

# Board

The fastest way to get started is to start from the example template in the folder boards/example. Return here for detailed explanations of options for different parts of the board.

## General Icons

General Images: Images for invaders, elements, dahan, etc in a board can be called by enclosing its name with "{}". For example, {dahan} or {fire}. Here is a list of what is available: - Elements (fire, water, earth, air, plant, animal, sun, moon) - any: the Any element icon - star: the Element icon (from Starlight) - markerplus, markerminus: the Prepare Element Marker and Discard Element Marker (from Shifting Memory) - Invaders (explorer, town, city) - Presence (presence, sacred-site) - Island symbols (blight, dahan, fear, disease, wilds, beast, strife, badlands) - Land symbols (sand, mountain, jungle, wetland, ocean, jungle-wetland, jungle-sand, sand-wetland, mountain-jungle, mountain-wetland, mountain-sand) - Targeting symbols (range-plus-one, range-0, range-1, range-2, range-3, range-4, player-spirit)

## Spirit Name & Board

- board: Represents the whole board.
- spirit-name: The name of the Spirit.
- spirit-image: The main Spirit image. The image should be in the same folder as the html.
  - spirit-image-scale: Used to scale the main spirit image
- spirit-border: The image that sits underneath the Spirit name. The image should be in the same folder as the html.

## Special Rules

- special-rules-container: The container for the Special Rules
  - section-title: The section title "Special Rules". Typically this isn't changed.
  - special-rules-subtitle: The name of the Special Rule. You may have multiple special rules.
  - special-rule: The rule itself.

## Growth

- growth: The container for the Growth Options
- growth title: "Growth (PICK ONE)" or "Growth (PICK TWO)" or just "Growth" if you are using subgroups
- growth sub-group: Groupings of growth options (as seen on Lure)
  - title: instructions for how to pick among the subgroup (ie. "Pick one of:")
  - bordered: adds the double border that sepaarates subgroups (ie. leave it off for the last subgroup)
  - Example: `l`
- growth-group: Each individual section in the Growth section (within the subgroup, if you are using subgroups)
  - growth-group cost: The cost associated with this group (as seen on Keeper).
  - growth-group tint: A color shift on growth options (as seen on Spread of Rampant Green).
  - growth-group values: The Spirit Actions within a growth group, separated by semicolons (;).
  - Example: `l<l/growth-group>`

## Supported growth-group values

Category	Action	Usage	Details	Examples
Reclaim	Reclaim All	reclaim-all		
	Reclaim One	reclaim-one		
Adding Presence	Add Presence at Range	add-presence(x)	Add a Presence up to x Range. <i>x can be 'any' or 1, 2, 3 or 4</i>	
	Add Presence with Condition	add-presence(x,y)	Add a Presence with y conditions at x Range. y can be terrain types (including dual types), tokens, invaders, invader pieces, dahan, blight, etc.	
	Add Presence with Multiple Conditions	add-presence(x,y,z,...,and/or)	Add a Presence with multiple conditions y, z, etc at x Range, the last parameter must be 'or' or 'and'.	Sharp Fangs: add-presence(3,jungle,beast,or) Vengeance: add-presence(2,town,city,blight,or)
	Add Presence with Custom Text	add-presence(x,text,your_text_here)	Add a Presence at x Range. The presence text will read "Add a Presence <i>your_text_here</i> ". The icon will be !!!	

