



EYES WATCH FROM THE TREES

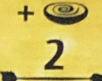
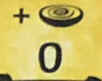
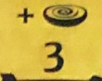
SPECIAL RULE

DAHAN TRUST THE WATCHERS

After one of your Powers adds Defend to a single land, Gather up to 1 🏠 into that land.

("Power" includes both your Innate Power and your Power Cards. Can be used with any number of Defend Powers each turn.)

GROWTH (PICK ONE)

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

PRESENCE

						
Energy/Turn	1	2	Plant	3	Moon	4

					
Card Plays	2	Air	3	Plant	4

INNATE POWER

MISCHIEF AND SABOTAGE

SPEED	RANGE	TARGET LAND
	 1	INVADERS

1 🌙 2 🌿 1 🕷️ and Defend 2.

2 🌙 3 🌿 Instead, 1 🕷️ and Defend 4.

2 🌙 2 🌿 4 🌿 Instead, 3 🕷️ and Defend 6.

3 🌙 3 🌿 5 🌿 Instead, 5 🕷️ and Defend 12.

(This is all one Power, so your Special Rule "Dahan Trust the Watchers" can Gather only 1 🏠.)



EYES WATCH FROM THE TREES

Even after centuries, the Dahan find many things about Eyes Watch From the Trees somewhat enigmatic. Is it a Spirit of the trees themselves, or a Spirit which inhabits trees as its home? Is it one Spirit, or many, or a sort of collective-Spirit?

Despite these uncertainties, most Dahan trust the Spirit: it warns of danger, helps those lost or injured in the forest, and only works mischief on aggressors and the arrogant. Back in the days of the First Reckoning, its faint whispers were a source of dread, but to current generations they're a familiar and expected part of the island.

SETUP:

Put 2  on your starting board, in the highest-numbered Jungle.

You start with your 4 Unique Power Cards and 0 Energy.

PLAY STYLE:

Good at Defending against Ravages, and at steadily earning .

Its ability to Gather  to fight back when Defending can make a huge difference, changing a stalling tactic into a blow against the Invaders.

STARTING SUMMARY


OFFENSE


CONTROL


FEAR


DEFENSE


UTILITY



GROWTH (PICK ONE)


 Reclaim Cards


 Gain Power Card


 Gain Energy


 Add a Presence to Sands or Mountain


 Add a Presence to Sands or Mountain


 Gain Power Card


 Add a Presence


 Gain Energy

PRESENCE


 Energy/Turn


 Earth


 2


 3


 Fire


 4


 5


 Card Plays


 2


 2


 3


 4


 5, Fire

INNATE POWER

SCORCH WITH WAVES OF HEAT

SPEED	RANGE	TARGET LAND
	 1	ANY

2  2  2 Damage, to  only.

3  2  2 Damage.

4  1  3  2 Damage.

5  2  3  1 Damage to each Invader.

(Innate Powers perform all thresholds reached, in order, on the same target land.)

RISING HEAT OF STONE AND SAND

SPECIAL RULE

BLISTERING HEAT
 At your , Invaders have -1 Health (min. 1).



RISING HEAT OF STONE AND SAND

Dahan herders are very familiar with Rising Heat of Stone and Sand: the signs of its presence are passed down from generation to generation, so it can be acknowledged and thanked for safe passage across its scorching domain. Even after centuries, the Spirit remains a bit unclear on why living things get so unhappy about fatal desiccation, but the Dahan make such pleasant patterns across its sands that it's happy to forbear.

It is mostly found in sandy and rocky lands with sparse vegetation, but may also reside in volcanic areas, or even stretches of gravel or sand amidst wetter climates, radiating an intense and unusual heat all around.

SETUP:

Put 2 ☞ on your starting board, in the highest-numbered Sands.

You start with your 4 Unique Power Cards and 0 Energy.

PLAY STYLE:

Weaken-and-Destroy. Likes having ☞ where there's ☞ / ☞, as it makes all Spirits' Damage more effective there.

Has an easier time setting up ☞ in Sands and Mountains, but can do so in any terrain with a bit more time.

