



GRINNING TRICKSTER STIRS UP TROUBLE

GROWTH (PICK TWO)

You may choose any two Growth options, in either order, but can't choose the same option twice.

Reclaim Cards |
 Move a Presence |
 Add a Presence |
 Gain Power Card |
 Gain Energy |
 Move a Presence

PRESENCE

Energy/Turn 1 |
 1 |
 ANY, Moon |
 2 |
 Fire |
 3

Card Plays 2 |
 Push 1 Dahan from 1 of your lands |
 3 |
 3 |
 4 |
 Air |
 5

SPECIAL RULES

A REAL FLAIR FOR DISCORD

When one of your Powers or this rule adds in a land, you may pay 1 Energy to also add 1 within of that land. This cost cannot be reduced.

CLEANING UP MESSSES IS A DRAG

After one of your Powers removes , destroy 1 of your . Ignore this rule for Let's See What Will Happen.

MINUTE POWERS

LET'S SEE WHAT WILL HAPPEN

SPEED	RANGE	TARGET LAND
		INVADERS

Discard Minor Powers from the deck until you get one that targets a land. Use its text effects on target land immediately, ignoring normal Range/Targeting restrictions. All "up to" instructions must be used at max. value. Treat all "OR"s as "AND". (It is not considered a card of yours / a card in play. Its effects are treated as performed by this Power, as if its text was copied here.)

You may Forget a Power Card to gain the just-used Power Card (to hand) and 1 Energy.

WHY DON'T YOU AND THEM FIGHT

SPEED	RANGE	TARGET LAND
		INVADERS

This Power may be .

Add 1 .

OR 1 Invader and 1 deal Damage to each other.

If target land has , 2 Damage. Otherwise, you may Gather 1 .



GRINNING TRICKSTER STIRS UP TROUBLE

2016-10-24+

There are many trickster Spirits, but this one is the most infamous due to its part in instigating the Second Great Reckoning between the Dahan and the Spirits. It wears any form it pleases - perhaps a tree, perhaps a canoe, perhaps a prominent clan-chief, but can always be distinguished by its multitude of eyes, though they may be subtle or concealed.


Despite its knack for stirring up trouble, it's neither unfriendly nor motivated by malice; it just has a driving curiosity to see what will happen when it messes around with things. Of course, this may involve putting Spirits, people, and animals alike into suddenly precarious situations, so the Dahan appreciate its shenanigans best at a healthy distance.

SETUP:

Put 2  on your starting board: 1 in the highest-numbered land with , and 1 in land #4.

PLAY STYLE:

Requires some comfort with risk; both Overenthusiastic Arson and Let's See What Will Happen involve uncertainty about how the Fast Powers phase will pan out.

Can be effective from the get-go, but benefits from not working too hard, instead improving its capacity for mischief - adding  and gaining Power Cards in particular. Free Energy from Let's See What Will Happen can also be helpful, so it doesn't need to focus as much on gaining it elsewhere.

COMPLEXITY TBD

SUMMARY
OF POWERS



OFFENSE



CONTROL



FEAR



DEFENSE



UTILITY

USES





0 IMPERSONATE AUTHORITY
(Grinning Trickster Stirs Up Trouble)

SPEED RANGE TARGET LAND

		ANY
--	--	-----

Add 1 .

© 2018-09-16

1 INCITE THE MOB
(Grinning Trickster Stirs Up Trouble)

SPEED RANGE TARGET LAND

		ANY
--	--	-----

1 Invader with deals Damage to other Invaders.

If it is then the only Invader left in target land, remove 1 from it. Otherwise, 1 .

© 2018-09-16

1 OVERENTHUSIASTIC ARSON
(Grinning Trickster Stirs Up Trouble)

SPEED RANGE TARGET LAND

		ANY
--	--	-----

Destroy 1 .

Discard the top card of the Minor Power deck. If it provides :

1 . 2 Damage. Add 1 .

© 2018-09-16

0 UNEXPECTED TIGERS
(Grinning Trickster Stirs Up Trouble)

SPEED RANGE TARGET LAND

		ANY
--	--	-----

1 if Invaders are present.

If you can Gather 1 , do so, then Push 1 .

Otherwise, add 1 .

© 2018-09-16



VENGEANCE AS A BURNING PLAGUE

SPECIAL RULES

SLOWLY UNFOLDING PLAGUE

When would prevent a Build on a board with your , you may let the Build happen (removing no). If you do, generate 2 .

NOT SO READILY VANQUISHED

When your is destroyed by anything except a Spirit effect (Power, Special Rule, etc.), add 1 in place of each destroyed .

WREAK VENGEANCE FOR THE LAND'S CORRUPTION

Your Powers treat on the island as also being .

GROWTH (PICK ONE)

Reclaim Cards
 Gain Power Card
 1 Damage per Disease
 + = 2 Add a Presence and a Disease
 = +1 If that land already had Disease, Gain Power Card
 + or = 4 Add a Presence to Land with Town or City
 = + If that land has Blight, add a Disease
 +3 Gain Energy

PRESENCE



INNATE POWERS

SAVAGE REVENGE

SPEED	RANGE	TARGET LAND
	1	//

3 1 1 Damage. 1 Damage to .

4 1 2 +2 Damage. +2 Damage to .

5 2 2 +3 Damage. +3 Damage to .

EPIDEMICS RUN RAMPANT

SPEED	RANGE	TARGET LAND
	1	

1 2 1 Damage.

1 2 3 Instead, 1 Damage per .

2 3 4 Instead, for each , 1 and 2 Damage. Then Remove 1 .