Category	Action	Usage	Details	Examples
	Add Presence and/or Tokens	add-presence(x,token,y,and/or)	Add a Presence and/or a token y (beasts, disease, etc) at x Range.	Many Minds: add-presence(3,token,beast,and) Vengeance: add-presence(1,token,disease,or)
Gaining Elements	Gain One Element	gain-element(x)	Gain Element x, which can be any of the elements or 'any' or 'star'	'star' is the Starlight element icon
	Gain Multiple Elements	gain-element(x,y)	If y is a number, gain y of x Element	
	Gain Multiple Elements	gain-element(x,y,z,...)	If y is an element, gain x or y or z Elements	Lure: gain-element(moon,air,plant)
	Gain Multiple Elements	gain-element(x,y,z,...,and)	Gain elements x, y, and z (or more). The last option must <i>and</i>	
Pushing	Push from Your Lands	push(x)	Push entity x (dahan, beasts, presence, etc) from 1 of your lands.	
	Push from Your Lands	push(x,y)	Push entity x (dahan, beasts, presence, etc) a land at range y.	
	Push from Your Lands	push(x,y,z)	Push x from z lands of condition y. y can be terrain types, sacred site, token types, etc. z can be a numeral or 'each' (or another word at your own risk).	Ocean: push(presence,ocean,each)
Gathering	Gather into Your Lands	gather(x)	Gather entity x (dahan, beasts, presence, etc) into 1 of your lands.	
	Gather at Range	gather(x,y)	If y is a number, gather x into a land at y range.	Many Minds: gather(2,beasts)
	Gather with Conditions	gather(x,y)	If y is a condition, gather x into 1 of your lands with y condition (sacred site, beasts, etc).	
	Gather into Multiple Lands with Conditions	gather(x,y,z)	Gather x into z lands of y condition. z can be a number or 'each'	Ocean: gather(presence,ocean,each)
Move Presence	Move Presence	move-presence(x)	Move a Presence up to x Range	
Gaining Energy	Gain Energy	gain-energy(x)	Gain x Energy	
	Gain Energy per Element	gain-energy(x)	Gain 1 Energy per Element x	
	Gain Energy per Element plus Flat Energy	gain-energy(x,y)	Gain x Energy plus 1 Energy per Element y	Wildfire: gain-energy(2,fire)
	Gain Energy per Custom Item	gain-energy(text,your_text_here)	Gain 1 Energy per condition of your choosing. Icon will be a !!!.	
	Gain Energy per Custom Item Plus Flat Energy	gain-energy(x,text,your_text_here)	Gain x Energy plus 1 Energy per condition of your choosing. Icon will be a !!!.	

Category	Action	Usage	Details	Examples
	Gain Energy per Card Play	energy-per-play	Gain 1 Energy per Card Play.	As seen on Trickster
Gain Power Card	Gain a Power Card	gain-power-card		
Repeating Growth Options	Repeat Growth Options	<sup>x</sup>	Added to other growth options. x is the number of repeats. As seen on Fractured Days	gain-power-card <sup>2</sup> ; gain-energy(2) <sup>3</sup>
Discard 2 Cards	Discard 2 Power Cards	discard-cards	As seen on Downpour	
Gain Card Play	Gain 1 Card Play	gain-card-play		
	Gain Card Plays	gain-card-play(x)	Gain x card plays	
Forget Power Card	Forget a Power Card	forget-power-card		
Add Tokens	Add One Token	add-token(x,y)	At range x add token type y	add-token(2,beast)
	Add Multiple Token of One Type	add-token(x,y, z)	Add z tokens of y type at range x	add-token(3,wilds,2)
	Add Tokens of Different Types	add-token(x,y,z,...,and/or)	At range x, add a tokens of type y, z, and/or more. The last parameter must be 'or' or 'and'.	add-token(3,wilds,beasts,disease,and); add-token(3,strife,badlands,or);
Make a Power Fast	Make a Power Fast	make-fast	One of your Powers may be Fast	
Ignore Range	Ignore Range this Turn	ignore-range	Ignore Range this turn (as seen on Finder)	
Isolate	Isolate one of your Lands	isolate		
	Isolate a land at Range	isolate(x)	Isolate a land at x Range	
Destroy Presence	Destroy a Presence	destroy-presence		
Gaining Fear	Gain Fear	fear(x)	Gain x Fear	
	Gain Fear per Element	fear(x)	Gain 1 Fear per Element x	
	Gain Fear per Element plus Flat Fear	fear(x,y)	Gain x Fear plus 1 Fear per Element y	
	Gain Fear per Custom Item	fear(text, <i>your_text_here</i> )	Gain 1 Fear per condition of your choosing. Icon will be a !!!.	
	Gain Fear per Custom Item Plus Flat Fear	fear(x,text, <i>your_text_here</i> )	Gain x Fear plus 1 Fear per condition of your choosing. Icon will be a !!!.	

Category	Action	Usage	Details	Examples
Custom	Custom Text with !!! Icon	<code>custom(<i>your_text_here</i>)</code>	A custom growth option with the image !!!	
	Custom Text with Any Icon	<code>custom(<i>your_text_here</i>,x)</code>	A custom growth option with the x icon of your choice (ie. town, dahan, element, etc)	