STARTING SUMMARY



OFFENSE



CONTROL



FEAR



DEFENSE



UTILITY

0

BOON OF WATCHFUL GUARDING

SPEED	RANGE	TARGET
	—	ANY

In one of Target Spirit's lands, Defend 4.
Target Spirit may pay 1 Energy to instead Defend 8.
(This Power Defends a single land, letting you use your Special Rule "Trust the Watchers.")

Moro Rogers

2

EERIE NOISES AND MOVING TREES

SPEED	RANGE	TARGET LAND
	1	ANY

2 .

Push up to 2 .

Moro Rogers

1

CALL ON HERDERS FOR AID

SPEED	RANGE	TARGET LAND
	2	ANY

Gather up to 2 .

For each present, Push up to 1 .

Lucas Durham

0

GIFT OF SEARING HEAT

SPEED	RANGE	TARGET
	—	ANOTHER

Target Spirit gains 2 Energy
or
Target Spirit may pay 1 Energy to do 1 Damage in one of their lands.

Lucas Durham

1

MYSTERIOUS ABDUCTIONS

SPEED	RANGE	TARGET LAND
	0	ANY

1 .

1 Damage.

Moro Rogers

0

WHISPERED GUIDANCE THROUGH THE NIGHT

SPEED	RANGE	TARGET LAND
	1	ANY

Gather up to 3 .

If Invaders and are present, 1 .

Moro Rogers

1

STINGING SANDSTORM

SPEED	RANGE	TARGET LAND
	1	ANY

Gather up to 1 of your .

1 and 1 Damage.
(If this Power makes a , your Special Rule applies immediately, giving Invaders there -1 Health.)

Lucas Durham

2

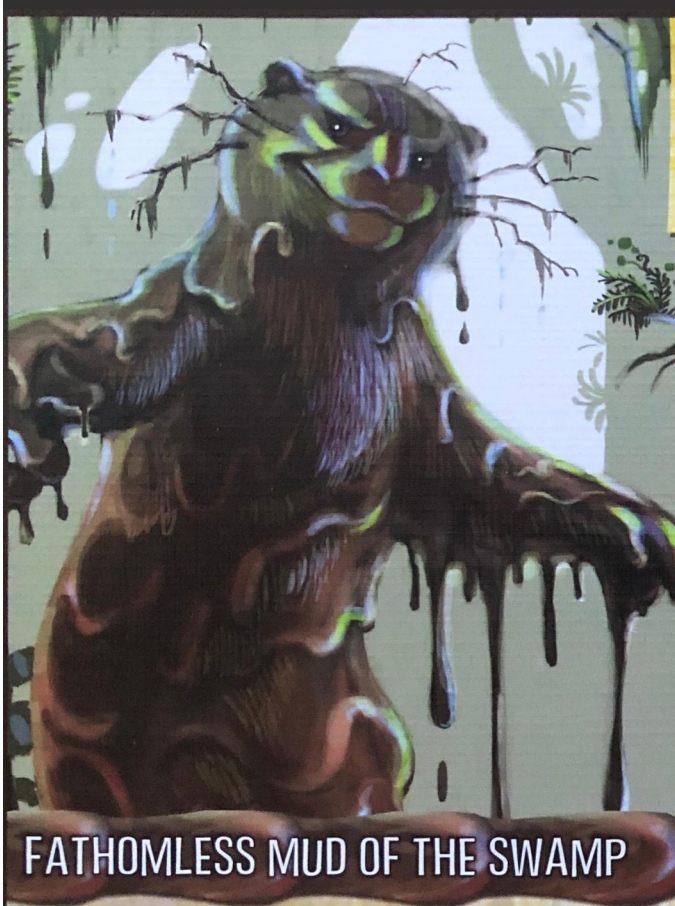
SWELTERING EXHAUSTION

SPEED	RANGE	TARGET LAND
	2	ANY

1 .

Skip up to 1 Ravage/Build Action.