BADLANDS (): Thematically, Badlands tokens indicate lands hostile to long-term human habitation; this could represent "no fresh water," "everything is poisonous," "way too much lava," or any other constant hazard you can't readily avoid even once you know it's there. Mechanically, after an effect other than a Badlands token damages humans (Invaders or Dahan), each Badlands token in that land does 1 damage to the type of human (Invaders or Dahan) damaged.

VENGEANCE AS A BURNING PLAGUE



A Spirit of vengeance, anger, and retribution. In its incarnation as Burning Plague, it slumbers in a simmering volcanic pool, awakening at unpredictable intervals... or when roused through supplication by one wronged. Most Dahan consider this foolhardy, for it vents its wrath on entire communities, and its pestilence may spread anywhere. Clans with a close relationship to Hearth-Vigil have less to fear, but still deem it wise - and humane - not to push their luck.

It is unclear whether its recent waking is due directly to the ravaging of the Invaders or to some Spirit's pleas.

SETUP:

1 of your ☹️ starts the game already destroyed. Put 3 ☹️ on your starting board: 1 in the Wetland without 🏠, 1 in the Mountain without 🏠, and 1 in a land with 🏠 / 🏠. In that final land, also put 1 🧑 (from the box); this does not destroy or cascade.

PLAY STYLE:

Starts slow, facing an early choice whether to stop Builds (with 🌀) or let them happen (to generate 🧑 and keep 🌀 on the island). Grows to be very effective at tearing into heavily-populated lands with lots of 🧑 and/or 🌀, but setting those up may require some care... and make other Spirits uneasy, with how much 🧑 is piling up.

COMPLEXITY

SUMMARY OF POWERS

OFFENSE

CONTROL

FEAR

DEFENSE

UTILITY



1 SLITHER ACROSS THE LAND
(Vengeance As A Burning Plague)

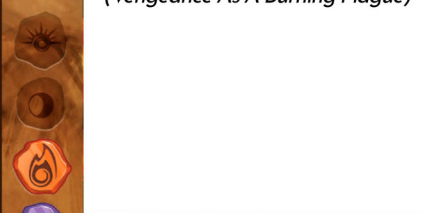


SPEED	RANGE	TARGET
	—	YOU

Do the following up to 2X:
Push 1 of your . In its new land,
Gather up to 1 , Push 1 , and if
Invaders are present, 1 .

At end of turn, you may pay 1 Energy
to reclaim this card instead of
discarding it.

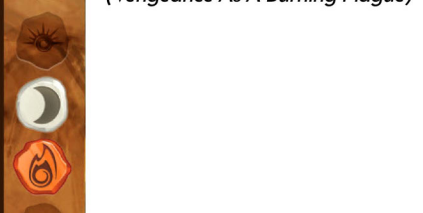
1 SUDDEN FEVERS
STRIKE THE BLOOD
(Vengeance As A Burning Plague)



SPEED	RANGE	TARGET LAND
	1	INVADERS

Add 1 .

2 DARK BREATH BRINGS
ILLNESS AND DESPAIR
(Vengeance As A Burning Plague)



SPEED	RANGE	TARGET LAND
	1	INVADERS

If target land has 2 .

Add 1 .

1 GIFT OF
FIERY VENGEANCE
(Vengeance As A Burning Plague)



SPEED	RANGE	TARGET
	—	ANY

1 per target Spirit has (max 3.)
or

Target Spirit chooses one of their
lands. 1 Damage there per destroyed
 that Spirit has. Remove 1 of that
Spirit's destroyed from the game.

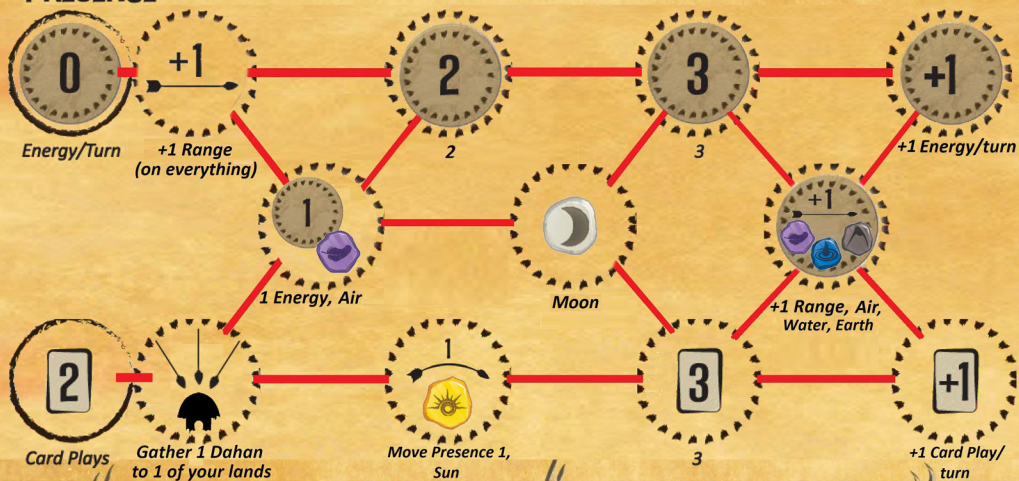


FINDER OF PATHS UNSEEN

GROWTH (PICK ONE)

Reclaim Cards
 Gain Power Card
 You may ignore Ranges this turn
 Gain Power Card
 Add a Presence
 Add a Presence in any land
 Gain 2 Energy

PRESENCE (Spaces may be uncovered along any path, from any direction.)



SPECIAL RULES

PATHWAYS WALKED BY THE LIVING

Many of your Powers move **beings**. Beings are Invaders, , (from any Spirit), and .

