

OUTSTRETCHED WINGS OF BITTER COLD



Far from the temperate lowlands and tropic shores of the island up high in the crags where the air is thin and the skin burns because it misses the heat, resides a reclusive and volatile Spirit known to the Dahnan of the mountains as Outstretched Wings of Bitter Cold. In the moment the Great Maker of Mountains pressed its pecks upwards and pierced the heart of Sky Blankets the Earth, Bitter Cold was born from the conflicting powers of their touch. Most Dahnan—and even most other Spirits—have little reason to either solicit or fear Bitter Cold, and it remains content with this arrangement. But as Invaders press its boundaries, it may be antagonized from its solitude.

SETUP:

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

PLAY STYLE:

Easily repels to the point where it can use them to gain Energy. Has a more difficult time dealing with and would much prefer adding to letting them build up, though it can deal massive damage when it's backed into a corner. Slow to get down, and range can be a limitation, especially on larger islands.

COMPLEXITY

MODERATE

SUMMARY OF POWERS



DEFENSE



CONTROL



FEAR



DEFENSE



UTILITY



OUTSTRETCHED WINGS OF BITTER COLD

SPECIAL RULES

ICY TALONS ROOST UPON THE PEAKS

Your may only be added/moved to Mountains, or to lands **1** of a Mountain with your .

A FRAILTY FROM THE FROST

During Time Passes: In all lands with your where the only Invader is a single , you may Push the (each may only be Pushed with this rule once per turn). For each you choose not to Push, gain 1 Energy.

GROWTH (PICK ONE)



Reclaim Cards
+1 Card Play



+1 Card Play



Gain Moon or Earth

+



2 Add a Presence to Mountain



+1 Gain Power Card



1 Add a Presence



+2 Gain Energy

PRESENCE



Energy/Turn



1



Water



2



Moon



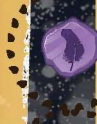
3



1



2



Air



3



4



4

Card Plays

Move a Presence 4

INNATE POWERS

BLIZZARDS BURY THE ILL-PREPARED

SPEED	RANGE	TARGET LAND
		ANY

2 Add 1 .

2 **1** 2 Damage.

3 **2** (max. 4) for each remaining Invader.

4 **3** 1 Damage in each adjacent land with your .

AN AVALANCHE KNOWS NO ALLEGIANCE

SPEED	RANGE	TARGET LAND
		ANY

2 **1** Destroy 1 and 1 .

3 **1** Destroy 1 Invader.

4 **2** **3** Destroy 1 in target land to repeat this power (in the same land). You may repeat this power any number of times until you no longer have in this land.

0 UNRELENTING GLARE

SPEED	RANGE	TARGET LAND
	1	ANY

Push up to 2 .

TABLE FOR ONE

1 SNOWED IN BY IMPASSABLE DRIFTS

SPEED	RANGE	TARGET LAND
	0	ANY

Isolate target land. Add 1 .

TABLE FOR ONE

1 DISTURBED FROM DEEP TORPOR

SPEED	RANGE	TARGET LAND
	1	INVADERS

Add 1 .

or

If are present, 1 and 1 Damage.

TABLE FOR ONE

2 GIFT OF PRESERVATION

SPEED	RANGE	TARGET
	—	ANY

Target Spirit may Reclaim up to 2 cards.

If you target another Spirit, gain energy equal to the cost of the lowest-cost Power Card they Reclaimed.

TABLE FOR ONE



MOVER OF SHIFTING SEASONS



It is known amongst Dahan both young and old that the land and the sea and the sky move to the cyclical rhythms of the primordial song. But sometimes the melodies miss a beat and the harmonies become discordant, seemingly without warning. This is where the eye of a keen spirit-specker finds evidence of Mover of Shifting Seasons' skillful work.

Mover is powerful and there is no scrap of land it hasn't shaped, but it is only one Spirit and the Earth is large indeed. It cannot be everywhere at once. But where it comes to rest, you will find the signs.

SETUP:

Put 2 on your starting board: 1 in land #4, and 1 in land #5.

PLAY STYLE:

Requires an acute awareness of the island's constantly changing terrains. This will demand attention from and communication with teammates as well. Has a tough time adding , but already on the island is extremely mobile and can easily avoid loss to . Defending the land is more difficult. Adds tokens prolifically, but will need to rely on new Power Cards or teammates to make effective use of them.

