



ENDLESS ADAPTATION OF THE WILDERNESS

SPECIAL RULES

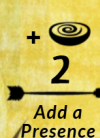
NOTHING WASTED

When you gain a Power Card, draw E cards instead where E is the highest uncovered number on your Energy track, and gain 1 more of them to your discard. (Forget only one Power Card when gaining Major Powers).

CIRCLE OF LIFE AND DEATH

Some spaces on your bottom track allow you to play Power Cards from your discard. Cards played from your discard this way cannot be Forgotten to pay costs while in play, and are Forgotten when they leave play.

GROWTH ALWAYS



Add a Presence



Gain Power Card



Discard 1 Power Card



Gain Air



Forget Power Card



Gain Energy



Gain Plant



Destroy 1 of your Presence



Gain Animal

PLUS PICK ONE

PRESENCE



Energy/Turn



Plant



3



Animal



4



5



Card Plays



1 Card Play from discard



Air



2 Card Play from discard



Plant



2

INNATE POWERS

SCAVENGE AND SALVAGE

SPEED	RANGE	TARGET
	—	YOURSELF

4 This Power may be .

3 Take a Minor Power to your discard.

5 Take a Minor Power to your hand.

SUBSUME ESSENCE

SPEED	RANGE	TARGET LAND
	1	ANY

4 This Power may be .

2 2 1 Forget a Power Card. For each you have, choose 1 different option corresponding its elements.

1 and gain 1 Energy

1 and Gather 1

1 and 1 Damage

1 and Push 1

Gather up to 3

Add 1 and gain 1 Energy

Add 1

If are present, 2 Damage

ENDLESS ADAPTATION OF THE WILDERNESS



A younger spirit, full of respect for everything that has gone before and committed to honoring the gifts of the living and the dead alike. You're never likely to see it in the same form twice, because it is always shaping itself into what it needed for the task at hand.

Likes to share wisdom with the Dahan and beasts of the island about how to make use of every resource to the fullest, while taking only what is necessary from the land.

SETUP:

Put 2 on your starting board in the highest-numbered Jungle and 1 in the lowest-numbered Jungle.

You start with 4 Unique Power Cards and 0 Energy.

PLAY STYLE:

All about adapting to the current situation. Uses Power Cards in very different ways than usual, but has several options for using them. Never reclaims, but gets to play cards a second time without reclaiming them.

COMPLEXITY **HIGH**

SUMMARY OF POWERS



0

FALLEN TREES GIVE LIFE

SPEED

RANGE

TARGET

ANY

Target Spirit gains a Minor Power.

If you target another Spirit, you may pay 1 Energy to gain one of the Power Cards they did not keep to your discard.

Melanie Hammond

1

TOOTH AND CLAW

SPEED

RANGE

TARGET LAND

1

ANY

Add 1 : 1 Damage.

MilosCreativeArt

1

DRIVE AWAY

SPEED

RANGE

TARGET LAND

1

ANY

1 . Push 1 .

undefined

0

THORNS AND BRAMBLES REGROW

SPEED

RANGE

TARGET LAND

1

ANY

Add 1 .

You or another Spirit with on target board may Add 1 .

undefined