RESPONSIBILITIES TO THE DEAD

After one of your Powers destroys 1 or more /Invaders, or triggers their destruction by moving them, destroy 1 of your .

OPEN THE WAYS

As often as desired, pay 1 Energy to choose 2 of your lands. For the rest of the turn, they are adjacent whenever you wish. (Decide per effect.)

INNATE POWERS

LAY PATHS THEY CANNOT HELP BUT WALK

SPEED	RANGE	TARGET LAND
	—	YOU

Move 1 being from one of your lands to another of your lands.

Move 1 being from one of your lands to another of your lands.

Move up to 2 beings from one of your lands to another of your lands.

CLOSE THE WAYS

SPEED	RANGE	TARGET LAND
	—	YOU

Isolate*2 adjacent lands. One of them must have your .

Isolate*2 adjacent lands. One of them must have your . ("See reverse for explanation of "Isolate.")

Isolate*2 adjacent lands. One of them must have your .

FINDER OF PATHS UNSEEN



Finder of Paths Unseen is well known to the Dahan; it traverses the island with ease, and most spirit-speakers have met it at least once or twice. It communicates more straightforwardly than most Spirits, layering thought-sendings over its high-pitched trills. And it - or its assistants - sometimes help the soulforms of dead Dahan move swiftly on, eluding those Spirits that seek to devour them.

It is almost commonplace ... but also deeply enigmatic, even to those clans who call it Pathfinder. Does it locate paths, or make them? Is the other-space it moves through a realm, or a state of being? While it is occasionally willing to answer, its thoughts do not always translate well to words.

SETUP:

Put 2 ☹️ on your starting board: 1 in land #3; 1 in the highest-numbered land. Note that you have 6 Unique Power Cards.

PLAY STYLE:

All about moving the Invaders - and 🏠/👁️/🐾 from time to time - but mostly Invaders. Extremely good at creating Invader-free "safe zones," due to its many movement Powers (which can move 🏠) and its capacity to Isolate multiple lands at once.

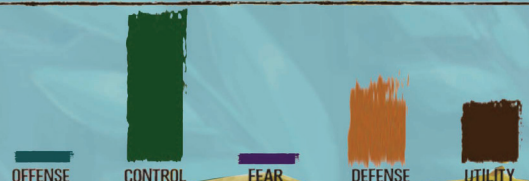
It can't afford to destroy Invaders very often without a way to return destroyed ☹️ to play, so unless partnered with offensive Spirits, it may need to find a high-potency Major Power or two to deal with built-up lands.

COMPLEXITY

HIGH

*Isolate represents difficulty in traveling: Boggy mud, space-warped trails that twist back upon themselves, or lethargy that afflicts not merely those working (which tends to be represented as Defend) but those trying to get from place to place. Mechanically, this does two things: 1) Invaders skip Explore actions in target land (even if there is a town/city present); and 2) Invaders consider the land to be adjacent to nothing...unless you want. (This affects only Invaders, not, e.g., Blight cascade.)

SUMMARY OF POWERS



0 PATHS TIED BY NATURE
(Finder of Paths Unseen)

Move up to 2 beings from target land to a land within **2** that has the same terrain.

SPEED	RANGE	TARGET LAND
	2	ANY

2016-09-16

2 AID FROM THE SPIRIT-SPEAKERS
(Finder of Paths Unseen)

N is the # of in target land. Move up to N beings from target land to a land within **N** that has .

SPEED	RANGE	TARGET
	2	ANY

2016-09-16

0 A CIRCUITOUS AND WENDING TRAIL
(Finder of Paths Unseen)

Move up to 2 beings to the next higher-numbered land on the same board. If there is no such land, move them to land #1.

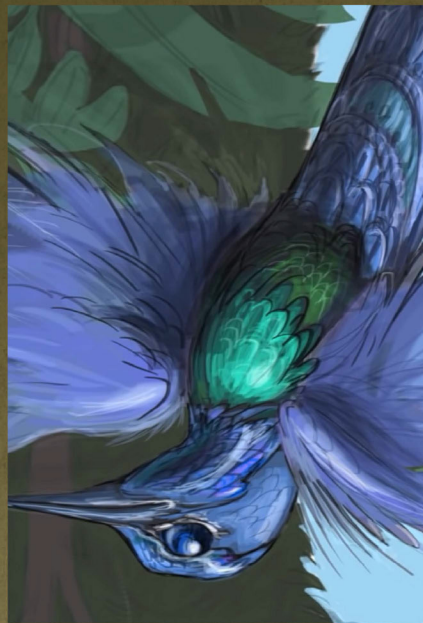
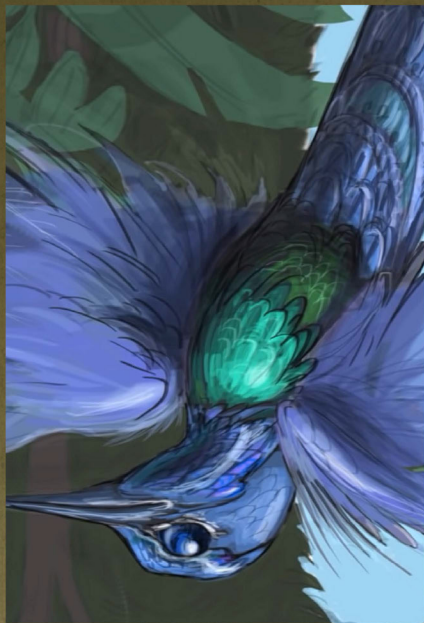
SPEED	RANGE	TARGET LAND
	1	ANY

