



Bloodthirsty Axe



Attack



I get +2 attack power if you are being attacked.

Battle Rage

Permanent



At the start of each turn, if your opponent has scored at least two points you may play an additional action this turn.

Rite of Scars



Attack



In addition, you also attack yourself for the same amount. (*Your opponent scores the points.*)

Gain two Spirit.

Pillage



Banish a card your opponent played this turn.



Retribution



Attack



I get +1 attack power for each two points your opponent has scored this match.

I can't be blocked unless your opponent pays Any.



Bind in Thorns



Attack

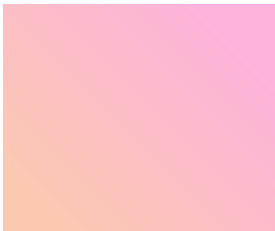


Block an attack.





Insatiable Flame



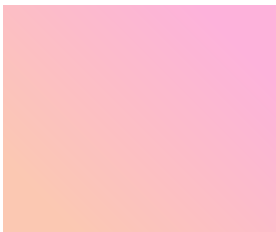
Attack



I **burn** your opponent when I hit.
(This can help you set them ablaze)



Set Ablaze



I cost no resources once your opponent has been **burned** twice.

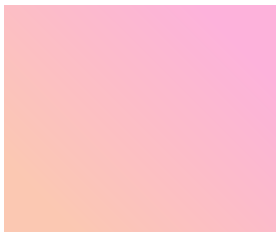
Attack



Oneshot: Banish after use.

Inferno Circle

Sequence

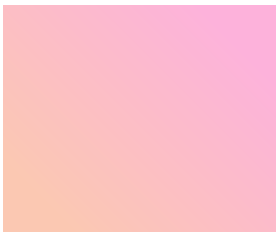


If your opponent attacked this turn, I **burn** them.

If your opponent attacked this turn, I **burn** them.

Kindled Flame

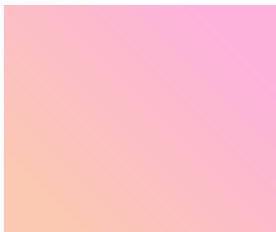
Innate Permanent



When your opponent is **burned** for the third time play Set Ablaze immediately as a special action. If it is banished or forgotten, recall it first.

Pyre Offering

Sequence



I

Banish a non-Fireheart card from your hand to recall Consumed by Flame.

II

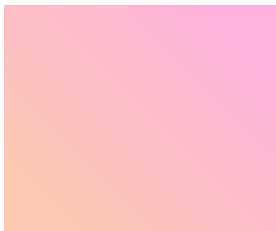
You may play an additional action.



Oneshot: Banish after use.

Consumed by Flame

Forgotten



This card begins the match forgotten and is recalled by Pyre Offering

Consumed by Flame is a copy of the card that was banished by Pyre Offering, except that it **burns** your opponent when it hits and when it blocks their attacks.



Balanced Blade



Attack



Recall Parry.



Parry

Forgotten



This card begins the match forgotten and is recalled by Balanced Blade.

I cost one resource less if you played Balanced Blade last turn.

Block an attack.



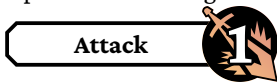
Oneshot: Banish after use.



Arrow Volley



Repeat the following twice:



(One block can only stop one attack.)



Decisive Strike



I cost one resource less for each two points you've scored this match.

Attack





Battle Tactics

Innate Permanent



Choose a strategy:

Skirmish – You may play an additional action on the second turn.

Ambush – The first time you attack, give an attack +2 attack power.

Besiege – Your opponent pays Any.



Shield Wall

Permanent



First turn:

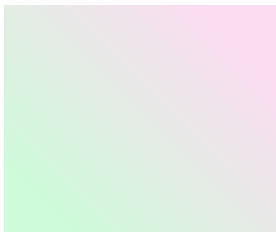
Block an attack.



Whenever you play an attack, block an attack with less attack power.



Elegant Reversal



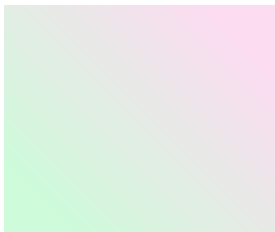
Block an attack.



When I block an attack, I attack back with equal attack power.

Mesmerize

Sequence



I

No effect

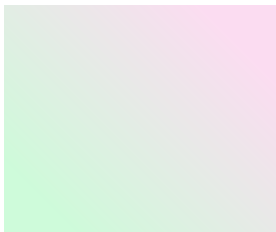
II

Your opponent's actions cost twice as many resources.
(For example, an action that would cost SA costs SSAA.)



