





SHROUD OF SILENT MIST

SPECIAL RULES


GATHER POWER FROM THE COOL AND DARK


Once per turn, when you gain a Power Card without , gain 1 Energy.

MISTS SHIFT AND FLOW

When targeting a land with a Power, you may Gather 1 of your  into the target or an adjacent land. This can enable you to meet Range and targeting requirements.

SLOW AND SILENT DEATH

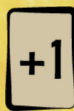
Invaders and  in your lands don't heal Damage.

During Time Passes: 1  (max. 5) per land of yours with Damaged Invaders. Gain 1 Energy per 3 lands of yours with Damaged Invaders.

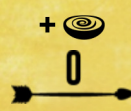
GROWTH (PICK ONE)



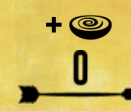
Reclaim Cards



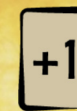
Gain Power Card



Add a Presence



Add a Presence



Gain Power Card



Add a Presence to Mountain or Wetland

PRESENCE









INNATE POWERS


SUFFOCATING SHROUD

SPEED	RANGE	TARGET LAND
		ANY

1  2  1  1 Damage.




2  3  2  For each adjacent land with your , 1 Damage to a different Invader.




4  4  3  1 Damage.




5  6  4  1 Damage to each Invader.

LOST IN THE SWIRLING HAZE

SPEED	RANGE	TARGET LAND
		ANY

1  2  Push up to 1 .

2  3  Push up to 2 .

3  4  Push up to 2 .