2016-09-16

1

SPEED	RANGE	TARGET LAND
	1	ANY

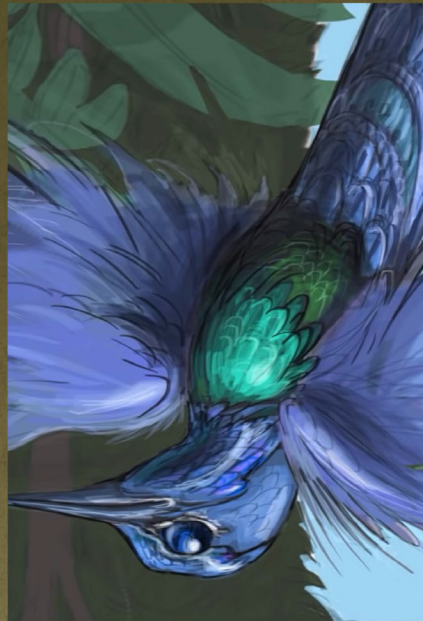
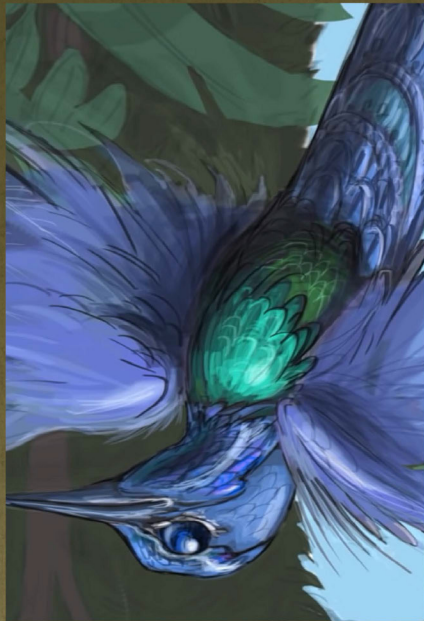
2016-09-16



0

SPEED	RANGE	TARGET LAND
	1	ANY

2016-09-16



1

SPEED RANGE TARGET LAND

	1	ANY
--	---	-----

2016-09-16

0

WAYS OF SHORE AND HEARTLAND

(Finder of Paths Unseen)

SPEED RANGE TARGET

	1	ANY
--	---	-----

Move up to 2 beings to a land on the same board equally far from that board's Ocean.

2016-09-16

1

TRAVELER'S BOON

(Finder of Paths Unseen)

SPEED RANGE TARGET

	—	ANOTHER
--	---	---------

You get **+1** with your Powers. Move up to 4 of your to lands where Target Spirit has .

Target Spirit gets **+1** with their Powers. Target Spirit moves up to 4 to lands where you have .

2016-09-16

1

OFFER PASSAGE BETWEEN WORLDS

(Finder of Paths Unseen)

SPEED RANGE TARGET LAND

	1	ANY
--	---	-----

When Invaders Ravage, up to 2 take no Damage.

After Invaders Ravage, move up to 2 to lands within **1**.

2016-09-16

0

SPEED RANGE TARGET LAND

	1	ANY
--	---	-----

2016-09-16



MANY MINDS MOVE AS ONE

SPECIAL RULES

FLY FAST AS THOUGHT
 When you Gather or Push they may come from/go to lands up to 2 distant. (Rather than adjacent only.)

A JOINING OF SWARMS AND FLOCKS
 Your are also considered , unless you choose otherwise. (You may choose separately for each , for each effect.)

(If something changes a that is your , it affects 2 of your there - e.g., Push 1 will Push 2 of your . A land can only be your once, no matter how many you have there.)

GROWTH (PICK ONE)

Reclaim Cards
 Gain Power Card (+1)
 Add a Presence (+1)
 Add a Presence (+0)
 Add a Presence and a Beasts (+3)
 Gather up to 3 Beasts into a land (x3)
 Gain Energy (+2)

PRESENCE

Energy/Turn 0
 1
 Animal 2
 Air 3
 4
 Card Plays 1
 2
 2
 3
 4
 5
 Pay 2 Energy to Gain a Minor Power

