



STONE'S UNYIELDING DEFIANCE

SPECIAL RULES

BESTOW THE ENDURANCE OF BEDROCK

When is added to one of your lands, unless the then outnumbers your , it does not cascade or destroy (yours or others').

DEEP LAYERS EXPOSED TO THE SURFACE

The first time you uncover each of your "+1 Card Play" spaces, gain a Minor Power. (They're marked with as a reminder.)

GROWTH (PICK ONE)	
Reclaim Cards	Gain 2 Earth
+ 3 Add a Presence to Mountain or Land with your Presence	+ 2 Add a Presence
+ 3 Gain Energy	+ 1 Gain Power Card
	+ 1 Add a Presence

PRESENCE	
2 Energy/Turn	3
+ 1 +1 Card Play/Turn	4
+ 1 +1 Card Play/Turn	6
1 Card Plays	ANY Earth, Any
Earth	2, Earth
Earth, Reclaim One	

INNATE POWERS		
HOLD THE ISLAND FAST WITH A BULWARK OF WILL		
SPEED	RANGE	TARGET
		YOURSELF
When is added to one of your lands, you may pay 2 Energy per to take it from the box instead of the Blight Card. (Handle any cascade separately.)		
The cost is 1 Energy instead of 2.		
1 When an Event or Blight Card directly Destroys (yours or others'), you may prevent any number of from being Destroyed by paying 1 Energy each. ("Directly" means "not by adding ".)		
LET THEM BREAK THEMSELVES AGAINST THE STONE		
SPEED	RANGE	TARGET LAND
	0	ANY
(Reminder: Defend reduces the amount of Damage that Invaders deal to a land.)		
After Invaders deal 1 or more Damage to target land, 2 Damage.		
Also deal half of the Damage Invaders did to the land (rounding down).		
2 Repeat this Power.		