, still following the Party-size rule.

**FOX**

Take an unclaimed Fox token with a value up to **X**. Tokens' total values break ties.

**MOLE**

Before resolving, swap this Party with opponent's played Party of the same size or smaller, then play it.

**OPOSSUM**

Don't place a marker on the board. There are 24 Opossums in the deck instead of 12.

**PLATYPUS**

Advance **X** spaces on the Platypus board. Upon reaching an icon, move markers from one Region to another. (1-any / 2-adj / 2-any / 3-adj / 3-any)

**RACCOON**

Place the lowest value Raccoon coin above the current Age's Prestige token of that Region.

**RED PANDA**

Keep up to **X** cards in your hand.

**CAT**

Place **X** cards from the Deck into the Pool, discard, then pick 2 cards from the Pool. This Party counts as **X-1** for End of Age scoring.

**DOG**

Can't be a Leader, but can be used with any Party as wildcards. Discarded before End of Age scoring.

**KOI**

Advance **X** spaces on the Koi board. Upon reaching an icon, place 1 additional marker in any Region.

**MONKEY**

Place a marker on the matching color space of your Monkey board. May be cleared out for Prestige during End of Age scoring.

**OWL**

If you place a marker on the board, play another Party immediately.

**RABBIT**

This Party counts as **X+1** for End of Age scoring.

**RAVEN**

After discarding, draw **X** cards from the Deck.

**TIGER**

This Party counts as **X+1** for placing a marker on the board.