INNATE POWERS

THE TEEMING HOST ARRIVES

SPEED	RANGE	TARGET LAND
	1	ANY

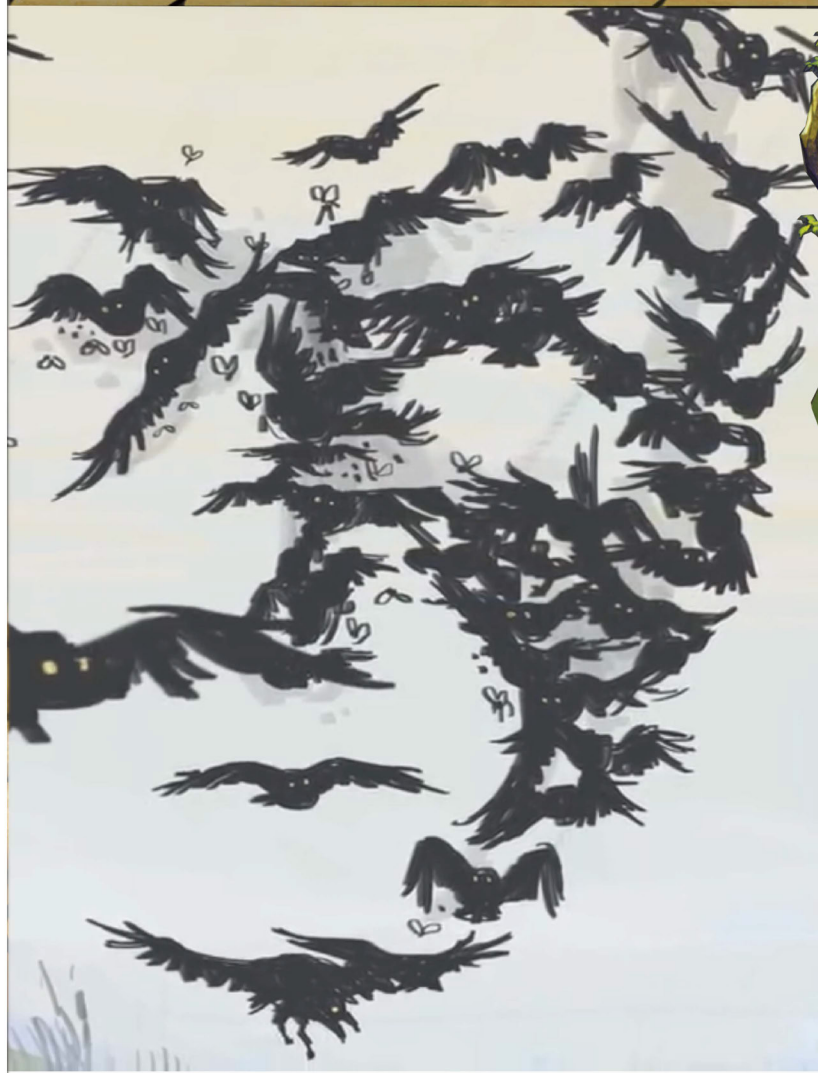
- 2 1 Gather up to 1 .
- 3 1 2 Instead, Gather up to 4 .
- 1 4 2 Push up to 5 .

BESET AND CONFOUND THE INVADERS

SPEED	RANGE	TARGET LAND
	2	INVADERS

- 1 2 If there are 2+ ; 1 and Defend 2.
- 2 3 Instead, if there are 3+ ; 2 and Defend 4
- 3 4 Instead, if there are 4+ ; 3 and Defend 6.
- 4 1 5 Instead, if there are 5+ ; 5 and Defend 10.

MANY MINDS MOVE AS ONE



A Spirit of flocks, swarms, schools, and packs, where the whole moves together in concert to accomplish what the individuals in it could not do alone.

SETUP:

Put 1 on your starting board in a land with . Note that you have 5 Unique Power Cards.

PLAY STYLE:

Great at defense and creating/moving , but birds and insects are fragile - its only initial offense requires sacrificing . Early on, it may be better to just cancel 1 Action than to remove enough to clear a land.

Excellent at generating Fear, which works well in concert with a stalling defensive game. In smaller games, outright Fear victories may be plausible.

Requires very heavy spatial thought due to its improved Push/Gather.

COMPLEXITY

HIGH?

SUMMARY
OF POWERS

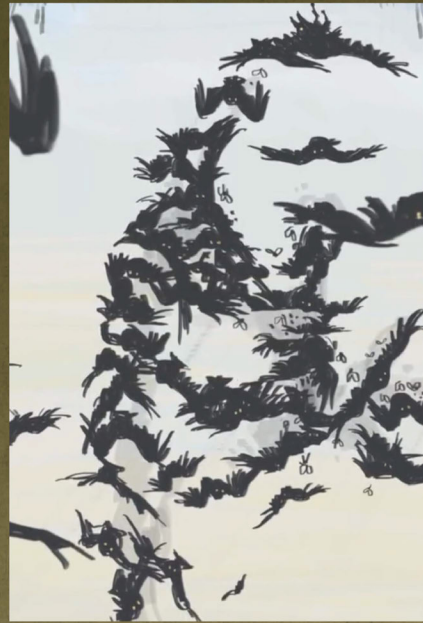
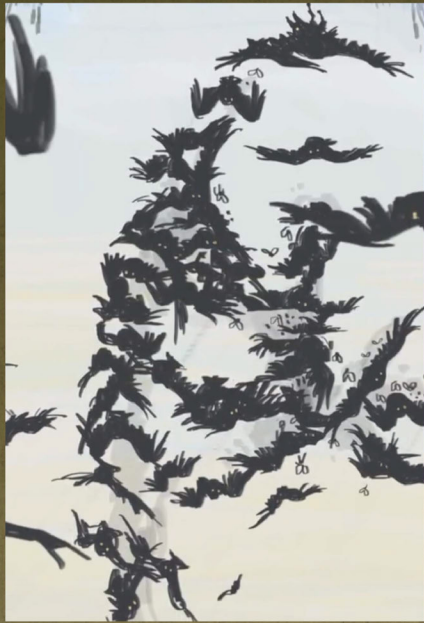
OFFENSE

CONTROL

FEAR

DEFENSE

UTILITY



1

SPEED RANGE TARGET LAND

1 ANY

2016-09-16

1 **EVER-MULTIPLYING SWARM**
(Many Minds Move As One)

SPEED RANGE TARGET LAND

0

For each , add 1 (max 3).

2016-09-16

1 **PURSUE WITH SCRATCHES, PECKS, AND STINGS**
(Many Minds Move As One)

SPEED RANGE TARGET LAND

2

For every 2 , Push 1 .

For every 3 , Push 1 .

1 per Invader this Power Pushed.

2016-09-16

0 **A DREADFUL TIDE OF SCURRYING FLESH**
(Many Minds Move As One)

SPEED RANGE TARGET LAND

1

Remove any number of .

For each removed:
Skip the next Invader action,
1 if Invaders are present,
and 1 Damage.

