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.

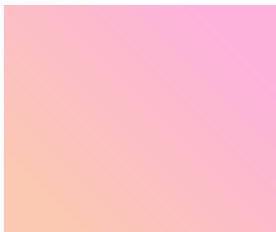# Bind in Thorns

Block an attack.

Attack 1.

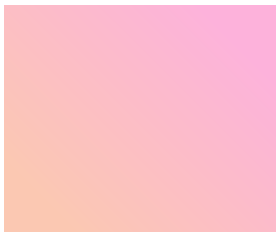# Insatiable Flame

Attack 1.

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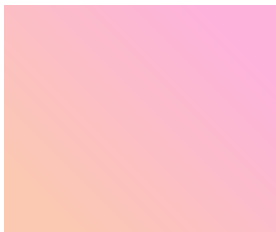
Set Ablaze

Attack 4.

I cost no resources once your opponent has been **burned** twice. I can't be blocked.
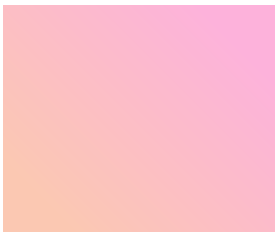
Oneshot: Banish after use.

Inferno Circle

Sequence

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

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

Fireheart   09/12/21 – Glorybound
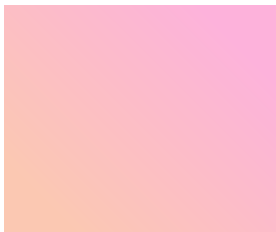
Kindled Flame

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

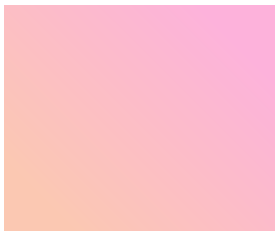## *Sequence*

[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 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

Repeat the following twice:

Attack 1.

(One block can only stop one attack.)

Decisive Strike

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

Permanent

First turn:

Block an attack.

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