



Insatiable Conflagration Devours All

**Design analysis of a custom spirit
Version 56, July 2025**

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Overview of how the spirit plays

Highly mobile with presence that brings along Badlands.

Required to solve most problems through range zero damage, by positioning presence and Badlands in the right place at the right time.

Wants to have presence anywhere Invaders are destroyed, to fuel its energy economy.

Thematic Hook

Burn the invaders! Then throw them into the furnace to fuel more destruction.

This is a spirit of fire that manipulates the wind to move quickly, bringing the dry heat of the sun wherever it goes to wreak havoc.

Mechanical Hooks

1. Solves problems primarily through damage
2. Interesting puzzle for presence positioning/placement

Gameplay expectation

- Expect to add/move/use Badlands
- Expect to move presence frequently
- Expect to deal damage in your lands

Hook: Burn the invaders! Then throw them into the furnace to fuel more destruction.

Special rules

THE FURNACE CONSUMES

Whenever an Invader is Destroyed in one of your lands, place it here. At any time, exchange 3 Health worth of Invaders for 1 Energy. *(Ignore health modifiers.)*

Closest comparison is Ocean special rules. A variety of numbers were tried here, such as 2 Health per Energy or 2 Invaders per Energy, but 3 Health per energy still gives enough. This gives around 1-2 energy per turn early, but can make 4-7 energy in a turn in the late game.

Hook: Interesting puzzle for presence positioning/placement

HARBINGER OF RUINATION

Whenever you Move , each  may Bring 1 .

Bringing Badlands with presence is the main driver of the presence placement mini game. Turns are all about moving presence to the right place to get badlands into the right place in order to set up various sources of range zero damage.

Innate power - goals and theme

Hook: Burn the invaders! Then throw them into the furnace to fuel more destruction.

INNATE POWERS			
FLAMES SPREAD ACROSS THE LAND			
SPEED	RANGE	TARGET	
	0	ANY	
2 	1 	1 Damage. Push 1  , then 1 Damage to  .	
3 	1 	1 	1 Damage in an adjacent land. Push 1  from that land, then 1 Damage to  in that land.
4 	2 	2 	1 Damage in a third land adjacent to the second. Push 1  from that land, then 1 Damage to  in that land.

Mostly for theme - warn the Dahan to run away from the wildfire, but the ones that don't run get caught in the fire.

Mechanical Hooks

1. Solves problems primarily through damage
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Innate power - elements and early breakpoints

INNATE POWERS

FLAMES SPREAD ACROSS THE LAND

SPEED	RANGE	TARGET
	0	ANY

- 2  1  1 Damage. Push 1 , then 1 Damage to .
- 3  1  1  1  1 Damage in an adjacent land. Push 1  from that land, then 1 Damage to  in that land.
- 4  2  2  2  1 Damage in a third land adjacent to the second. Push 1  from that land, then 1 Damage to  in that land.

INNATE POWERS

LEAVE A TRAIL OF DEATHLY SILENCE

SPEED	RANGE	TARGET
	—	YOURSELF

- 2  1  1 Damage at . You may Push .
- 3  1  1  1 Damage at . You may Push .
- 4  2  2  1 Damage at . You may Push .
- 5  2  3  Move  to . It Brings 1 Invader (from its land).

Thresholds identical to Breath of Darkness left innate tiers 1-3. Effects are also weirdly similar. Neither parallel was intentional.

Tier 1: 90+% of turns

Tier 2: can happen with 3 plays using Searing Winds + Bitten + any fire card, or with Sweep + any fire card + fire from track

PRESENCE

Energy/Turn 0 1 3

Card Plays 2

Fire

Searing Winds Embrace

Bitten by Flame

1 Damage

+

Sweep on Wings of Fire

1  You may Gather 1  1 Damage. You may Push 1 .

+

Fire

Tier 3 can be reached with 3 card plays and fire, although this is unusual because you've usually played Searing Winds and Bitten already and don't want to reclaim very early

