



## FRACTURED DAYS SPLIT THE SKY

### SPECIAL RULES

#### FRAGMENTS OF SHATTERED TIME

Each on this ability represents 1 Time. Many of your Powers require Time as an additional cost. Spend it when you **Resolve** the Power. (*Not when you play it.*)

When you **Gain 1 Time**, put 1 of your here from your track (or, optionally, the island). When you **Spend 1 Time**, return it to a track - or if you have no free spaces, Destroy it.

#### DAYS THAT NEVER WERE

Your 3rd Growth option lets you gain any one Power Card from a special set you create during Setup. When you gain a Power Card any other way, you may add one unchosen card to this set.

### GROWTH (PICK ONE)



Gain Air



Reclaim Cards

Gain up to 2 Time



Gain Moon



Gain Power Card



Add a Presence

x2: Gain 1 Time or +2 Card Plays



Gain Sun



Move a Presence



Gain Power Card from Days That Never Were or Gain 2 Energy

### PRESENCE



### INNATE POWERS

#### SLIP THE FLOW OF TIME

| SPEED | RANGE | TARGET |
|-------|-------|--------|
|       | —     | ANY    |

You may use this Power any number of times.  
Cost to Use: 1 Time per previous use this turn.

**3** **1** Target Spirit may Resolve 1 Power now.

**2** **2** Target Spirit may Reclaim 1 Power Card from their discarded or played cards. (If they Reclaim a card from play, they lose its Elements.)

**3** **2** Target Spirit may play a Power Card by paying its cost.

#### VISIONS OF A SHIFTING FUTURE

| SPEED | RANGE | TARGET   |
|-------|-------|----------|
|       | —     | YOURSELF |

**1** **2** **2** Look at the top card of either the Invader Deck or (if relevant) the Event Deck. Return it, then shuffle that deck's top 2 cards. (For the Invader Deck, differing Invader Stages may give away which card is next.)

**2** **3** **2** Instead of returning-and-shuffling, you may put the card you looked at on the bottom of its deck. You may not do this for cards specially placed during Setup.