Lucas Durham



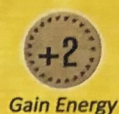
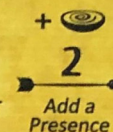
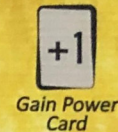
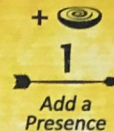
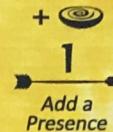
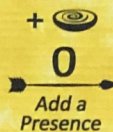
FATHOMLESS MUD OF THE SWAMP

SPECIAL RULE

OFFER NO FIRM FOUNDATIONS

At your , Build actions add  instead of / .

GROWTH (PICK ONE)



PRESENCE



INNATE POWER

SPREADING AND DREADFUL MIRE

SPEED	RANGE	TARGET LAND
	 1	INVADERS

1  Move 1  from the origin  to the target land. (This is required.)

1  2  1  1  1 Damage. Push 1 .

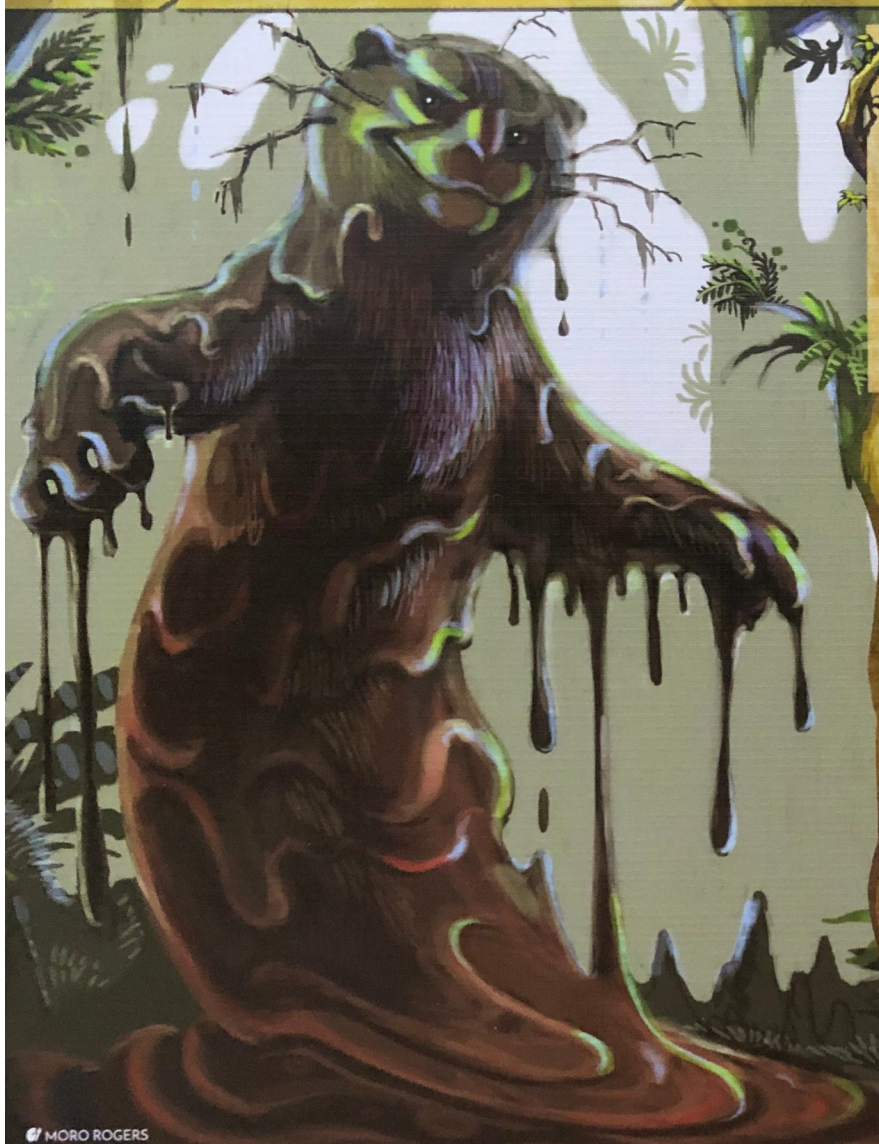
2  3  2  1  1 Damage. Push 1 .

3  4  3  2  2 Damage.

(Innate Powers perform all thresholds reached, in order, on the same target land.)



