

1 Egg of the Eternal



Last Breath: Search your Deck for a Phoenix and add it to your hand.
(Last Breath: Activate when destroyed by battle or card effect.)

If this card is used for the cost to summon a Phoenix, destroy 1 non-equipment card on the field.

Egg **1**

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Egg **1**

1 Fire Starter



Welcome: Deal 1 damage to target creature.
(Welcome: Activate when the card enters the battlefield.)

"Ooooo Pretty fire."-Fire Starter

Dragon **1**

1 Fire Starter



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Dragon **1**

1 Fire Ferret



Deal 1 damage to anything that deals combat damage to this creature.

"Cute. But not as a pet."

Rodent Beast **1**

1 Fire Ferret



Deal 1 damage to anything that deals combat damage to this creature.

"Cute. But not as a pet."

1 Rodent Beast **1**

1 Fire Ferret



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1 Rodent Beast **1**

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Deal 1 damage to anything that deals combat damage to this creature.

"Cute. But not as a pet."

1 Rodent Beast **1**

2 Fire Popper



Last Breath: Deal 1 damage to all players and creatures.
(Last Breath: Activate when destroyed by battle or card effect.)

"So hot it has been known to start forest fires."

Plant **2**

2 Fire Popper



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"So hot it has been known to start forest fires."

Plant **2**

3 Combuskin Bear



After taking non-combat damage this card gains 2 attack.

3 Bear **3**

3 Combuskin Bear



After taking non-combat damage this card gains 2 attack.

3 Bear **3**

3 Combuskin Bear



After taking non-combat damage this card gains 2 attack.

3 Bear 3

3 Combuskin Bear



After taking non-combat damage this card gains 2 attack.

3 Bear 3

3 Combuskin Fighter



After this card takes non-combat damage and survives. This card becomes On-Guard and makes an attack with Fast Hand.
(Fast Hand: In combat this card deals damage first when attacking.)

2 Fighter 4

3 Combuskin Fighter



After this card takes non-combat damage and survives. This card becomes On-Guard and makes an attack with Fast Hand.
(Fast Hand: In combat this card deals damage first when attacking.)

2 Fighter 4

3 Combuskin Fighter



After this card takes non-combat damage and survives. This card becomes On-Guard and makes an attack with Fast Hand.
(Fast Hand: In combat this card deals damage first when attacking.)

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3 Combuskin Fighter



After this card takes non-combat damage and survives. This card becomes On-Guard and makes an attack with Fast Hand.
(Fast Hand: In combat this card deals damage first when attacking.)

2 Fighter 4

4 Combuskin Orc

1 Fire Card



When this card takes damage and survives. It can no longer take damage for the rest of the turn.

5 Orc 3

4 Combuskin Orc

1 Fire Card



When this card takes damage and survives. It can no longer take damage for the rest of the turn.

5 Orc 3

4 Combuskin Orc

1 Fire Card



When this card takes damage and survives. It can no longer take damage for the rest of the turn.

5 Orc 3

4 **Combuskin Orc**

1 Fire Card



When this card takes damage and survives. It can no longer take damage for the rest of the turn.

5 **Orc** **3**

6 **Pheonix**

2 Fire Cards



Last Breath: Shuffle 3 cards from the graveyard into the deck. Then draw 1 card.
(Last Breath: Activate when destroyed by battle or card effect.)

6 **Bird** **4**

6 **Pheonix**

2 Fire Cards



Last Breath: Shuffle 3 cards from the graveyard into the deck. Then draw 1 card.
(Last Breath: Activate when destroyed by battle or card effect.)

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Last Breath: Shuffle 3 cards from the graveyard into the deck. Then draw 1 card.
(Last Breath: Activate when destroyed by battle or card effect.)

6 **Bird** **4**

7 **Pyromae, Combuskin Lord**

3 Fire Cards



Welcome: This card gains all effects of Combuskin creatures use to summon this card.
(Welcome: Activate when the card enters the battlefield.)

Once per turn on your turn you may deal 2 damage to target creature or player.

8 **Fighter** **6**

7 **Pyromae, Combuskin Lord**

3 Fire Cards



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Once per turn on your turn you may deal 2 damage to target creature or player.

8 **Fighter** **6**

2 Fire Blast

1 Fire Card



Deal 3 damage to target creature and 1 damage to its controller.

Spell-Destruction

2 Fire Blast

1 Fire Card



Deal 3 damage to target creature and 1 damage to its controller.

Spell-Destruction

2 Fire Blast

1 Fire Card



Deal 3 damage to target creature and 1 damage to its controller.

Spell-Destruction

2 Fire Blast

1 Fire Card



Deal 3 damage to target creature and 1 damage to its controller.

