

Bright-Burning Authenticity

Starter Inspiration



Equip: Equip me and any number of other cards from your hand face-down as inspiration.

Defiant Fury

Starter Move



Invoke.

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If your opponent has three or more points: **attack 2**



Fiery Aura

Move - Sequence



1. Once this turn, when I see your opponent attacking: **attack 2**
2. Same effect as first turn.
3. Same effect as first turn.



Fireheart Ascension

Conjured Move - Ascension



Conjured - I appear when another card conjures me and disappear when I leave play.

attack 3

attack 3

Immolation

Conjured Move



Conjured - I appear when another card conjures me and disappear when I leave play.

attack 2

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.

Pyre Meditation

Starter Move - Sequence



1. Gain one inspiration.
2. Your attacks get +2 attack power this turn.



Set Ablaze

Starter Move



attack 2

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

Signature: The Fireheart

Signature Move



You can only claim me if you are on the Path of the Disciple, and only after losing half your hearts.

Equip: Equip one of your starter moves. I become an upgraded copy of that card.

Set Ablaze – I cost ☐ less to play.

Defiant Fury – I get +2 attack power.

Pyre Meditation – The second time you play me this match, conjure your ascension to hand.

Walk Among Flames

Move



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