



INSATIABLE CONFLAGRATION DEVOURS ALL

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.)

HARBINGER OF RUINATION

Whenever you Move , each  may Bring 1 .

GROWTH

PICK ONE OF



AND ONE OF



PRESENCE



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.

ONE WITH FUEL AND FLAMES

SPEED	RANGE	TARGET LAND
	—	YOURSELF

3  This Power may be .

2  You may Push 1 of your .

3  You may replace 1 of your  with 1 .

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Some spirits just want to see the world burn. Dahan are terrified of it, but at least they know to get out of the way of the all-consuming wrath for the Invaders.

SETUP:

Put 2 and on your starting board in a land with .

You start with 4 Unique Power Cards and 0 Energy.

PLAY STYLE:

Deal lots of damage.

COMPLEXITY

MODERATE

SUMMARY
OF POWERS



USES



0

SEARING WIND'S EMBRACE

SPEED	RANGE	TARGET
		ANOTHER

Target Spirit may Move 1 up to 2. They may Bring 1 with that .

If you target another Spirit, you may do likewise.