Spell-Destruction

2 Sparks



Deal 1 damage to two different creatures.

Spell-Destruction

2 Sparks



Deal 1 damage to two different creatures.

Spell-Destruction

2 Sparks



Deal 1 damage to two different creatures.

Spell-Destruction

2 Sparks



Deal 1 damage to two different creatures.

Spell-Destruction

3 Raging Flame



Give target creature or player gains 2 attack till the end of turn.

Spell-Enhance

3 Raging Flame



Give target creature or player gains 2 attack till the end of turn.

Spell-Enhance

3 Raging Flame



Give target creature or player gains 2 attack till the end of turn.

Spell-Enhance

3 Raging Flame



Give target creature or player gains 2 attack till the end of turn.

Spell-Enhance

4 Walk on Coals

1 Fire Card



Activate one of your creatures keywords without meeting the requirements to do so.

Spell-Enhance

4 Walk on Coals

1 Fire Card



Activate one of your creatures keywords without meeting the requirements to do so.

Spell-Enhance

4 Walk on Coals

1 Fire Card



Activate one of your creatures keywords without meeting the requirements to do so.

Spell-Enhance

4 Walk on Coals

1 Fire Card



Activate one of your creatures keywords without meeting the requirements to do so.

Spell-Enhance

5 Thermal Break

1 Fire Card



Deal 2 to all creatures and players.

Spell-Destruction

5 Thermal Break

1 Fire Card



Deal 2 to all creatures and players.

Spell-Destruction

5 Thermal Break

1 Fire Card



Deal 2 to all creatures and players.

Spell-Destruction

5 Thermal Break

1 Fire Card



Deal 2 to all creatures and players.

Spell-Destruction

7 Solar Flare

2 Fire Cards



Deal 4 damage to all creatures and players

Spell-Destruction

7 Solar Flare

2 Fire Cards



Deal 4 damage to all creatures and players

Spell-Destruction

7 Solar Flare

2 Fire Cards



Deal 4 damage to all creatures and players

Spell-Destruction

7 Solar Flare

2 Fire Cards



Deal 4 damage to all creatures and players

Spell-Destruction

7 Astroid Kick

3 Fire Cards



Destroy all creatures on the feild. Then summon a creature from your hand, if it has a cost you must pay it. Then discard the rest of your hand.

Spell-Destruction

7 Astroid Kick

3 Fire Cards



Destroy all creatures on the feild. Then summon a creature from your hand, if it has a cost you must pay it. Then discard the rest of your hand.

Spell-Destruction

7 Astroid Kick

3 Fire Cards



Destroy all creatures on the feild. Then summon a creature from your hand, if it has a cost you must pay it. Then discard the rest of your hand.

Spell-Destruction

7 Astroid Kick

3 Fire Cards



Destroy all creatures on the field. Then summon a creature from your hand, if it has a cost you must pay it. Then discard the rest of your hand.

Spell-Destruction

1 Flint & Steel



Deal 1 damage to a target creature or player.

Item-Basic

1 Flint & Steel



Deal 1 damage to a target creature or player.

Item-Basic

1 Flint & Steel



Deal 1 damage to a target creature or player.

Item-Basic

1 Flint & Steel



Deal 1 damage to a target creature or player.

Item-Basic

3 Bonfire Chili



You or one of your creatures takes 1 damage and gains "Upon attacking, the attack target takes 2 damage." till end of turn.

"Hot hot hot!!"

Item-Food

3 Bonfire Chili



You or one of your creatures takes 1 damage and gains "Upon attacking, the attack target takes 2 damage." till end of turn.

"Hot hot hot!!"

Item-Food

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You or one of your creatures takes 1 damage and gains "Upon attacking, the attack target takes 2 damage." till end of turn.

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You or one of your creatures takes 1 damage and gains "Upon attacking, the attack target takes 2 damage." till end of turn.

"Hot hot hot!!"

Item-Food

6

Heated Armor

12 Fire Ronum

When an attack is declared on you, you may send a Fire card from your Material Zone to the Graveyard to deal 3 damage to what is attacking you.
 "You might land a few hits but they will come with a cost."

Armor

35

4

Burning Katana

8 Fire Ronum

Slayer: Deal 2 damage to up to 2 different target creatures and or players.
 (Slayer: If this card sends a creature to the graveyard, activate this card's effect.)

5

Weapon-Sword

⊕

Soul of Fire

Starting Gear

"I will blaze my own path!"

Accessory-Gem

1

Spark Ring

2 Fire Ronum

Skill: Send a Fire card from your Material Zone to your Graveyard to deal 1 damage to a target creature or player.
 (Skill: If this card is On-Guard you main change it to Off-Guard to activate this effect.)

Accessory-Ring