

Fireheart

Set Ablaze

Defiant Fury

Pyre Meditation

Bright-Burning Authenticity

Lava Axe

Walk Among Flames

Immolation

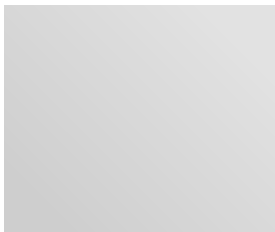
Fiery Aura

Fireheart Ascension



Set Ablaze

Starter Move



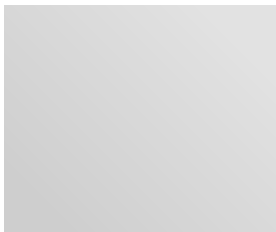
Attack



If a move card blocks me, ruin it.
*(When a ruined card leaves play,
banish it.)*

Defiant Fury

Starter Move



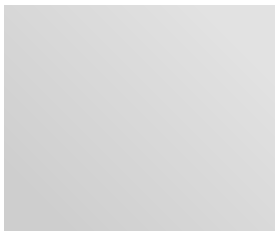
Invoke. If your opponent has three or more points:

Attack



Pyre Meditation

Starter Move – Sequence



Gain one inspiration.

Your attacks get +2 attack power this turn.

Bright-Burning Authenticity

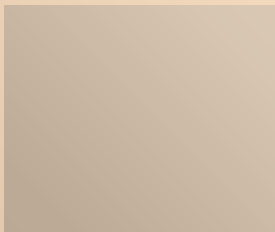
Inspiration



I can only be played when the match begins as face-down inspiration.

Lava Axe

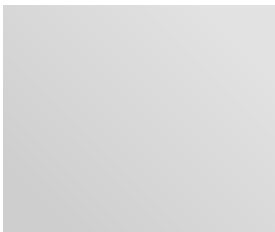
Item



At the start of each turn, if either player has three or more points, your attacks get +1 power this turn. If both players have three or more points, they get +2 power instead.

Walk Among Flames

Move



Your opponent conjures
Immolation into play. You gain two
inspiration and get an additional
action next turn.



Oneshot: Banish after use.

Immolation

Conjured Move

Conjured (I only join your hand when Walk Among Flames conjures me.)

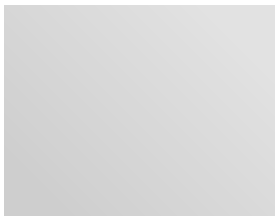
Attack





Fiery Aura

Move - Sequence



I

Once this turn, when I see you being attacked:

Attack



II

Same effect as first turn.

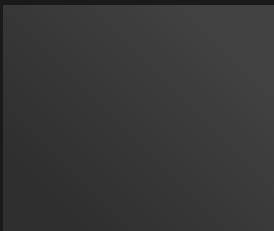
III

Same effect as first turn.



Fireheart Ascension

Conjured Move



Conjured (I only join your hand when conjures me.)

Attack



Attack