COMPLEXITY

VERY HIGH

SUMMARY OF POWERS



1 SEEDS SAIL UPON THE WIND



SPEED	RANGE	TARGET LAND
	 1	ANY

Immediately, target land is treated as a  until time passes.

Gather up to 1 / / .

or

Add 1 .

TABLE FOR ONE

1 COOLING LAVA FORMS BEDROCK



SPEED	RANGE	TARGET LAND
	 1	ANY

Immediately, target land is treated as a  until time passes.

Push up to 2 / / .

or

Add 1 .

TABLE FOR ONE

1 SANDSTORMS ERODE THE VERY EARTH



SPEED	RANGE	TARGET LAND
	 1	ANY

Immediately, target land is treated as a  until time passes.

Push up to 1 / / .

or

Add 1 .

TABLE FOR ONE

1 RISING WATERS FLOOD THEIR FERTILE BANKS



SPEED	RANGE	TARGET LAND
	 1	ANY

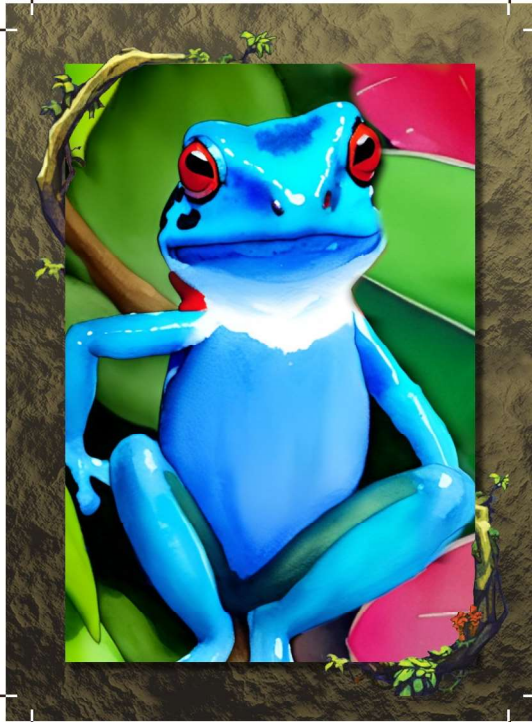
Immediately, target land is treated as a  until time passes.

Gather up to 2 / / .

or

Add 1 .

TABLE FOR ONE



GHOSTS OF 1,000 GENERATIONS

Among the Dahnan, elders are valued for their experience and as conduits of ancestral knowledge passed down from time immemorial. And once those elders cross from this life to the next, they become a part of the ever-growing congregation of human Spirits who continue to watch over, learn from, and—when it's appropriate—guide those who still walk among the living.

But just as a nurturing mother bear will slay any hunter or trapper who threatens her cub, the Ghosts of 1,000 Generations can be galvanized into a frenzied mania of rage and wrath should their descendants—no matter how far removed—be threatened by antagonists who value not their own elders, the Spirits, nor even the land itself.

SETUP:

Put 2 on your starting board in the highest-numbered land with Add +1 Fear Marker to the Fear pool.

PLAY STYLE:

Changes fundamental elements of gameplay including Forgetting, Reclaiming, placement, and Energy generation. Fortunately, these changes don't specifically impact teammates to a significant degree. An abundance of Energy will be tempered by card loss. High card cycling interferes with long-term thinking, but also promotes great flexibility. Can be an absolute juggernaut when paired with generating spirits like Bringer of Dreams and Nightmares or Many Minds Move as One.

COMPLEXITY

HIGH

SUMMARY OF POWERS





GHOSTS OF 1,000 GENERATIONS

SPECIAL RULES

DRAW STRENGTH FROM DREAD

Whenever a Fear Marker is earned, also add a Fear Marker here (from the box). At any time you may exchange (X) of these markers for 1 Energy, where X = number of Spirits.

ETERNAL ESSENCE

When you add ☹️, you must use destroyed ☹️ if you have any. You may only add ☹️ from your tracks if you have no destroyed ☹️.

FLEETING APPARITIONS

During Time Passes: You must Forget exactly 1 Power Card from either your hand or played cards. If you have no cards, destroy 1 ☹️. Then immediately Reclaim all remaining Power Cards.