2016-09-16

0

SPEED RANGE TARGET LAND

1 ANY

2016-09-16

1

CONNECT THE HIVE MIND

(Many Minds Move As One)

SPEED	RANGE	TARGET LAND
	2	ANY

Replace 1 with your .

or

Add 1 .

Then, each other Spirit may Push 1 of their on target board.

2016-09-16

0

GUIDE THE WAY ON FEATHERED WINGS

(Many Minds Move As One)

SPEED	RANGE	TARGET LAND
	1	ANY

Gather up to 1 and up to 2 .

You may move 1 to an adjacent land. Up to 2 may go with it.

2016-09-16

0

(Many Minds Move As One)

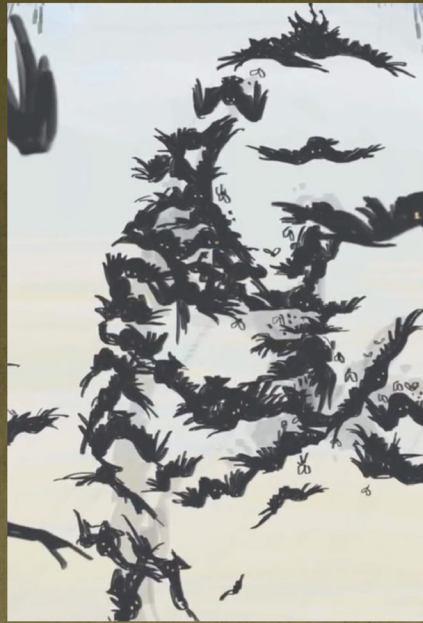
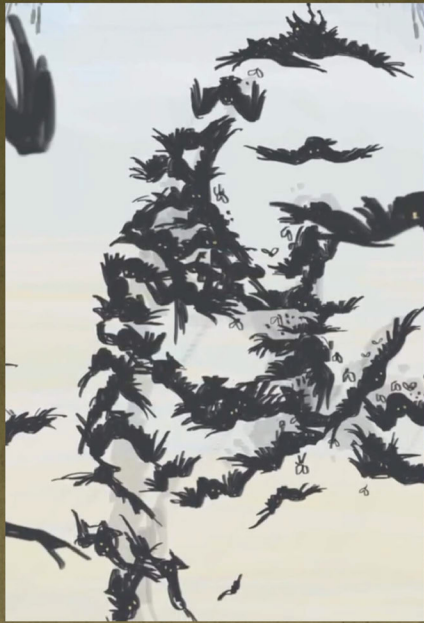
SPEED	RANGE	TARGET LAND
	1	ANY

2016-09-16

1

SPEED	RANGE	TARGET LAND
	1	ANY

2016-09-16



0

SPEED	RANGE	TARGET LAND
	1	ANY

2016-09-16



VOLCANO LOOMING HIGH

SPECIAL RULES

MOUNTAIN HOME

Your may only be added/moved into Mountain.

COLLAPSE IN A BLAST OF LAVA AND STEAM

When your is destroyed, in that land, deal 1 Damage per destroyed to both Invaders and to .

VOLCANIC PEAKS TOWER OVER THE LANDSCAPE

Your Power Cards gain $+1$ if you have 3 or more in the origin land.

GROWTH (PICK ONE)

Reclaim Cards Gain Energy | Add a Presence Add a Presence | Gain Power Card | Add a Presence | +1 Card Play This Turn | Gain Energy

PRESENCE

INNATE POWERS

EXPLOSIVE ERUPTION

SPEED	RANGE	TARGET LAND
	0	ANY

Destroy X (1 or more) of your in target land; checks how many you destroyed. This Power does Damage (separately and equally) to both Invaders and . Ranges below can't be increased.

2 2 2 In one land within 1 , X Damage.

3 3 4 Generate X .

4 2 4 6 In each land within 1 , 4 Damage. Add 1 to target land, this does not destroy your .

5 3 5 10 In each land within 2 , +4 Damage. In each land adjacent to the target, add 1 if it doesn't have any.

POWERED BY THE FURNACE OF THE EARTH

SPEED	RANGE	TARGET LAND
	0	ANY

3 Add 1 of your destroyed .

3 Draw 3 Power Cards from one deck. Keep as many as you want for 2 Energy each. (You still Forget when keeping Major Powers.)

4 4 Move up to 2 of your from other lands to target land.

5 Return up to 2 of your destroyed to your tracks.



(BADLANDS () After an effect other than a Badlands token damages humans (Invaders or Dahan), each Badlands token in that land does 1 damage to the type of human (Invaders or Dahan) damaged.

VOLCANO LOOMING HIGH


A spirit of fire and earth stretching upwards to the sky, casting a long and dangerous shadow across the land. The deeper Spirits of vulcanism are too powerful and slow, too removed to respond to the Invaders - but not so this one.


It doesn't dislike humans per se, but neither does it have much use for them, so the Dahan tend to keep away from it as much as possible, and will not quarry stone in its shadow. Of course, larger eruptions can impact a good chunk of the island, so they sometimes end up dealing with its temper whether they want to or not.

SETUP:

Put 1  on your starting board in a mountain of your choice. Push all  from that land.

PLAY STYLE:

Benefits more than most Spirits from getting  onto the board; in addition to improving Energy/Card Plays, it can fuel an Explosive Eruption. This can result in a huge turn, but if overdone the following turn or two may be very constrained.

Bigger eruptions are extremely powerful, but cause , and the Invaders may not provide the luxury of enough time to build up the desired presence - judging the timing of when to erupt and for how much is a key part of playing this Spirit.

