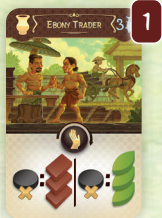


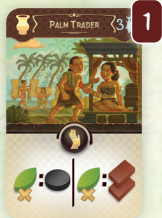
ARTISANS



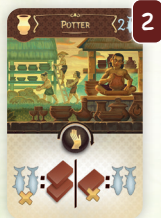
Pay 1 clay to gain 1 ebony OR Pay 1 clay to gain 2 palm.



Pay 1 ebony to gain 3 clay OR Pay 1 ebony to gain 3 palm.



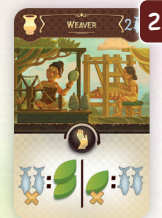
Pay 1 palm to gain 1 ebony OR Pay 1 palm to gain 2 clay.



Pay 2 fish to gain 2 clay OR Pay 1 clay to gain 2 fish.

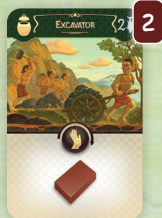


Pay 2 fish to gain 1 ebony OR Pay 1 ebony to gain 4 fish.



Pay 2 fish to gain 2 palm OR Pay 1 palm to gain 2 fish.

GATHERERS



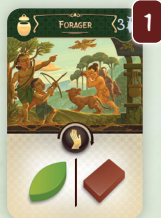
Gain 1 clay.



Gain 1 palm.



Gain 2 fish.



Gain 1 palm OR gain 1 clay.



Gain 1 ebony.

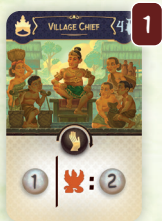
NOBLES



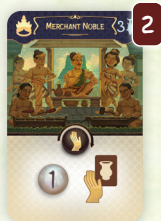
If you have the Gunung Totem, gain 2 Esteem. Otherwise, gain 1 Esteem.



If you have the Banyu Totem, gain 2 Esteem. Otherwise, gain 1 Esteem.



If you have the Manuk Totem, gain 2 Esteem. Otherwise, gain 1 Esteem.



Gain 1 Esteem + task 1 Artisan.

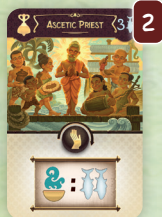


Gain 1 Esteem + task 1 Priest.



Gain 1 Esteem + task 1 Gatherer.

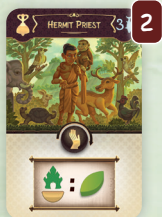
PRIESTS



While this Islander is tasked, each time you pay tribute to Banyu, gain 2 fish.



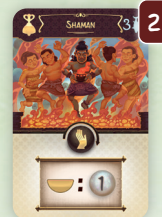
Pay tribute to Gunung OR pay tribute to Banyu OR pay tribute to Manuk.



While this Islander is tasked, each time you pay tribute to Gunung, gain 1 palm.



While this Islander is tasked, each time you pay tribute to Manuk, gain 1 ebony.



While this Islander is tasked, each time you pay tribute to any spirit, gain 1 Esteem



ELDER CARDS



1-2 Banyu Tribute cards in your supply at the end of the game: gain 1 Esteem.

3+ Banyu Tribute cards in your supply at the end of the game: gain 3 Esteem.



2-3 Gunung Tribute cards in your supply at the end of the game: gain 1 Esteem.

4+ Gunung Tribute cards in your supply at the end of the game: gain 3 Esteem.



2-3 Manuk Tribute cards in your supply at the end of the game: gain 1 Esteem.

4+ Manuk Tribute cards in your supply at the end of the game: gain 3 Esteem.



Gain 2 Esteem if you hold 1 set of all 3 Tribute cards at the end of the game.

Gain 5 Esteem if you hold 2 sets of all 3 Tribute cards at the end of the game.



2-3 clay in your supply at the end of the game: gain 1 Esteem.

4+ clay in your supply at the end of the game: gain 3 Esteem.



1 ebony in your supply at the end of the game: gain 1 Esteem.

2+ ebony in your supply at the end of the game: gain 3 Esteem.



4-7 fish in your supply at the end of the game: gain 1 Esteem.

8+ fish in your supply at the end of the game: gain 2 Esteem.



2-3 palm in your supply at the end of the game: gain 1 Esteem.

4+ palm in your supply at the end of the game: gain 3 Esteem.



2-3 Artisans in your tableau at the end of the game: gain 1 Esteem.

4+ Artisans in your tableau at the end of the game: gain 3 Esteem.



3-6 Islanders in your tableau at the end of the game: gain 1 Esteem.

7+ Islanders in your tableau at the end of the game: gain 3 Esteem.



2-3 Gatherers in your tableau at the end of the game: gain 1 Esteem.

4+ Gatherers in your tableau at the end of the game: gain 3 Esteem.



2-3 Nobles in your tableau at the end of the game: gain 1 Esteem.

4+ Nobles in your tableau at the end of the game: gain 3 Esteem.



1-2 Priests in your tableau at the end of the game: gain 1 Esteem.

3+ Priests in your tableau at the end of the game: gain 3 Esteem.