

## The Firesfarter

### MINION - ELITE

This enemy gets +X strength, where X is twice the number of fire icons on the field.

This enemy gets +X health, where X is three times the number of fire icons on the field.



## Fuel for the Fire

### DURATION

Counters can't be removed from other durations (including when time passes).



## Smoke Inhalation

### DURATION

The first action you play each turn costs an additional resource of any type.



## Soldering Coals

### DURATION

Whenever you would gain vitality, you may remove that many counters from this duration instead.



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## Swirling Ashes

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5 turns



## Heat Wave

**EVENT**

This deals X damage, where X is twice the number of fire icons in play.

If there are one or fewer fire symbols in play, Surge.

## Encroaching Flames

**DURATION**

You may deal damage to this duration as if it were an enemy. If you do, remove time counters from it equal to the damage dealt.

Before time passes, if there is exactly one time counter on this duration, it deals 6 damage.



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