



## VOLCANO LOOMING HIGH

### SPECIAL RULES

#### MOUNTAIN HOME

Your may only be added or moved into Mountains.

#### COLLAPSE IN A BLAST OF LAVA AND STEAM

When your is Destroyed, in that land, deal 1 Damage per Destroyed to both Invaders and to .

#### VOLCANIC PEAKS TOWER OVER THE LANDSCAPE

Your Power Cards gain  $+1$  if you have 3 or more in the origin land.

### GROWTH (PICK ONE)

Reclaim Cards   
 Gain Power Card   
 Gain Energy   
 Add a Presence   
 Add a Presence   
 Gain Power Card   
 Add a Presence   
 +1 Card Play this turn   
 Gain Energy

### PRESENCE

1 Energy/Turn    2    Earth    3    4    5  
 Card Plays    Fire    Earth    2    Air    3    Fire    4

### INNATE POWERS

#### EXPLOSIVE ERUPTION

SPEED	RANGE	TARGET LAND
	$0$	ANY

Destroy X (1 or more) of your in target land. (below) checks how many were Destroyed. This Power's Damage is done (separately) to both Invaders and . Ranges below can't be increased.

2 2 2 In one land within  $1$ , X Damage.

3 3 4 Generate X .

4 2 4 6 In each land within  $1$ , 4 Damage. Add 1 to target land; doing so does not Destroy your .

5 3 5 10 In each land within  $2$ , +4 Damage. In each land adjacent to the target, add 1 if it doesn't have any.

#### POWERED BY THE FURNACE OF THE EARTH

SPEED	RANGE	TARGET LAND
	$0$	ANY

3 Add 1 of your Destroyed .

3 Gain a Power Card.

4 4 Move up to 2 of your from other lands to target land.

5 Return up to 2 of your Destroyed to your tracks.