PRESENCE

Energy/Turn 0 1 3

Card Plays 2

Fire

Sweep on Wings of Fire

1  You may Gather 1  1 Damage. You may Push 1 .

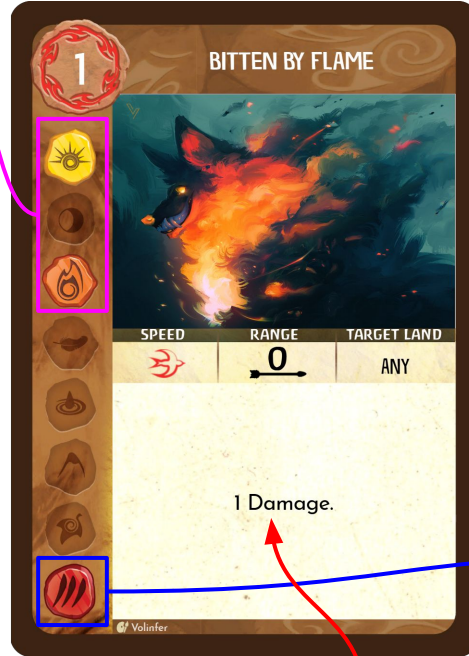
Searing Winds Embrace

Bitten by Flame

1 Damage

1 fast damage at range zero is slightly weaker than some similar published cards, but because this card is so central to the game plan and has 2 good elements, it is very appealing to play.

Unique powers



Important majors for off suit animal

Hook: Burn the invaders! Then throw them into the furnace to fuel more destruction.

Unique powers

Add Badlands for zero is on the strong side, but on par with existing content. Range is worse than similar published cards.



Lacks primary element, but has two off suit elements to enable majors



Adding back destroyed presence doesn't add much strength to the card as it usually isn't relevant, but this is an important mechanical safety valve. Because of so much range zero stuff (innate, 2 uniques, special rule energy), presence being destroyed is more punishing than usual.

Difficult to find comparisons with existing powers for this kind of presence movement.

Most of the power of this card is from the ability to bring a Badlands along with your own presence.

Unique powers

Important majors



Dahan movement added for theme, also shares the experience of the Badlands movement special rule.

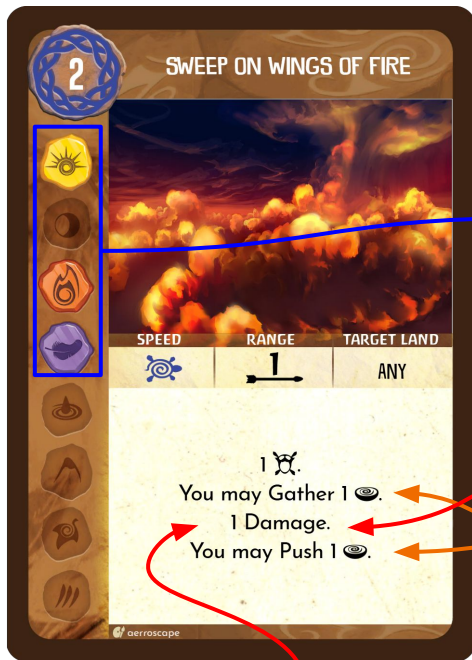


Unique powers

This does 2 damage, slow, at range 1 (from land with Badlands). The fear and presence mobility add a bit extra. Many similar uniques:



Side note: Why does Stone have two of basically the same card? 🤔 I don't get it.



Important majors

Mechanical Hooks

1. Solves problems primarily through damage
2. Interesting puzzle for presence positioning/placement

Hook: Burn the invaders! Then throw them into the furnace to fuel more destruction.

