

Does not activate an Escher knot or a portal when they visit one unsafely.

Names a piece and a direction. You reveal the space adjacent to the piece in that direction.

Replenishes 1 crossed out fruit on another bonus.

Safely moves to a space with a fruit they've already visited.

Circles the leftmost available additional bonus.

Moves 1 space over safely or unsafely but without spending ⚡ or ★.

or  
→ ⚡ → ⚡ → ⚡  
→ ⚡ → ⚡ → ⚡

You reveal all 6 spaces around their piece but do not announce the directions they are in.

## SCHRODIE

**Mission**  
**DEAD OR ALIVE?**

Visit 5 different mirages and Escher knots.

**Ability**  
**A CAT'S GRACE**

Either moves to an adjacent space or 2 spaces over.

## THESEUS

**Mission**  
**COLLECT YOURSELF**

Visit one space of each of the pairs of portals and 2 oracles.

**Ability**  
**FIGURE YOURSELF OUT**

Circles the leftmost available additional bonus when visiting spaces with other pieces on them. During their turn they can use the circled additional bonus by crossing it out.

## HEMPEL

**Mission**  
**CROWS ARE BLACK**

Visit 5 different fruits (besides the starter fruit).

**Ability**  
**FRUITS ARE COLORFUL**

When visiting a space with a new fruit, draws it in an empty space with a palm tree. If they visit it again and it has been crossed out, they replenish it. They cannot draw the same fruits on different palm trees.

# OMNIPOTENCE PARADOX

## BUSH



★ → Move in any direction. If there is an Escher knot or a portal, OP can activate it if they wish. When a captive meets the Bush on the map, they -♥ and -⚡. The Bush cannot move back and forth the same spaces twice in one turn.

## ROCK



★ → In any order:

- Move in any direction. If there is an Escher knot or a portal, OP can activate it if they wish;
- Push a captive standing on an adjacent space onto a space opposite from the Rock in a straight line, activating the space the captive ends up on if they wish.

## WAVE



Choose:

- ★ → Move into another part of the ocean or
- ★ → Attack a captive standing on a space adjacent to the part of the ocean the wave is in and deal them -♥. The Wave cannot attack the same player twice in one turn.

## Mission

### PROVE YOUR OMNIPOTENCE

The captive perished 5 times in total. (In a game with 2 players — 4 times.)



## Ability

### OMNIPRESENCE

During your turn take up to 3 actions in any order and combination using your pieces.

## GRANDDEAD

**Mission**  
**I CAME BEFORE YOU**

Scare your pieces off 5 times.

**Ability**  
**WHAT IS DEAD...**

Uses ⚡ instead of ♥.

When they run out of ⚡, they perish. Each time they are revived they get 1⚡ less (4⚡ minimum).

## ACHILLES

**Mission**  
**RUN, ACHILLES, RUN**

Move into the ocean from 5 different corner spaces.

**Ability**  
**SECOND WIND**

When they scare one of your pieces off, they can cross out it's symbol and gain ★★ instead of just ★.

## PHIL

**Mission**  
**SO MANY QUESTIONS**

Visit 5 anomalies.

**Ability**  
**LEAVE THE OCEAN**

When moving into the ocean, they can unsafely move to an opposite space of the island. They are allowed to not activate takes if they like.

When moving into the ocean, safely moves back to the space they moved from.

Names any of your pieces: you mark it on their board without showing the other players.

⚡ when two other pieces meet on the island.

When moving into the ocean, they can safely move to a space with a captive of their choice.

Before moving by spending ★, picks a number from 1 to 6: moves as many spaces in a straight line.

Is immune to interacting with one of your pieces of their choice until their next turn.

Chooses a direction. You reveal all spaces from their piece in that direction in random order.

When visiting an anomaly, ⚡ and ♥.





Does not activate an Escher knot or a portal when they visit one unsafely.



Names a piece and a direction. You reveal the space adjacent to the piece in that direction.



Replenishes 1 crossed out fruit on another bonus.



Safely moves to a space with a fruit they've already visited.



Circles the leftmost available additional bonus.



Moves 1 space over safely or unsafely but without spending ⚡ or ★.



-♥ → +⚡⚡  
or  
-⚡ → +♥♥♥.



You reveal all 6 spaces around their piece but do not announce the directions they are in.

## SCHRODIE

### Mission

### DEAD OR ALIVE?



Visit 5 different mirages and Escher knots.

### Ability

### A CAT'S GRACE

Either moves to an adjacent space or 2 spaces over.

## THESEUS

### Mission

### COLLECT YOURSELF



Visit one space of each of the pairs of portals and 2 oracles.

### Ability

### FIGURE YOURSELF OUT

Circles the leftmost available additional bonus when visiting spaces with other pieces on them. During their turn they can use the circled additional bonus by crossing it out.



## HEMPEL

### Mission

### CROWS ARE BLACK



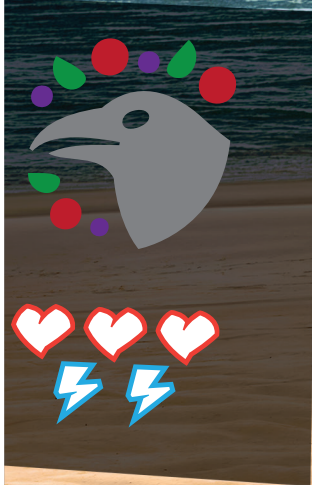
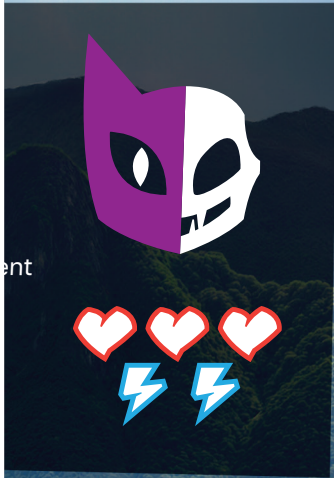
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### Ability

### FRUITS ARE COLORFUL

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# OMNIPOTENCE

## BUSH



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If there is an Escher knot or a portal, OP can activate it if they wish. When a captive meets the Bush on the map, they -♥ and -⚡. The Bush cannot move back and forth the same spaces twice in one turn.

## ROCK



★ → In any order:  
■ Move in any direction if there is an Escher knot or a portal. OP can activate it if they wish.  
■ Push a captive adjacent space opposite from a straight line, space the captive if they wish.

## Mission

### PROVE YOUR OMNIPOTENCE

The captive perished 5 times in total. (In a game with 2 players – 4 times.)





# PARADOX

## WAVE



Choose:

- ★ → Move into another part of the ocean
- or
- ★ → Attack a captive standing on a space adjacent to the part of the ocean the wave is in and deal them -♥. The Wave cannot attack the same player twice in one turn.

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Ability

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When moving into the ocean, safely moves back to the space they moved from.



Names any of your pieces: you mark it on their board without showing the other players.



+⚡⚡ when two other pieces meet on the island.

## ACHILLES

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### ACHILLES, RUN



When they move into the ocean from different corner spaces.

Ability

### SECOND WIND

When they scare one of your pieces off, they can cross out it's symbol and gain +★ ★ instead of just +★.



When moving into the ocean, they can safely move to a space with a captive of their choice.



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