

epic  
VIKINGS



# SHAMANS

MINI-EXPANSION BY SCOTT ALMES

*Every Viking knows that the gods' power is everywhere. In the rocks under their feet. In every drop in the dangerous sea. From the steel of their swords, to the grain they sow in the fields. Their shaman consults the cryptic runes to decipher their god's divine will. These soothsayers channel their energy into mystic cairn stones, and in doing so, infuriate their terrifying deities.*



6 Shaman Viking Cards



2 God Mats



14 Cairn Tokens

## MINI-EXPANSION SETUP

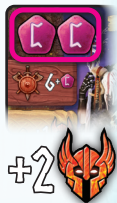
1. Shuffle the **6 Shaman Cards** into the Viking Deck.
2. Shuffle the **2 God Mats** into the other mats to choose from.
3. Place **1 Cairn Token** onto each **Favor Card**, returning any unused tokens to the box.



## SHAMANS

Powerful Vikings that channel the mystic power of the gods, they are drafted like any normal card and played to battle or perform actions. They have 3 attributes that make them different:

1. They have **2 Runes** in the top left of the card, which can both be used as Active Runes. If a Shaman loses a battle or slays a Giant, then increase the **god's Fury 2 spaces**. However, you may only gain the god's Valhalla Boon once each time this happens.






2. Their Leader Actions require Active Runes to use, just like **Rune Actions**.
3. Each has a **new Rune Action** that increases a specific god's Fury:



**+2**  Increase this god's Fury by 2.

**+1**  Increase any one god's Fury by 1.

## SOLO RULES FOR SHAMANS

The enemy also can perform *Increase God's Fury* Rune Actions (listed above), in addition to performing the main 4 Rune Actions. For the “*any one god*” ability, it instead **increases the god's Fury matching the Rune on the Shaman's card by 1**. All other Rune Actions are treated the same as a normal Solo game.

## CAIRNS

These stone totems are saturated with godly power, and help a clan in boosting an action or meeting its Active Rune requirements.



## GAINING A CAIRN

Cairns are found on top of Favor Cards. When you start a battle and **choose a Favor Card**, you also gain the card's Cairn, placing it in your play area.

## CHANNELING A CAIRN

A Cairn represents a "wild Rune" that can be discarded at any time to **boost or fulfill any action's Active Rune requirement**. When used, discard it to the box.

## SOLO RULES FOR CAIRNS

The enemy gains a Cairn when it chooses a Favor Card. It will only discard a Cairn when it needs to, in order to successfully **perform a Rune Action**.



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