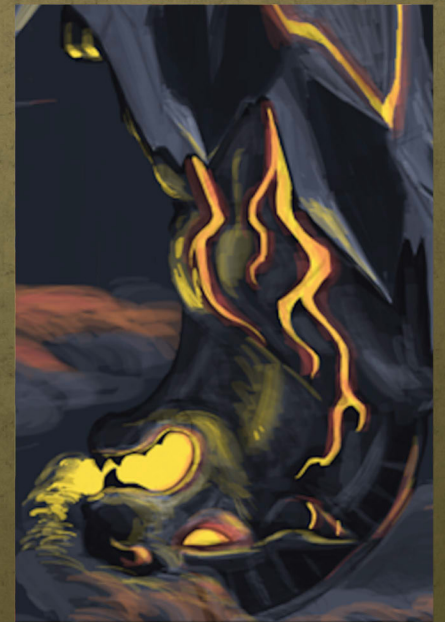
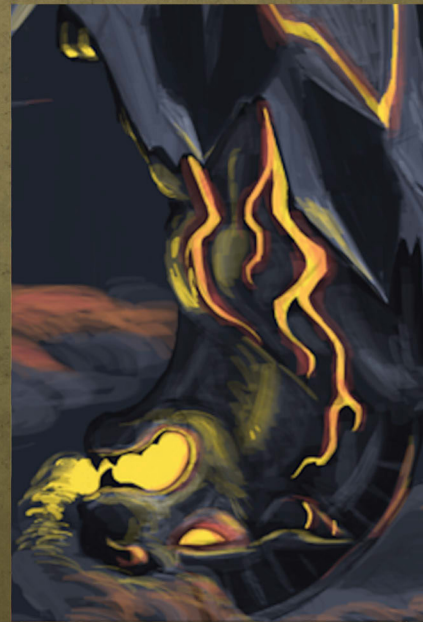
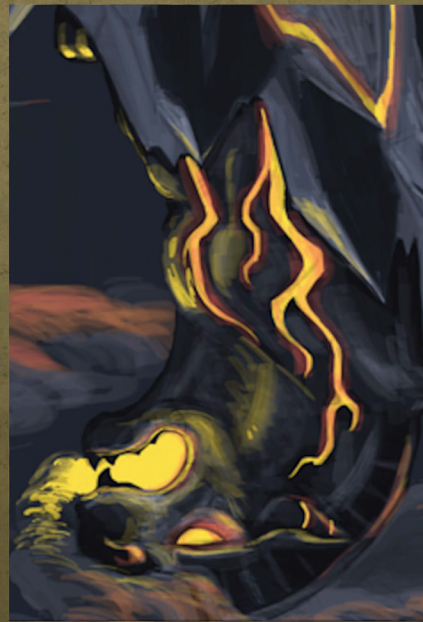
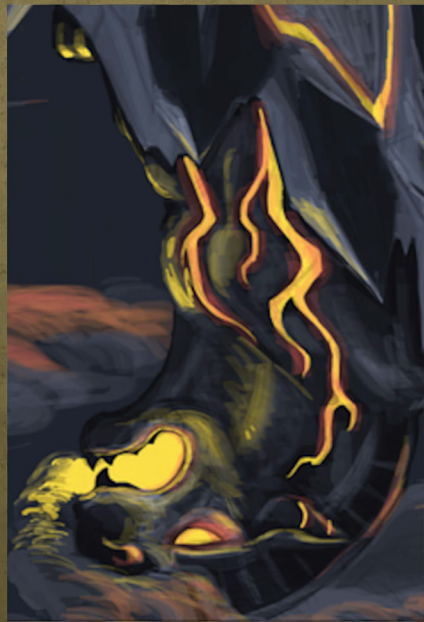
COMPLEXITY MODERATE/HIGH

SUMMARY
OF POWERS

OFFENSE CONTROL FEAR DEFENSE UTILITY

USES





3 PYROCLASTIC BOMBARDMENT
(Volcano Looming High)

SPEED RANGE TARGET LAND ANY

1 .
1 Damage to each / / .

1 Damage.
1 Damage to .

2016-09-16

2 RAIN OF ASH
(Volcano Looming High)

SPEED RANGE TARGET LAND ANY

2 if Invaders are present.
Push 2 and 2 / to land(s) without your .

2016-09-16

1 BOON OF THE MOUNTAIN'S FIRE
(Volcano Looming High)

SPEED RANGE TARGET ANOTHER

Target Spirit gains 1 Energy per you have. (Max 5).
Target Spirit gains **+1** with their Powers that originate from a Mountain.

2016-09-16

1 LAVA FLOWS
(Volcano Looming High)

SPEED RANGE TARGET LAND ANY

Add 1 and 1 .

or

1 Damage.

2016-09-16

ASPECT - PANDEMONIUM

Replaces Innate Power: THUNDERING DESTRUCTION
SKY SHOT WITH FIRE AND DARKNESS

SPEED	RANGE	TARGET LAND
	1	INVADERS

3 2 2 Add 1 .

4 3 2 Add 1 .

5 4 1 3 Add 1 .

5 5 2 4 Add 1 .

LIGHTNING'S SWIFT STRIKE

ASPECT - CELERITY

Replaces Special Rule: SWIFTNESS OF LIGHTNING
MOVE AS TWIN STORMS

SPEED	RANGE	TARGET
		ANOTHER

2 You and target Spirit may each make one of your Powers .

3 1 Repeat this Power.

4 2 Repeat this Power.

5 2 Repeat this Power. You and target Spirit both gain **+1** on all Powers this turn.

