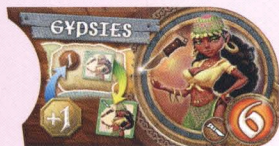


Grand Dames of SMALL WORLD™

RACES



GYPSIES (by Clay Blankenship - USA)

Place 1 bonus Victory coin (taken from the Victory stash) in each Region you abandon. You cannot conquer these Regions again this turn, but you receive the coins they hold as a bonus at turn's end.



PRIESTESSES (by Jason Oman - Australia)

When they go In Decline, take one Priestess token from each occupied region and stack them to form a single "Ivory Tower" pile in one of the Regions they occupy, abandoning all others. Each turn score 1 bonus Victory coin for each Priestess token in the Ivory Tower, in lieu of your usual In Decline scoring. But beware: Your Ivory Tower may still be conquered like any other Region (with enough Race tokens or a Dragon)! If your Priestesses were Fortified, their Ivory Tower can be built atop a single Fortress.



WHITE LADIES (by Jörg Krismann - Germany)

Once In Decline, your White Ladies become immune to your opponents' conquests & racial & special powers!

SPECIAL POWERS



HISTORIAN (by Mike Haverty - USA)

Collect 1 bonus Victory coin for each Race In Decline at the time you select the Historians. While you're active, collect 1 bonus Victory coin each time another Race goes In Decline, and 1 final bonus coin when your own Historians go In Decline!



PEACE-LOVING (by Blaise Hanczar - France)

Collect 3 bonus Victory coins at the end of each turn during which you have attacked no active Race. You have no love for In Decline Ghouls though, and may attack them without forfeiting your Peace-loving bonus.