



FICKLE COMPANION

SPECIAL RULES

DISDAIN FOR WEAKLINGS

Whenever you destroy / , destroy 1 in the same land.

NINE LIVES

When is added to one of your lands, before is destroyed, you may push all of your to an adjacent land with .

GROWTH (PICK ONE)



Reclaim
Cards



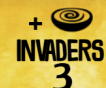
Gain Power
Card



Gain Moon



Add a Presence
to Land with
Invaders



Add a Presence
to Land with
Invaders



Add a
Presence



Gain Power
Card



Gain Sun

PRESENCE



Energy/Turn



2



Sun



3



Push 1 Beasts from
1 of your Lands



Animal



5



Card Plays



2



Moon



3



Animal



4

INNATE POWERS

SUNNY NAP

SPEED	RANGE	TARGET
		ANOTHER

1 1 Target Spirit gains 1 Energy.

2 1 You gain 1 Energy.

3 2 Target Spirit gains 1 Energy.

4 2 You gain 1 Energy.

HUNT BY NIGHT

SPEED	RANGE	TARGET LAND

1 1 1 Damage.

2 2 If an adjacent land has , 1 and 1 Damage.

3 3 1 1 Damage in an adjacent land with .

4 4 Gather all from adjacent lands, then push to as many different lands as possible. In each land pushed to, 2 Damage.

FICKLE COMPANION



As cats are wont to do, Fickle Companion vacillates between moods of wanting to be around people (the Dahan and invaders alike) and wanting nothing to do with humans. Often, despite appearing friendly, she is secretly planning to destroy all that the humans have built.

Most of the time, she is indifferent to Dahan. She has some fondness for the towns and cities of the invaders, at least until they get "accidentally" knocked over. Oops, sorry.

SETUP:

Put 1 ☹️ and 1 🐾 in a land with 🏠 on your board, and 1 ☹️ in a land with 🏠 on your board.

You start with 4 Unique Power Cards and 0 Energy.

PLAY STYLE:

Good at destroying 🧑 that are in lands with 🏠/🏠. Supports allies with Energy. Spreading out and positioning 🐾 is key to keeping ☹️ alive and dealing damage.

COMPLEXITY

MODERATE

SUMMARY
OF POWERS



USES



2

OOPS

SPEED	RANGE	TARGET LAND
	2	/

2 Damage to / .

Natalia Pyzhova

1

GIVE ME ATTENTION

SPEED	RANGE	TARGET
	0	ANY

Gather 1 .
 Gather 1 .
 Gather 1 .
 Gather 1 .

Photograph of Meow

0

STALK

SPEED	RANGE	TARGET LAND
	1	INVADERS

1 . Add 1 .
 You may Gather 1 of your .

Photograph of Meow

1

TWILIGHT SCHEMING

SPEED	RANGE	TARGET LAND
	0	ANY

1 Damage.
 If target land has , 1 Damage.
 Otherwise, add 1 .

Photograph of Meow