## Presence Tracks

- **presence-tracks:** The container for the Presence Tracks. There are two mechanisms to populate this. The simple approach is to use the specific energy and card tracks as demonstrated by the 'board\_front' example. If you wish to produce a more complex layout then you'll need to use the table-based approach demonstrated by the 'board\_front\_serpent\_style' example.
  - **energy-track:** The entire Energy Track
    - energy-track values: The actual values that will be used to create the Energy Track. See 'Supported Presence Track Options'
    - banner: Artwork behind the presence track can be added with the banner="example.png". The artwork should be in the same folder as the html
    - banner-v-scale: Allows you to stretch your banner artwork vertically
    - Example: `\\</energy-track>`
  - **card-play-track:** The entire Card Play Track
    - card-play-track values: The actual values that will be used to create the Card Play Track. See 'Supported Presence Track Options'
    - banner: Artwork behind the presence track can be added with the banner="example.png". The artwork should be in the same folder as the html
    - banner-v-scale: Allows you to stretch your banner artwork vertically
    - Example: `*\\</card-play-track>`
  - **table:** For Serpent/Finder style boards. An html table that allows more flexible positioning of nodes. Individual presence track options are specified within the `<td>` table cells. The available options are exactly the same as described for the energy and card-play tracks above, with the exception that integer values must be prefixed with with 'card' or 'energy'. For example 'card1' means 1 card play, 'energy2' means 2 energy, etc.

## Supported Presence Track Options

Presence Track Effect	Usage	Details	Examples
Energy/Turn or Card Plays	Integer 1,2,3,4,5,6,7 etc.	Number will become Energy/Turn in energy track and Card Plays in the card play track	River cardplay track: values="1,2,2,3,reclaim-one,4,5"
Elements	sun,moon,fire,air,water,earth,plant,animal	Can be used in combinations	Thunderspeaker energy track: values="1,air,2,fire,sun,3"
	any, star	'any' is any element, 'star' is the Element icon from Starlight	
Element Markers	markerplus, markerminus	Gain or pay element markers	Shifting Memory energy track: values="0,1,2,3+markerplus,4,reclaim-one,5,6+markerplus"
Reclaim One	reclaim-one	Reclaim one card, can be used in combinations	
Combinations	separate with a '+'	Can include energy, cardplays, markers, move-presence, and reclaim one. Can be more than 2 things.	Stone's cardplay track: values="1,earth,earth,earth+reclaim-one,earth+any,2+earth"
Push/Gather	push(x), gather(x)	Push or Gather x from/into one of your Lands. x can be most token/entities (explorer, wilds, presence, etc).	Trickster's cardplay track: values="2,push(dahan),3,3,4,air,5"
Isolate	isolate	Isolate one of your Lands.	Custom cardplay track: values="1,2,isolate,3,3,4,5"
Move a Presence	move-presence(x)	Move a presence x range, can be used in combinations.	Downpour cardplay track: values="1,move-presence(1),water,2,move-presence(1),3"
Pay 2 to Gain Power Card	gain-card-pay-2	Pay 2 Energy to Gain Power Card	Many Minds cardplay track: values="1,2,gain-card-pay-2,3,3,4,5"

Presence Track Effect	Usage	Details	Examples
Gain Card Play	gain-card-play	Gain A Card Play	
	gain-card-play( <i>minor</i> )	Can also be major or other icon names (at your own risk)	Stone energy track: values="2,3,gain-card-play(minor),4,gain-card-play(minor),6,gain-card-play(minor)"
Forget Power	forget-power-card	Forget a power card. Unlikely to be useful because presence track actions are optional	Custom energy track: values="1,3+forget-power-card,5+forget-power-card,7+forget-power-card"
Custom	custom( <i>your_text</i> )	Add custom text to the presence node. Image will be !!!.	Custom energy track: values="1,2,custom(Draw 1 Minor Power),3,water,4"
	custom( <i>your_text</i> ;x)	Add custom text to the presence node. x is the icon (for example, city). Note the semicolon.	Custom energy track: values="1,2,custom(Draw 1 Minor Power;city),3,water,4"

## Innate Powers

- **innate-powers:** The container for the Innate Powers
  - quick-innate-power: The container for a single Innate Power. Don't confuse 'quick' with 'fast'. Speed is set below.
    - name: The name of the Innate Power
    - speed: Either "fast" or "slow"
    - range: The range of the innate.
    - For no range, type "none".
    - For range, use an icon (if needed) + an integer separated by a comma. Examples:
      - 0
      - 1
      - presence,1
      - sacred-site,2
      - wetland-presence,1
    - target: The target of the innate. It accepts html code. Refer to the [card template](#) for the syntax. The icon that you type in here can use the shorthand syntax.
    - target-title: Either "TARGET" or "TARGET LAND"
    - note: allows adding notes to the top of the innate (See Volcano Looming High or Lure of the Deep Wilderness as an example)
    - level: Contains the information for one level of an Innate Power
    - threshold: Contains the elemental information for the threshold:
      - Example: 1-plant,2-fire
    - The actual text for the level sits within the level tag
    - To achieve 'for each element' effects, use the notation {element, #}. For example, Serpent's second innate has "for each {moon,2} {stone,2}" on the second level.