Spirit Island card dividers

These were originally designed for use with my “big box” storage solution, available at [timjeanes.com/spiritisland](https://timjeanes.com/spiritisland/). For that, they should be printed on 220gsm card.

Maybe you would prefer different parts of the Spirits’ names to appear in bold (“**Shroud** Of Silent Mist” instead of “Shroud Of Silent **Mist**”, for example); or maybe translate them to a different language.

Feel free to edit them as you wish.

**Lightning**'s Swift Strike

Put 2 Presence on your starting board in the highest-numbered Sands.

Vital Strength Of The **Earth**

Put 3 Presence on your starting board: 2 in the highest-numbered Mountain, 1 in the highest-numbered Jungle.

**River** Surges In Sunlight

Put 1 Presence on your starting board in the highest-numbered Wetlands.

**Shadows** Flicker Like Flame

Put 3 Presence on your starting board: 2 in the highest-numbered Jungle and 1 in land #5.

**Thunderspeaker**

Put 2 Presence on your starting board: 1 in each of the 2 lands with the most Dahan.

A Spread Of Rampant **Green**

Put 2 Presence on your starting board: 1 in the highest-numbered Wetland, and 1 in the Jungle without any Dahan. *(If there is more than 1 such Jungle, you may choose.)*



Print these card dividers *double-sided*.

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**Ocean**'s Hungry Grasp

Put 2 Presence on your starting board: 1 in the Ocean, and 1 in a Coastal land of your choice.

**Bringer** Of Dreams And Nightmares

Put 2 Presence on your starting board in the highest-numbered Sands.

Sharp **Fangs** Behind The Leaves

Put 1 Presence and 1 Beasts on your starting board in the highest-numbered Jungle. Put 1 Presence in a land of your choice with Beasts anywhere on the island.

**Keeper** Of The Forbidden Wilds

Put 1 Presence and 1 Wilds on your starting board in the highest-numbered Jungle.

Heart Of The  
**Wildfire**

Put 3 Presence and 2 Blight on your starting board in the highest-numbered Sands. *(Blight comes from the box, not the Blight Card.)*

**Serpent** Slumbering Beneath The Island

Put 1 Presence on your starting board in land #5.



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**Fractured Days** Split The Sky

Put 3 Presence on your starting board: 1 in the lowest-numbered land with 1 Dahan, and 2 in the highest-numbered land without Dahan. Deal 4 Minor and 4 Major Powers face-up as your initial Days That Never Were cards; in a 1 or 2-player game, instead deal 6 of each. In a 1-board game, gain 1 Time.

**Lure** Of The Deep Wilderness

Put 3 Presence on your starting board: 2 in land #8, and 1 in land #7. Add 1 Beasts to land #8.

**Many Minds** Move As One

Put 1 Presence and 1 Beasts on your starting board, in a land with Beasts. Note that you have 5 Unique Power Cards.

Shifting **Memory** Of Ages

Put 2 Presence on your starting board in the highest-numbered land that is Sands or Mountain. Prepare 1 Moon, 1 Air, and 1 Earth marker *(put them by your Special Rules)*.

Shroud Of Silent **Mist**

Put 2 Presence on your starting board: 1 in the highest-numbered Wetland and 1 in the highest-numbered Mountain.

**Starlight** Seeks Its Form

Put 1 Presence on your starting board, in a land with Blight.



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Put 1 Presence on your starting board, in a land with Blight.



**Stone**'s Unyielding Defiance

Put 2 Presence on your starting board: 1 in the lowest-numbered Mountain without Dahan; 1 in an adjacent land that has Blight (if possible) or is Sands (if not).

Grinning **Trickster** Stirs Up Trouble

Put 2 Presence on your starting board: 1 in the highest-numbered land with Dahan, and 1 in land #4.

**Vengeance** As A Burning Plague

1 of your Presence starts the game already Destroyed. Put 2 Presence on your starting board: 1 in a land with Blight, 1 in a Wetland without Dahan.

**Volcano** Looming High

Put 1 Presence and 1 Badlands on your starting board in a Mountain of your choice. Push all Dahan from that land.

**Downpour** Drenches The World

Put 1 Presence on your starting board in the lowest-numbered Wetland.

**Finder** Of Paths Unseen

Put 1 Presence on your starting board in land #3. Put 1 Presence on any board in land #1. Note that you have 6 Unique Power Cards.



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**Eyes** Watch From The Trees

Put 2 Presence on your starting board, in the highest-numbered Jungle.

Rising **Heat** Of Stone And Sand

Put 2 Presence on your starting board, in the highest-numbered Sands.

Fathomless **Mud** Of The Swamp

Put 2 Presence on your starting board, in the lowest-numbered Wetland.

Devouring **Teeth** Lurk Underfoot

Put 1 Presence on your starting board, in land #5.

Sun-Bright **Whirlwind**

Put 3 Presence on your starting board: 1 in the highest-numbered Sands, 2 in the lowest-numbered Mountain.

Ember-Eyed **Behemoth**

Put 2 Presence and your Incarna in the highest-numbered Wetland on your starting board that is adjacent to **any** Jungle.



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**Dances** Up Earthquakes

Put 1 Presence on your starting board in the highest-numbered land with Dahan.

You have 6 Unique Power Cards. Set the Quake Tokens nearby.

Breath Of **Darkness** Down Your Spine

Put 2 Presence and your Incarna on your starting board: 1 Presence and your Incarna in the lowest-numbered Jungle and 1 Presence in the highest-numbered Jungle. Set The Endless Dark tile next to the island with 1 Explorer on it.

Relentless Gaze Of The **Sun**

Put 2 Presence and 1 Badlands on your starting board, in the lowest-numbered Sands.

**Hearth-Vigil**

Put 3 Presence on your starting board: 1 in the highest-numbered land with Dahan and 2 in the lowest-numbered land with at least 2 Dahan. Add 1 Dahan in each of those lands (additional survivors of the Invaders' diseases).

You start with **1 Energy**.

Towering **Roots** Of The Jungle

Put 3 Presence on your starting board: 1 in the highest-numbered Jungle without Blight, 1 in the highest-numbered Mountain, and 1 in the highest-numbered Wetland. Put your Incarna in the Jungle with your Presence.

Wandering **Voice** Keens Delirium

Put 2 Presence on your starting board: 1 in land #6 and 1 in land #7. Put your Incarna on your starting board in land #6.



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Wandering **Voice** Keens Delirium

Put 2 Presence on your starting board: 1 in land #6 and 1 in land #7. Your Incarna, Unempowered side up, on your starting board in land #6.



Wounded **Waters** Bleeding

On your starting board, put 2 Presence in a land with Blight, then put 2 Presence and 1 Blight *(from the box)* in the highest-numbered land with a Town Setup Symbol.

You start with **4 Energy**.

Set your 4 Healing Cards nearby.

Blight

Event

Fear

Minor Powers

Major Powers



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