GROWTH

PICK ONE OF:



+

INVASERS /

2

Gain Power Card
Add a Presence to a Land with Invaders or Blight

+1

Cost

Gain Power Card

AND ONE OF:



+

2

Cost
Add a Presence to a Land with Dahah

+1

Gain Energy

Gain Power Card

Gain Energy

Play a Card Twice by Paying Twice Now

PRESENCE

0

Energy/Turn

1

Sun

2

Sun

3

Sun

4

Fire and Air

5

2

6

6

2

Card Plays

2

2

3

3

4

4

5

5

6

6

INNATE POWERS

SCARED TO DEATH

SPEED



RANGE

0

TARGET LAND



INVASERS



1 This power has +1 Range per ☹️ you have.

2 1 ☹️ 1 2 Damage.

3 1 ☹️ per 2 Power Cards played this turn (rounded down).

3 1 Damage per 2 Power Cards played this turn (rounded down).

THE DEAD HAVE LONG MEMORIES

SPEED



RANGE

0

TARGET LAND



1 This power has +1 Range per ☹️ you have.

1 1 ☹️ per ☹️ destroyed in target land this turn.

2 2 ☹️ Instead, if any ☹️ are destroyed in target land this turn, add 1 ☹️ (after adding ☹️, if applicable). Limited to once per turn.

4 3 ☹️ Instead, do both.

1 OMENS FROM ANCESTORS

SPEED	RANGE	TARGET
		YOURSELF

Defend 2 in each land with your and .

TABLE FOR ONE

2 POSSESSION ACCELERATES HORROR

SPEED	RANGE	TARGET LAND
		ANY

Push all to as many different lands as possible. Each moved Invader deals Damage to other Invaders (not to each Invader) in the land they are moved to.

TABLE FOR ONE

0 HARBINGERS OF RUIN

SPEED	RANGE	TARGET LAND
		ANY

1 for each in target land (maximum 5).

TABLE FOR ONE

3 FOLLOW THE PSYCHOPOMPS

SPEED	RANGE	TARGET LAND
		ANY

Each time an Invader would be added, replaced, moved into, or moved out of target land, instead immediately Destroy them.

IF YOU HAVE

2 :

This Power has +2 Range.

TABLE FOR ONE



FATEWEAVER



Tuned to the deep and ancient cycles of decay and renewal, Fateweaver seeks balance and stability. Its incomprehensible designs span eons, confounding Dahan and other Spirits alike. In service to its own desire for lasting equilibrium, it's just as likely to bring abundance as scarcity, and when it might do either is a mystery to all but the most adept spirit-speakers.

The Dahan maintain a healthy wariness when the Fateweaver's threads appear, hoping to avoid its attention rather than making offerings, but ready to embrace its bounty should destiny will it.

SETUP:

Put 3 on your starting board, 2 in the highest-numbered Jungles, and 1 in the highest-numbered Sands.

PLAY STYLE:

Lives in the grayness between harmony and tension, measuring out an opposing weight to every action. This can prevent the Invaders from overrunning the island, but can also make it difficult to drive them away. Destroying another Spirit's is rarely endearing, but returning it to the island later can earn accolades, leaving teammates cautious and conflicted. Tread lightly, as you'll often need their help to tip the scales toward victory.

COMPLEXITY

HIGH

SUMMARY OF POWERS

OFFENSE

CONTROL

FEAR

DEFENSE

UTILITY



FATEWEAVER

SPECIAL RULES

IMMOLATION INSPIRES AWE

After your ☹️ is destroyed for any reason, Defend +2 in that land.

VARIATIONS BREED LONGEVITY

During Growth, you may choose to destroy your ☹️ as your last Growth action.

NOTHING IS PERMANENT, ANYTHING IS POSSIBLE

When your Growth or Innate Powers add ☹️ to the island, each ☹️ may be yours or another Spirit's (with their permission). Placing another Spirit's ☹️ must follow both your own placement restrictions (where applicable, range is measured from your ☹️) and their relevant special rules (e.g. ☹️ in certain land types).

GROWTH ALWAYS...