LIGHTNING'S SWIFT STRIKE

ASPECT - IMMENSITY

SPECIAL RULE

AN ANCIENT SPIRIT, TOWERING AND SLOW

Playing Power Cards during the Spirit Phase costs 2 Card Plays instead of 1. (So if (ex:) you have 3 Card Plays, you will only be able to play 1 Power Card.) If you have unused Card Plays at the end of the Spirit Phase, gain 1 Element of your choice.

Power Cards cost you half as much Energy (round up). This does not combine with other discounts.

For each Major Power you play, gain 3 different Elements of your choice.

LIGHTNING'S SWIFT STRIKE

ASPECT - SHIFTING

Replaces Special Rule: SHADOWS OF THE DAHAN

SHADOWS PARTAKE OF UNNATURAL SPACE

During each phase, you may move 1 of your to an adjacent land, or to a land with anywhere on the island.

During each phase, you may move 1 of your to an adjacent land, or to a land with anywhere on the island.

SHADOWS FLICKER LIKE FLAME

ASPECT - OTHERSPACE

Replaces Innate Power: DARKNESS SWALLOWS THE UNWARY

SPEED	RANGE	TARGET LAND
	0	INVADERS

STUMBLE THROUGH SHADOW

1 This Power may use your *Shadows of the Dahan* special rule at no Energy cost.

2 1 1 Move up to 2 to one of your lands.

3 2 1 Move up to 1 to one of your lands.

2 Repeat this Power. 3 Repeat this Power again.

SHADOWS FLICKER LIKE FLAME

ASPECT - ANYWHERE

Replaces Special Rule: SHADOWS OF THE DAHAN

EPHEMERAL DISTANCE

Once per turn, you may ignore Range.

(This can be during Growth or for a Power - anything for which there's a Range arrow or the word "Range" is used.)

SHADOWS FLICKER LIKE FLAME

ASPECT - OMINOUS

Replaces Special Rule: SHADOWS OF THE DAHAN
SCATTER IN TERROR

SPEED	RANGE	TARGET LAND
	1	ANY

1 This Power may be .

2 After an effect generates in target land (including from destroying /), Push 1 / per .

2 2 Repeat this Power on a different target land.

2 3 Repeat this Power on a different target land.

SHADOWS FLICKER LIKE FLAME

ASPECT - UNNATURAL

Replaces Special Rule: SHADOWS OF THE DAHAN

GLIMPSE OF THE SHADOWED VOID

Your Growth choices which add also add 1 in the land where you added .

SHADOWS FLICKER LIKE FLAME

ASPECT -







SHADOWS FLICKER LIKE FLAME



ASPECT - TORRENT

Replaces Special Rule: RIVER'S DOMAIN

PUSHED BY THE RIVER'S FLOW

After you add a  adjacent to your existing , you may Push 1  /  from the existing  to the just-added .


RIVER SURGES IN SUNLIGHT



ASPECT - BOUNTY





Setup Changes: Forget Boon of Power (Unique Power)

BOON OF SUNSHINE

SPEED	RANGE	TARGET
	—	ANOTHER  

2  Target Spirit gains Energy equal to 1 less than the highest showing number on your Energy track.

3  1  You also gain that much Energy.



4  2  Target Spirit may remove 1  from one of their lands with .

RIVER SURGES IN SUNLIGHT

ASPECT - JOURNEY

Replaces Special Rule: RIVER'S DOMAIN

TRAVEL ON THE RIVER'S BACK

After Growth, choose up to 2  among your lands. Move each of them to any land contiguously connected by your .



RIVER SURGES IN SUNLIGHT



ASPECT - MIGHT


Replaces Innate Power: GIFT OF STRENGTH


GIFT OF TRUE STRENGTH

SPEED	RANGE	TARGET
	—	ANY  

1  2  After target Spirit uses a Power Card with a printed cost of 1 or less, they may Repeat it once on the same target land. (Power Cards not targeting lands can't use this.)

2  3  The cost limit is 3 Energy.

2  Repeat on a different Spirit.



3  Repeat on a different Spirit.

VITAL STRENGTH OF THE EARTH


ASPECT - GUARDIAN

Replaces Special Rule: EARTH'S VITALITY

INTERPOSE THE LIVING EARTH

You may prevent 1 or more  in a land from being destroyed by destroying 1 of your  in that land.

You may prevent 1 or more  from being added to a land by destroying 2 of your  in that land.




Before Growth, you may pay 1 Energy to return 1 of your destroyed  to one of your lands.

VITAL STRENGTH OF THE EARTH

ASPECT - RESILIENT

Replaces Special Rule: EARTH'S VITALITY

ANCHOR THE LAND'S RESILIENCE

In lands with your , the land takes 10 additional Damage before adding  (So 12, usually.)  are not protected by this Rule.


VITAL STRENGTH OF THE EARTH



ASPECT - POWER



Replaces Special Rule: EARTH'S VITALITY



INCARNATION OF THE EARTH'S MIGHT

SPEED	RANGE	TARGET
	—	YOU

1  You may play an additional Power Card by paying 1 Energy plus its cost. Its elements apply for the rest of this Innate Power's thresholds. (Normally they wouldn't.)

1  2  You do +1 Damage with each Damage-dealing Power you use this turn.

2  3  You do +1 Damage with each Damage-dealing Power you use this turn.


1  3  Gain a Power Card.



VITAL STRENGTH OF THE EARTH

ASPECT - FORBEARANCE

Replaces Special Rule: EARTH'S VITALITY

KEEP A FRAGILE PEACE

Each of your  provides Defend 3 in its land.

In your lands,  don't counterattack during Ravage unless the Ravage destroyed at least 1 .

VITAL STRENGTH OF THE EARTH

ASPECT -

