



# Bloodthirsty Axe

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Attack



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

# Battle Rage

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*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

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**Attack**



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

Gain two Spirit.

# Pillage

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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

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**Attack**

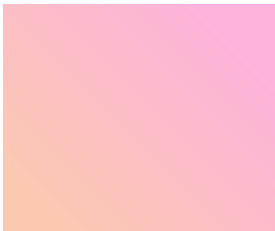


**Block an attack.**





# Insatiable Flame



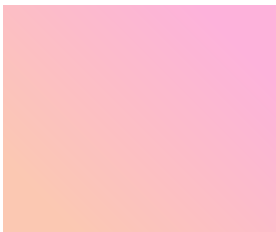
Attack



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



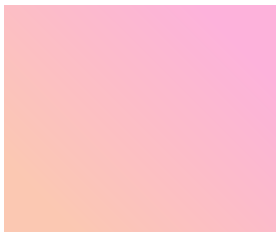
Oneshot: Banish after use.



# Inferno Circle

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*Sequence*



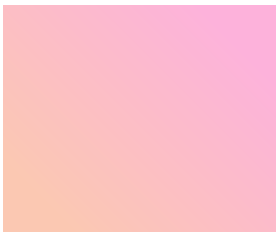
If your opponent attacked this turn, I **burn** them.

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

# Kindled Flame

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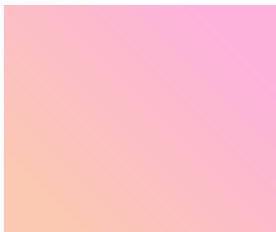
*Innate Permanent*



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*



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

You may play an additional action.

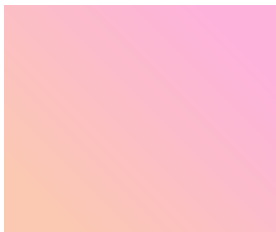


**Oneshot:** Banish after use.

# Consumed by Flame

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*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

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**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.

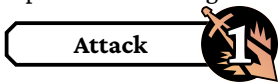


# Arrow Volley

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Repeat the following twice:



*(One block can only stop one attack.)*



## Decisive Strike

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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:

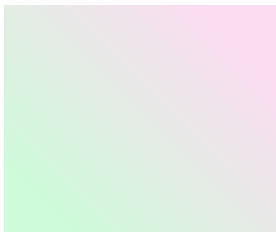
**Block an attack.**



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



# Elegant Reversal



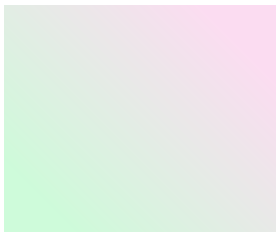
**Block an attack.**



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

# Mesmerize

*Sequence*



I

No effect

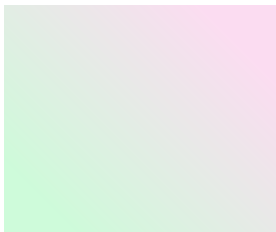
II

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



# Dizzying Spin

*Sequence*



**Attack**

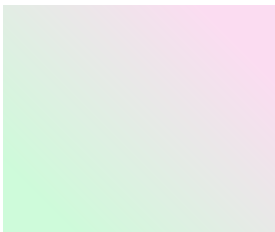


If I hit, name a card.

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



## Just Out of Reach

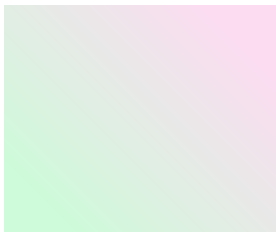


Your opponent's attacks get -2 attack power this turn.



# Entice to Dance

*Innate Permanent*



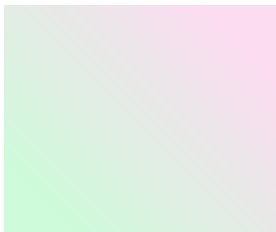
Your opponent recalls Try to Keep Up.

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

# Try to Keep Up

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*Extra*



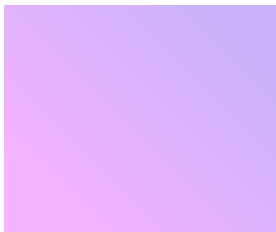
*This card begins the match forgotten and is given to your opponent by Entice to Dance.*

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





## Arcane Research

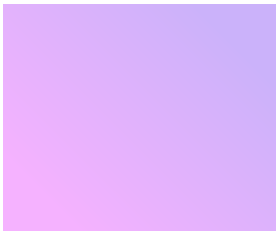


Choose two random advanced cards you have not yet learned and recall them. If you recall an innate card, play it immediately.



# Forcefield

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**Block** an attack.



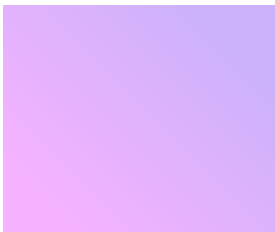
For the rest of the match, Forcefield costs no resources.



# Meteor Invocation



*Sequence*



No effect.

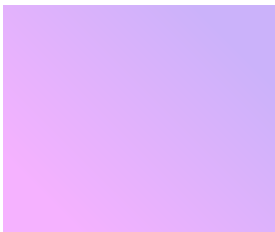


Attack





# 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.*)

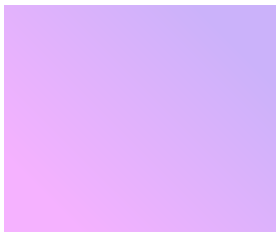


Oneshot: Banish after use.

# Spellweaving

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*Innate Permanent*



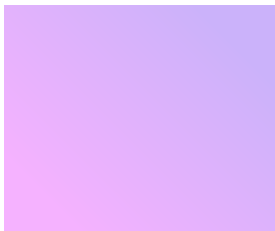
Reveal an Arcanist card and a non-Arcanist card from your hand. When you play one of those cards, play the other as a special action if able.



# All-Consuming Void

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*Extra*



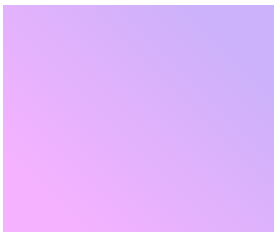
*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*

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

# True Reincarnation

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*Extra*



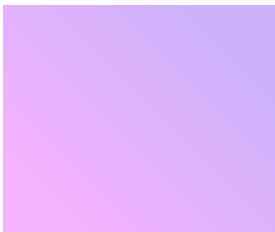
*Forbidden Magic - This card begins the match forgotten and can be recalled by an upgraded Arcane Research.*

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

*Extra Sequence*



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



Attack



Attack







# FAKE TEST CARD

*Extra*



*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



*Extra*



*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.**