Destroy 1 of Your Presence

Reclaim Cards Gain 1 Energy per Your Destroyed Presence

PLUS PICK ONE:

- + ☹️ / ☹️ → Add a Presence or Any 1 Destroyed Presence
- + ☹️ → Add Any 1 Destroyed Presence
- + ☹️ → Add a Presence Card

PRESENCE

Energy/Turn

Card Plays

2 3 4 4 6

Earth Moon Sun Sun

1 2 3 4

1 2 3 4

1 2 3 4

INNATE POWERS

A PROCESSION OF TRANSFORMATIONS

SPEED	RANGE	TARGET
3	—	YOURSELF

2 1 ☹️ 1 ☹️ Trade 1 Power Card from your hand with 1 Power Card in another Spirit's hand (with their permission) OR discard 1 Power Card from your hand to Reclaim 1 Power Card.

1 2 ☹️ 1 ☹️ Discard 1 Power Card from your hand to gain Energy equal to its cost.

1 ☹️ 1 ☹️ 2 ☹️ Make 1 ☹️ Power Card (before using either card's ability).

2 3 ☹️ 2 ☹️ Add any 1 ☹️ at 3

DISPARATE RESPONSES TO HARDSHIP

SPEED	RANGE	TARGET
2	2	LAND

2 ☹️ Add 1 ☹️

2 ☹️ Add 1 ☹️

2 ☹️ Add 1 ☹️

3 1 ☹️ 1 ☹️ Add any 1 ☹️. Remove 1 ☹️

1 LINGER IN THIS MOMENT

SPEED	RANGE	TARGET LAND
	2	ANY

Defend 2.
 If are present, Defend +2 per .
 do not counterattack during Ravage in this land.

TABLE FOR ONE

1 BE NOT AFRAID

SPEED	RANGE	TARGET LAND
	1	

2 Damage.
 If this destroys any Invaders, it does not generate any .

TABLE FOR ONE

3 NOTHING GOOD COMES EASY

SPEED	RANGE	TARGET
	—	ANOTHER

Target Spirit destroys 1 and removes 1 from that land.
 For each of their remaining , Target Spirit:
 Gains 3 Energy
 or
 Gains 1 Power Card

You may choose to immediately reclaim this card.

TABLE FOR ONE

1 DELIBERATE INFUSION OF CHAOS

SPEED	RANGE	TARGET LAND
	2	ANY

Add 1 .

Gather 1 .

Push 1 .

TABLE FOR ONE



REVERENCE FOR THE GATHERING



It is said that in the First Times, before the First Great Reckoning or before even the island itself, there was The Gathering, an assemblage of countless divine beings and vital essences. Some say The Gathering created the first of the Old Spirits to watch over their domain when they moved on to other planes both distant and bizarre. Others say The Gathering split themselves into myriad shards which each matured into a Spirit of its own. Still others say The Gathering never existed at all; they are merely the legends of our forebearers.

But in some small Dahan communities The Gathering is not forgotten nor renounced, but quietly celebrated and revered for their patience, protection, and esoteric power.

SETUP:

Put 2 on your starting board. 1 in each land with a single Setup symbol. Note that you have 5 Unique Power Cards.

PLAY STYLE:

Slow at the outset with unique abilities that start out expensive and underpowered. During the midgame, the power level ramps up significantly, though you can expect some tough choices along the way. Overall fairly balanced, a little challenging, and potentially an endgame dynamo.

COMPLEXITY

HIGH

SUMMARY OF POWERS





REVERENCE FOR THE GATHERING

SPECIAL RULES

MYSTERIA SUSTAIN ARCANE POWERS

Your Unique Power Cards do not count toward your Card Plays limit. Your Unique Power Cards become more powerful as you uncover Mysteria (*). This attribute is on your bottom Presence track.

THE GATHERING DEMANDS SACRIFICIAL OFFERINGS

Each time you Forget a Unique Power Card, your Innate Powers and your remaining Unique Power Cards all permanently gain +1 Range. Note the * on the Range areas as a reminder.

GROWTH (PICK TWO)



Reclaim Cards



Gain Energy



Gain Power Card



Gain Any Element



Add a Presence



Gain +1 Mysteria

PRESENCE



1 Energy/Turn
Card Plays/Turn



2 Energy
Card Plays/Turn



3 Energy
Card Plays/Turn



4 Energy
+1 Card Play/Turn



5 Energy
+1 Card Play/Turn



1 Mysteria



2 Mysteria



3 Mysteria



4 Mysteria



5 Mysteria



6 Mysteria

INNATE POWERS

UNCOVERED SHRINES WARD OFF MALICE

SPEED	RANGE	TARGET LAND
	0*	ANY

1 2 Each of your in origin land grants Defend 1 in target land.