Noteworthy power cards

Badlands and fire



Perfect elements

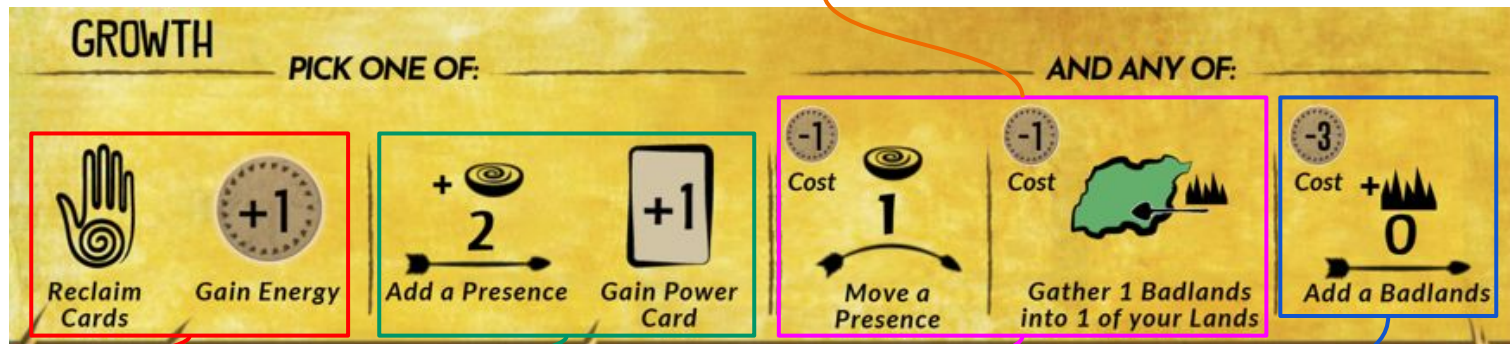


Easy thresholds



Growths

Hook: Interesting puzzle for presence positioning/placement



Reclaim: ~4
Total: ~5 energy

Weak reclaim is thematically appropriate for a spirit with Air affiliation

0/1 can have strong tracks

Presence range 2: ~4.2 energy
Gain power: ~3 energy
Total: ~7.2 energy

Not sure how these should be costed. Anecdotally, paying to move presence happens ~80% of turns, and gathering badlands ~20% of turns.

Adding a badlands is worth ~2.5-3.5, so this is not incredible value, but the option is worth something. Maybe ~5% of turns?



Important to note that track nodes and growths can be used in any order

Presence tracks

0/1 - can have relatively strong tracks

Tracks somewhat similar to Stone:
plays/energy on top, elements/utility on bottom

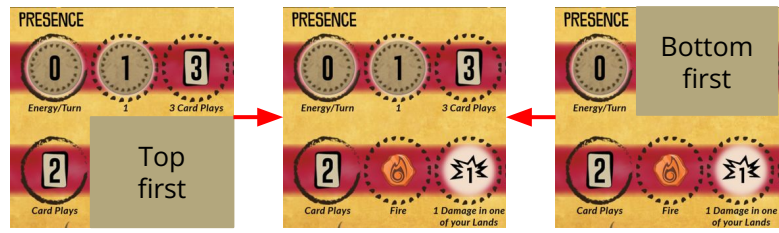


Single track builds are viable

Main power spikes are 3 plays and 1 damage, so top/bottom hybrid is appealing, though that can be reached multiple ways



Can typically play some major powers in the mid game



Relies on damage spots for actions and energy income

Minigame

Hook: Interesting puzzle for presence positioning/placement

HARBINGER OF RUINATION
Whenever you Move , each  may Bring 1 .

Positioning badlands



Hook: Burn the Invaders!



SETUP:
Put 2  and  on your starting board

Adding badlands

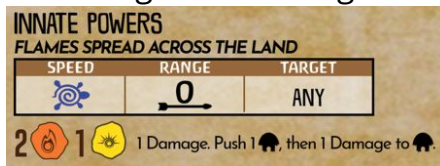
Moving presence

Range zero damage

Hook: Throw them into the furnace to fuel more destruction.

Energy economy

THE FURNACE CONSUMES
Whenever an Invader is Destroyed in one of your lands, place it here. At any time, exchange 3 Health worth of Invaders for 1 Energy. (Ignore health modifiers.)



Potential balance challenges

Special rule energy potentially goes crazy when working together with others

Adding a lot of badlands is very strong

Nonstandard growth with a lot of optionality is hard to evaluate the strength, and adjusting costs is tricky due to lack of granularity

Lacking in late-game innate power, so susceptible to “just play lots of majors” using special rule energy