



DOWNPOUR DRENCHES THE WORLD

SPECIAL RULES

DRENCH THE LANDSCAPE

Spirit Actions and Special Rules treat your as Wetlands in addition to the printed terrain.

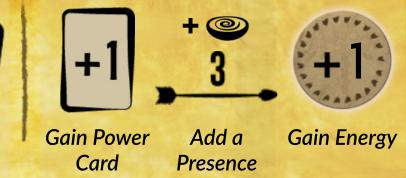
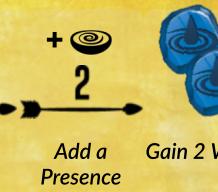
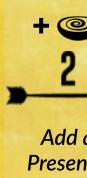
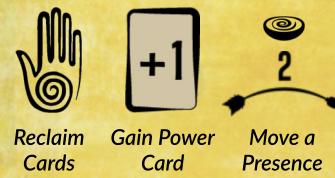
POUR DOWN POWER ACROSS THE ISLAND

For each 2 you have, during the / phase you may either:

- Gain 1 Energy; or
- Repeat one of your **land-targeting** Power Cards by paying its cost again. (*It need not target the same land.*)

Use scenario markers or spare game pieces to track uses of this rule. (Max. 5 times per turn, no matter how much you have.)

GROWTH (PICK ONE)



PRESENCE



INNATE POWERS

RAIN AND MUD SUPPRESS CONFLICT

SPEED	RANGE	TARGET
		YOURSELF

1 **3** Each of your grants Defend 1 and lowers counterattack
Damage by 1. (*Total, in its land.*)

5 **1** Each of your grants Defend 1 and lowers counterattack
Damage by 1.

3 **9** **2** **2** In your lands, Invaders and have -1 Health (min. 1).

WATER NOURISHES LIFE'S GROWTH

SPEED	RANGE	TARGET LAND
	0	ANY

3 **2** **1** Gain 1 Energy. You may Remove 1 by Removing 1 of your (from target land).

5 **1** **2** Gain +1 Energy. Gather up to 1 .

7 **2** **3** When would be added to target land, instead leave it on the card.