2 3 Defend +1 in target land for each of your in origin land.

3 4 Defend +2 in target land for each of your in origin land.

PRYING HANDS UNLEASH HAVOC

SPEED	RANGE	TARGET LAND
	0*	ANY

2 1 1 Damage per current Terror Level.

1 3 2 +1 Damage per current Terror Level.

2 4 3 +1 Damage to each Invader per current Terror Level.

3 WAR DRUM OF AMAV



SPEED	RANGE	TARGET LAND
	0*	ANY

For each , deal 1 Damage.

TABLE FOR ONE

3 SONG OF IAPHA



SPEED	RANGE	TARGET LAND
	0*	ANY

For each :

Gather 1

or

Push 1 /

You may use 1 to instead make this power .

TABLE FOR ONE

3 BLOOD OF ZUJ



SPEED	RANGE	TARGET LAND
	0*	INVADERS

For each , generate 1 .

TABLE FOR ONE

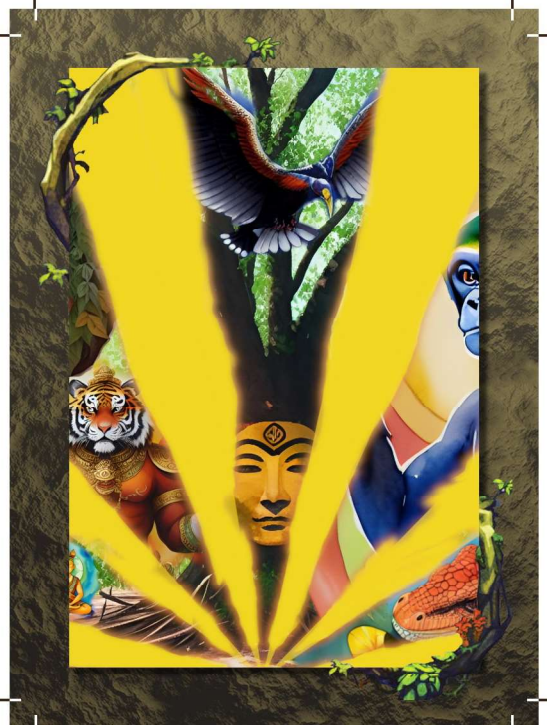
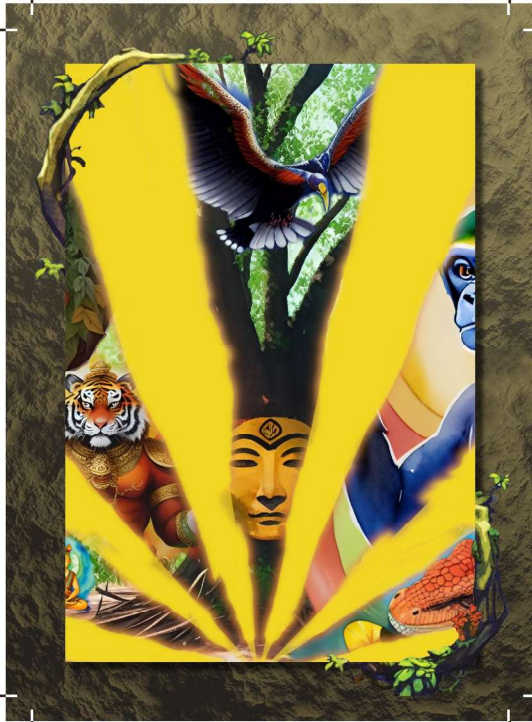
3 CLOTH OF DARESH



SPEED	RANGE	TARGET LAND
	0*	ANY

For each , Defend 1.

TABLE FOR ONE





3

WELL OF T'KEMU



SPEED	RANGE	TARGET
🎯	—	YOURSELF

For each :

Within range $\rightarrow 0^* \leftarrow$ from a different one of your lands, add 1  /  / .

 TABLE FOR ONE