FATHOMLESS MUD OF THE SWAMP



The Island has many swampy deltas along its coasts. Some are fairly navigable, while others are mazes of murky water, tangled trees, and land that isn't nearly so solid as it appears. Fathomless Mud of the Swamp is one of these latter sorts, with a penchant for spreading – it likes getting everywhere, slowly turning solid ground into muck and mire.

Some Dahan villages have struck fruitful bargains with it: easy passage and useful plants in exchange for tasks more easily done by human hands. Most, however, will move on to new living-grounds years early should they notice the sodden signs of it moving into their area.

SETUP:

Put 2  on your starting board, in the lowest-numbered Wetland.

You start with your 4 Unique Power Cards and 0 Energy.

PLAY STYLE:

Likes having  where Invaders will Build, but may need to re-create those  after oozing outwards with its Innate Power. In smaller games, might be able to cut off the most Inland lands from Explore actions by Destroying Inland / and stopping new ones from being built.

Causes a fair bit of Fear, much of which represents unpleasantness, hardship, and disgust.

STARTING SUMMARY



OFFENSE



CONTROL



FEAR



DEFENSE



UTILITY



SUN-BRIGHT WHIRLWIND

SPECIAL RULE

A STIFF WIND AT THEIR BACKS

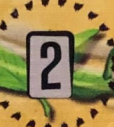
After you Add  during Growth, Push up to 1 /  from that land.

(Let other players know this is due to your Special Rule, so they know you're still in the Spirit Phase and not using a  Power.)

GROWTH (PICK ONE)

 Reclaim Cards	 Gain Power Card	 Gain Energy	 Add a Presence	 Gain Energy	 Gain Power Card	 Add a Presence
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PRESENCE

 Energy/Turn	 2	 Sun	 3	 4, Air	 6
 Card Plays	 2	 3	 Air	 4	 5, Sun

INNATE POWER

VIOLENT WINDSTORMS

SPEED	RANGE	TARGET LAND
		ANY

1  2  Push up to 1 .

2  3  1  . Push up to 2 / .

2  4  For each Invader Pushed by this Power, 1 Damage in the land it was Pushed to.

3  5  4 Damage (in target land).

(Innate Powers perform all thresholds reached, in order, on the same target land unless specified.)



SUN-BRIGHT WHIRLWIND



Sun-Bright Whirlwind is a Spirit of sun-warmed and gusting air. It spins leaves and dust into miniature cyclones, playfully snatches at small unsecured objects, and sometimes - when joyful, or upset, or full of the vigor of nature - howls across the island, bending trees and abrading the landscape with pebbles, twigs, shells, and the occasional bird nest.

Some Dahan take its appearance as a good sign for travel, and others have tried asking it to help bring messages to those far away - with mixed success, as it tends to lightly prank the recipients by mixing the messages' words all about.

SETUP:

Put 3 ☉ on your starting board: 1 in the highest-numbered Sands, 2 in the lowest-numbered Mountain.

You start with your 4 Unique Power Cards and 0 Energy.

PLAY STYLE:

Incredibly good at handling , clearing newly-Explored lands of Invaders so they don't Build there. Not nearly so good at dealing with / .

Can focus on Energy and largely forego its Innate Power, focus on Plays to aim for mid-to-high Innate thresholds, or strike a more balanced path. Adds at most 1 ☉ per turn, so there won't be time to do it all.

STARTING SUMMARY



OFFENSE



CONTROL



FEAR



DEFENSE



UTILITY

0

EXALTATION OF TANGLED GROWTH

SPEED	RANGE	TARGET
		ANOTHER

Target Spirit may pay 1 Energy to Gain a Power Card.

You may pay 2 Energy to Gain a Power Card.

Moro Rogers

0

FOUL VAPORS AND FETID MUCK

SPEED	RANGE	TARGET LAND
	2	INVADERS

1 .

Push up to 2 .

Moro Rogers

0

GIFT OF THE SUNLIT AIR

SPEED	RANGE	TARGET
		ANY

Target Spirit gets **+1** with all their Powers.

If you target another Spirit, they gain 1 Energy.

Lucas Durham

1

GIFT OF WIND-SPED STEPS

SPEED	RANGE	TARGET
		ANY

Target Spirit may make 1 Power which says "Push" or "Gather" (for this turn).

