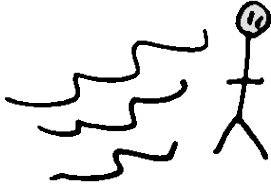


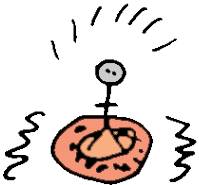
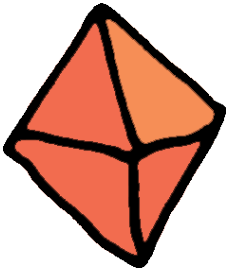








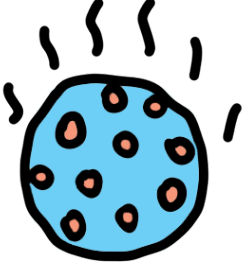




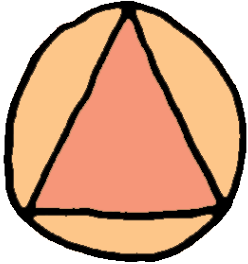





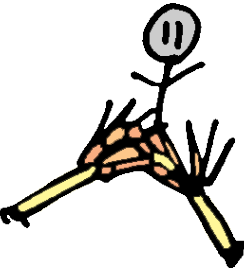



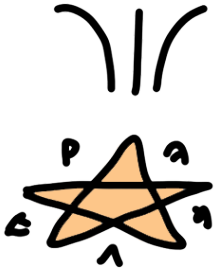



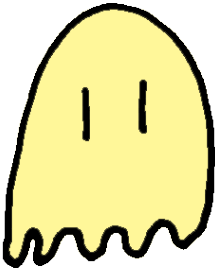






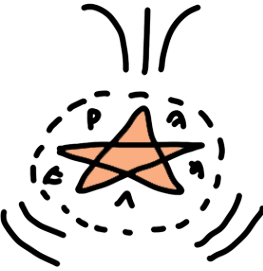




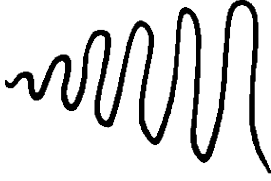




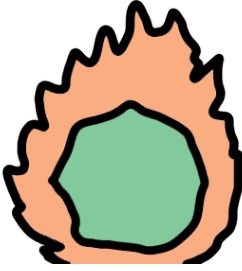



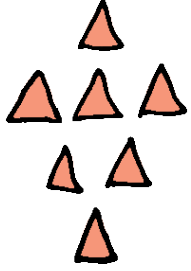




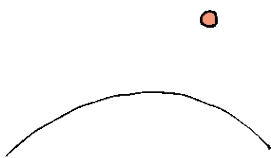




















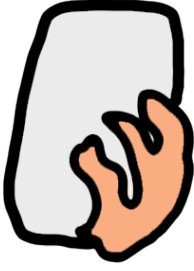




<p><b>Acceleration Runes</b> ▲</p>  <p><b>Spell - Enchantment</b> Enchant a creature. It gains "ready".</p>	<p><b>Arcane Artillery</b> ▲</p>  <p><b>Spell - Reaction</b> Cast when an enemy creature declares a counterattack. Destroy the creature.</p>	<p><b>Burning Aura</b> ▲</p>  <p><b>Spell - Enchantment</b> Enchant a creature. It gains +1 / +1.</p> <p><b>+1 / +1</b></p>
<p><b>Dark Fire Sacrifice</b> ▲</p>  <p><b>Spell - Reaction</b> Cast when a friendly creature attacks. Double the creature's attack. At the end of combat, destroy it.</p>	<p><b>Fire Crystal</b> ▲</p>  <p><b>Item</b> Destroy a friendly creature to destroy an enemy creature.</p>	<p><b>Hot Ash</b> ▲</p>  <p><b>Item</b> You may channel this from your hand. When paying for a ▲ creature, this provides ▲▲.</p>
<p><b>Runic Sabre</b> ▲</p>  <p><b>Item - Equipment</b> Equip to a friendly Fire creature. Equipped creature gains +2 / +0.</p> <p><b>+2 / +0</b></p>	<p><b>Thunderstorm</b> ▲</p>  <p><b>Spell - Field</b> All spells deal +1 damage.</p>	<p><b>Blaze</b> ▲</p>  <p><b>Spell - Enchantment</b> Enchant a friendly ▼ creature. It gains +2 / +1.</p> <p>▲ <b>+2 / +1</b></p>

<p><b>Blood Sacrifice</b> </p>  <p><b>Spell</b>  <b>Burn</b> 1 to draw 1 card.</p> <p></p>	<p><b>Boil Blood</b> </p>  <p><b>Spell - Enchantment</b>          Enchant a friendly  creature. It becomes  and gains +2 / +0.</p> <p> <b>+2 / +0</b></p>	<p><b>Fireball</b> </p>  <p><b>Spell</b>          Deal 3 damage to an enemy.</p> <p></p>
<p><b>Firebolt</b> </p>  <p><b>Spell - Reaction</b>          Deal 2 damage to a creature.</p> <p></p>	<p><b>Immolate</b> </p>  <p><b>Spell - Reaction</b>          If you control a  creature, deal 5 damage to a creature.</p> <p></p>	<p><b>Summon</b> </p>  <p><b>Spell</b>  <b>Burn</b> 1. If it's a  creature, summon it.</p> <p></p>
<p><b>Untamed Fire Spirit</b> </p>  <p><b>Creature</b>          Deal 1 damage to a creature.</p> <p> <b>2 / 2</b></p>	<p><b>Fireworks</b> </p>  <p><b>Spell</b>          Deal 3 damage to enemy creatures, one at a time, split as you choose.</p> <p> </p>	<p><b>Greater Summon</b> </p>  <p><b>Spell</b>  <b>Burn</b> 2. Summon any  creatures.</p> <p> </p>

<p><b>Heat Wave</b> </p>  <p><b>Spell</b> Deal 1 damage to all enemy creatures. If you control a  creature, deal 2 instead.</p> <p> </p>	<p><b>Incinerate</b> </p>  <p><b>Spell</b> Destroy a creature. Draw a card.</p> <p> </p>	<p><b>Blood to Fire</b> </p>  <p><b>Spell - Permanent</b> Draw until you have 7 cards in hand, then <b>burn</b> the rest of your deck. You cannot draw or <b>burn</b>.</p> <p>  </p>
<p><b>Fire Star Rising</b> </p>  <p><b>Spell</b>  creatures you control gain +3 / +0 until end of turn.</p> <p>  </p>	<p><b>Fire Warlock</b> </p>  <p><b>Creature</b> Whenever you play a card, <b>burn</b> 1.</p> <p>   <b>3 / 3</b></p>	<p><b>Meteor Shot</b> </p>  <p><b>Spell</b> Deal 5 damage to an enemy creature, and 1 damage to all other enemy creatures.</p> <p>  </p>
<p><b>Reckless Stallion</b> </p>  <p><b>Creature</b> <b>Ready.</b></p> <p>   <b>5 / 3</b></p>	<p><b>Kindle</b> </p>  <p><b>Spell - Reaction</b> Deal 1 damage to a creature and draw a card.</p>	<p><b>Electric Shock</b> </p>  <p><b>Spell - Reaction</b> Deal 1 damage to a creature. It cannot attack or counterattack until end of turn.</p> <p></p>