



4 Walk on Coals

1 Card



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

Spell-Enhance

5 Thermal Break

1 Card



Deal 2 to all creatures and players.

Spell-Destruction

5 Thermal Break

1 Card



Deal 2 to all creatures and players.

Spell-Destruction

5 Thermal Break

1 Card



Deal 2 to all creatures and players.

Spell-Destruction

5 Thermal Break

1 Card



Deal 2 to all creatures and players.

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

7 Solar Flare

2 Card



Deal 4 damage to all creatures and players

Spell-Destruction

7 Solar Flare

2 Card



Deal 4 damage to all creatures and players

Spell-Destruction

3 Raging Flame



Give target creature +2 attack till the end of turn.

Spell-Enhance

3 Raging Flame



Give target creature +2 attack till the end of turn.

Spell-Enhance

3 Raging Flame



Give target creature +2 attack till the end of turn.

Spell-Enhance

3 Raging Flame



Give target creature +2 attack till the end of turn.

Spell-Enhance

2 Quick Gem

4 Ronum



Skill: Pay 2 Card then give a creature Go!
(Skill: During your Main Quest Phase you can turn this card Off Guard to resolve the effect.)
(GO: This card can attack the turn it is summoned.)

Accessory-Ring

7 Pyromae, Combuskin Lord

3 Cards



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

8 Fighter **6**

7 Pyromae, Combuskin Lord

3 Cards



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8 Fighter **6**

7

Pyromae, Combuskin Lord

3 Cards



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

8

Fighter

6

7

Pyromae, Combuskin Lord

3 Cards



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

8

Fighter

6

6

Pheonix

2 Cards



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

6

Bird

4

6

Pheonix

2 Cards



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

6

Bird

4

6

Pheonix

2 Cards



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

6

Bird

4

6

Pheonix

2 Cards



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

6

Bird

4

6

Heated Armor

12 Ronum




Deal full damage while you are Off Guard.

Armor

35

1

Flint & Steel



Deal 1 damage to a target.

Item-Basic

1

Flint & Steel



Deal 1 damage to a target.

Item-Basic

1

Flint & Steel

Deal 1 damage to a target.

Item-Basic

1

Flint & Steel

Deal 1 damage to a target.

Item-Basic

1

Fire Starter

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

"Ooooo Pretty fire."-Fire Starter

1

Dragon

1

1

Fire Starter

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

"Ooooo Pretty fire."-Fire Starter

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Dragon

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1

Fire Starter

Welcome: Deal 1 damage to target creature.
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Dragon

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Fire Starter

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

"Ooooo Pretty fire."-Fire Starter

1

Dragon

1

4

Combuskin Orc

1

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

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

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 Card

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

5 Orc **3**

3 Combuskin Fighter

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

2 Fighter **4**

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

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

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

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**

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**

4 Burning Katana

8 Ronum



When you attack with this weapon take 1 damage.

5 Weapon-Sword

7 Astroid Kick

3 Cards



Destroy all creatures. Then summon a creature from your had, if it has a cost you must pay it. Then discard your hand.

Spell-Destruction

7 Astroid Kick

3 Cards



Destroy all creatures. Then summon a creature from your had, if it has a cost you must pay it. Then discard your hand.

Spell-Destruction

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



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



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



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

"Cute. But not as a pet."

1

Rodent Beast

1

3

Fire Blast



Deal 3 damage to a target.

Spell-Destruction

3

Fire Blast



Deal 3 damage to a target.

Spell-Destruction

3

Fire Blast



Deal 3 damage to a target.

Spell-Destruction

3

Fire Blast



Deal 3 damage to a target.

Spell-Destruction