



# 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



**Block an attack.**

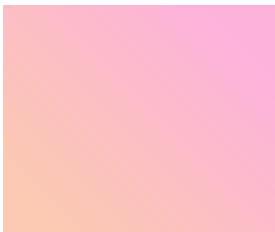


**Attack**





# Insatiable Flame



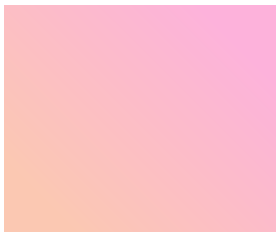
Attack



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



# Set Ablaze



Attack



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



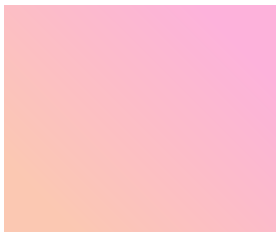
Oneshot: Banish after use.



# Inferno Circle

---

*Sequence*

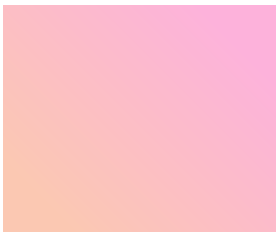


- [1] If your opponent attacked this turn, I **burn** them.
- [2] If your opponent attacked this turn, I **burn** them.

# Kindled Flame

---

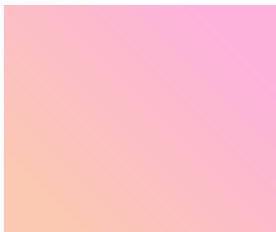
*Innate Permanent*



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*



- [1] Banish a non-Fireheart card from your hand to recall Consumed by Flame.
- [2] You may play an additional action

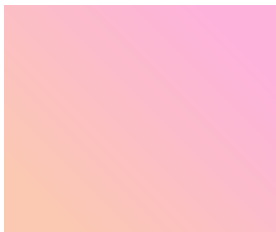


**Oneshot:** Banish after use.

# Consumed by Flame

---

*Extra*



*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

*Extra*



*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.

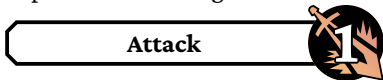


# Arrow Volley

---



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.