

# 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.



## Bind in Thorns

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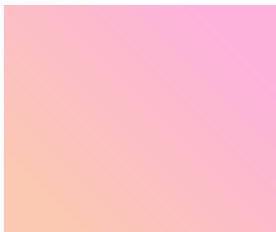
**Block** an attack.

**Attack 1.**



# Insatiable Flame

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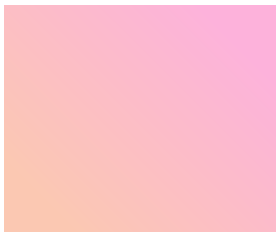
## Attack 1.

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



# Set Ablaze

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## Attack 4.

I cost no resources once your opponent has been **burned** twice. I can't be blocked.

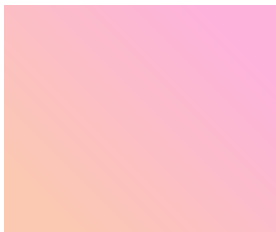


Oneshot: Banish after use.

# Inferno Circle

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## *Sequence*

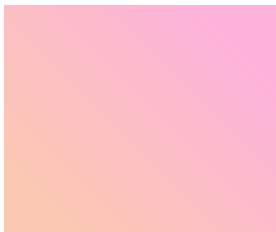


- [1] If your opponent attacked this turn, I **burn** them.
- [2] If your opponent attacked this turn, I **burn** them.

# Kindled Flame

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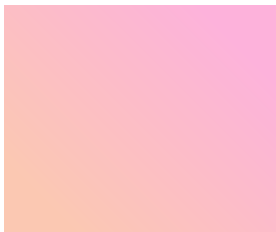
*Innate Permanent*



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*



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

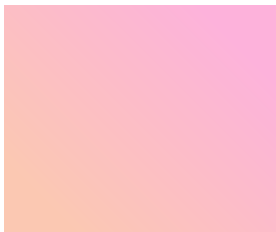


**Oneshot:** Banish after use.

# Consumed by Flame

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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 2.**

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:

**Attack 1.**

*(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 3.**



# 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

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*Permanent*



First turn:

**Block** an attack.

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