Dizzying Spin

Sequence



Attack

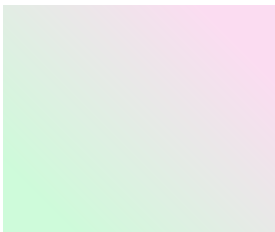


If I hit, name a card.

Your opponent can't play
the named card(s).



Just Out of Reach

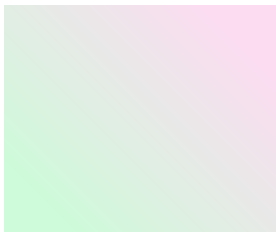


Your opponent's attacks get -2
attack power this turn.



Entice to Dance

Innate Permanent

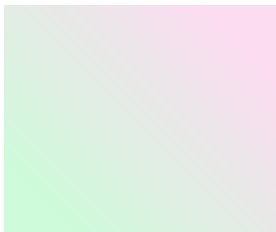


Your opponent recalls Try to Keep Up.

When the match ends, score three points unless your opponent has played Try to Keep Up.

Try to Keep Up

Forgotten

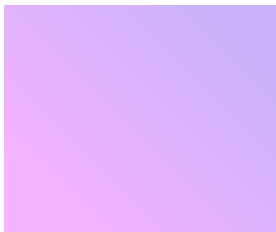


This card begins the match forgotten and is given to your opponent by Entice to Dance.

Banish Try to Keep Up on top of Entice to Dance.



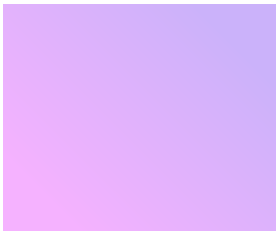
Arcane Research



Choose two random advanced cards you have not yet learned and recall them. If you recall an innate card, play it immediately.



Forcefield



Block an attack.



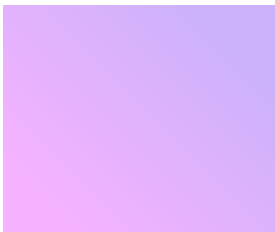
For the rest of the match, Forcefield costs no resources.



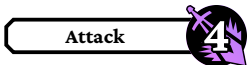
Meteor Invocation



Sequence

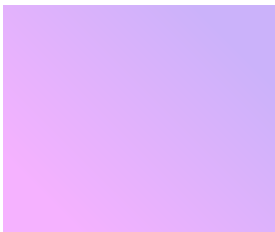


No effect.





Shrinking Ray



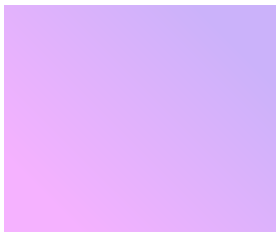
Your opponent pays AnyAny if able, or Any if that's all they have. They must undo an action they played this turn if doing so would make them more able to pay. (*Undone actions are recalled and refunded and have no effect.*)



Oneshot: Banish after use.

Spellweaving

Innate Permanent

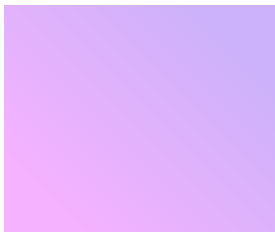


Reveal an Arcanist card and a non-Arcanist card from your hand. When you play one of those cards, play the other as a special action if able.



All-Consuming Void

Forgotten

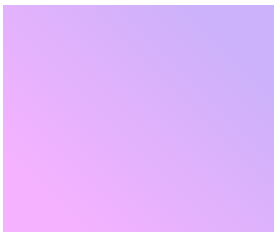


Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.

At end of turn, end the match. (The player with more points wins)

True Reincarnation

Forgotten



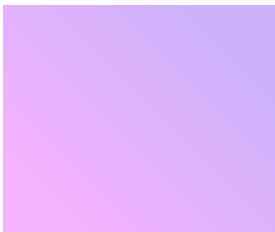
Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.

If your opponent would score points this turn, instead they score no points and your resources are restored to your starting resources.



Awaken the Old Gods

Forgotten Sequence



Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.



Attack



Attack





FAKE TEST CARD



Forgotten



Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.

Attack



Attack



Oneshot: Banish after use.



FAKE TEST CARD

Forgotten



Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.



Block an attack.



Attack



Oneshot: Banish after use.