

# HUNTER OF DEATH



*The harbingers of calamity swarm out restlessly, as they desire nothing but the hunt itself. Find a better place to hide! Their claws tear deep into the flesh and their glowing eyes remain burned into the mind's eye of a few lucky survivors.*

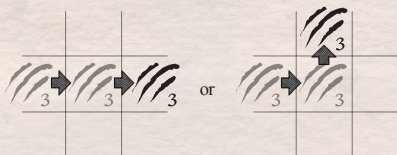


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## HUNTER'S PATH

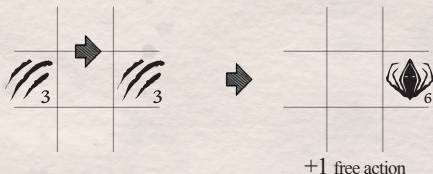
Move the Hunter up to 2 fields.

*Note: You can still only attack the adjacent fields.*



## DARK FUSION

Move your Hunter of Death to the field of another friendly Hunter of Death. Put one of them into the Exile. Upgrade the other to a Demon of Darkness. If there is no other friendly Hunter of Death in the Warlands, you may take an additional action with this Demon of Darkness.



## POWER HIERARCHY

