

Item no.: 371350

90020G - Spirit Island: Increasing Heat in Stone and Sand, Ages 12+ (EN Expansion)

from **4,38 EUR**

Item no.: 371350
 shipping weight: 0.10 kg
 Manufacturer: Pegasus Spiele



Product Description

The shepherds of the Dahans know Increasing Heat in Stone and Sand all too well: the signs of its presence have been passed down since time immemorial, and it is given honour and thanks for safe routes through its arid lands. Even after centuries, the spirit does not understand why living creatures dislike deadly desiccation, but since the Dahans leave pretty tracks in the sand, he lets them have their habitats. This spirit can be found in sandy and rocky areas with sparse vegetation, or in volcanic landscapes - but sand or gravel also radiate its unusually intense heat in wetter regions. Increasing heat in stone and sand is an additional spirit for Spirit Island with low complexity. Its motto is: weaken and destroy! This spirit wants to place its own sanctuaries in areas with villages or towns in order to weaken them. He is particularly good at placing his holy places in deserts and mountains, but with a little effort he can also place them in other types of areas. Weaken and destroy! Caution! Not suitable for children under 36 months.

- Players: For 1 to 4 players aged 12 and over- Game duration: 60 to 120 minutes

Specifications

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 prices and availability