If you target another Spirit, they gain 1 Energy.

Lucas Durham

2

INTRACTABLE THICKETS AND THORNS

SPEED	RANGE	TARGET LAND
	1	ANY

1 .

Defend 5.

Moro Rogers

1

OPEN SHIFTING WATERWAYS

SPEED	RANGE	TARGET LAND
	1	ANY

Gather up to 2 .

If and Invaders are present, 1 and 1 Damage.

Moro Rogers

1

SCATTER TO THE WINDS

SPEED	RANGE	TARGET LAND
	2	ANY

Choose up to 5 . Push them to as many different lands as possible.

Lucas Durham

2

TEMPEST OF LEAVES AND BRANCHES

SPEED	RANGE	TARGET LAND
	1	ANY

Choose up to 5 different Invaders (in target land).

1 Damage to each of them.

Lucas Durham



DEVOURING TEETH LURK UNDERFOOT

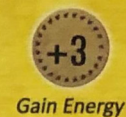
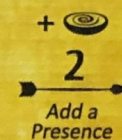
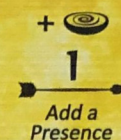
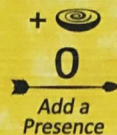
SPECIAL RULE

TERRITORIAL AGGRESSION

Your Damage-Dealing Powers do +1 Damage.

(This adds +1 Damage total for the Power, even if the Power Damages multiple Invaders or "each Invader". It can boost Minor / Major Power Cards, too, not just your Uniques + Innate.)

GROWTH (PICK ONE)



PRESENCE



INNATE POWER

DEATH APPROACHES FROM BENEATH THE SURFACE

SPEED	RANGE	TARGET LAND
	1	INVADERS

1 1 If you don't have in target land, Gather 1 of your . (This is required.)

2 1 2 1 Damage. (+1 for your "Territorial Aggression" Special Rule)

3 1 3 2 Damage.

4 2 5 2 . 4 Damage.

(Innate Powers perform all thresholds reached, in order, on the same target land.)



DEVOURING TEETH LURK UNDERFOOT



Long ago, the being which would become Devouring Teeth Lurk Underfoot was a small, territorial Spirit of the sand-by-water. It waited patiently for small prey to approach, then frightened them towards its waiting maw; when fresh prey was scarce it would scavenge.

Most such Spirits stay tiny, but this one happened to take a bite out of Ember-Eyed Behemoth. It slowly grew larger and more mobile, slithering below the land's surface in a way impossible for normal animals.

It has learned to avoid conflict with the Dahan, who grew wise to its ways long ago, and has even formed a peace of sorts with them. The Invaders do not have that benefit.

SETUP:

Put 1  on your starting board, in land #5.

You start with your 4 Unique Power Cards and 0 Energy.

PLAY STYLE:

Likes being in the same lands as Invaders, so it can use Range 0 offensive and defensive Powers. The first of its Innate Power can give some mobility, if needed.

Has a poor Plays track and potent but expensive Unique Powers, so can be better at handling fewer large threats than lots of little ones.

STARTING SUMMARY



OFFENSE



CONTROL



FEAR



DEFENSE



UTILITY

2

FEROCIOUS RAMPAGE

SPEED	RANGE	TARGET LAND
	0	ANY

1 .

3 Damage to / only.

(+1 Damage to / from your "Territorial Aggression" Special Rule.)

Moro Rogers

1

GIFT OF FURIOUS MIGHT

SPEED	RANGE	TARGET
		ANOTHER

Target Spirit may deal +3 Damage this turn with one of its Damage-dealing Powers.

(This adds +3 Damage total, even for a Power that Damages multiple Invaders or "each Invader".)

Moro Rogers

1

HERD TOWARDS THE LURKING MAW

SPEED	RANGE	TARGET LAND
	0	ANY

1 .

Gather up to 1 / .

Moro Rogers

2

MARK TERRITORY WITH SCARS AND TEETH

SPEED	RANGE	TARGET LAND
	0	ANY

Defend 9.

2 if Invaders are present.

Push 2 .

Moro Rogers