

Blast from the Past

★ 80

Temporal, Spell

Instant, Trap

Pay 5 and deal damage to a susceptible fielded card of your choice equal to the amount of damage it took the last time it took damage this turn.



Inner Fire

★ 120

Spell, Enchantment, Fire

Reveal

Pay 1 and attach this card to a friendly or susceptible fielded card of your choice.

At the end of each round, if this card is attached to another card, deal 1 damage to that card.

If this card is attached to another card, that card +100 Offense and +1 Lethality.



Frost Elemental

★ 60

Shield 40

Heart 3

★ 80

Water, Air, Elemental

» Summon 3

Pay 4, exhaust a susceptible fielded card and move this card to a friendly empty position.

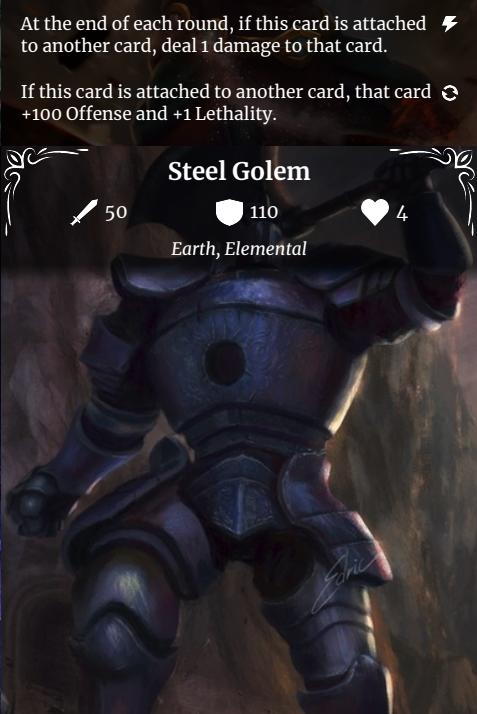
After this card ends combat with a susceptible fielded card, exhaust that card.



Mana Fountain

Heart 2

Water, Structure



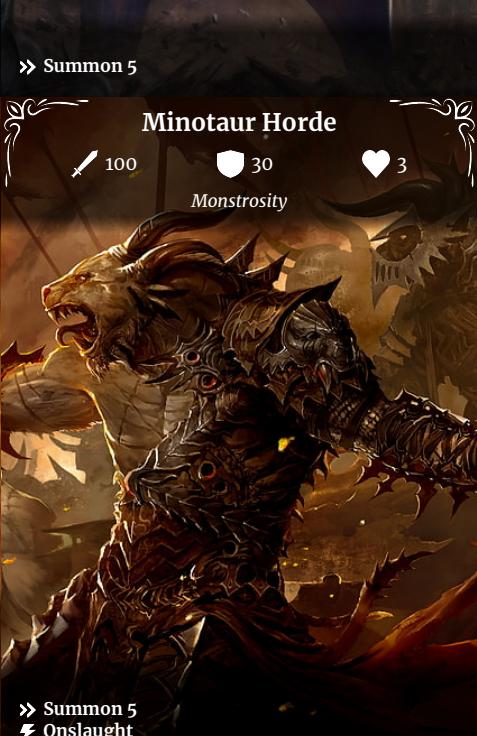
Steel Golem

Pen 50

Shield 110

Heart 4

Earth, Elemental

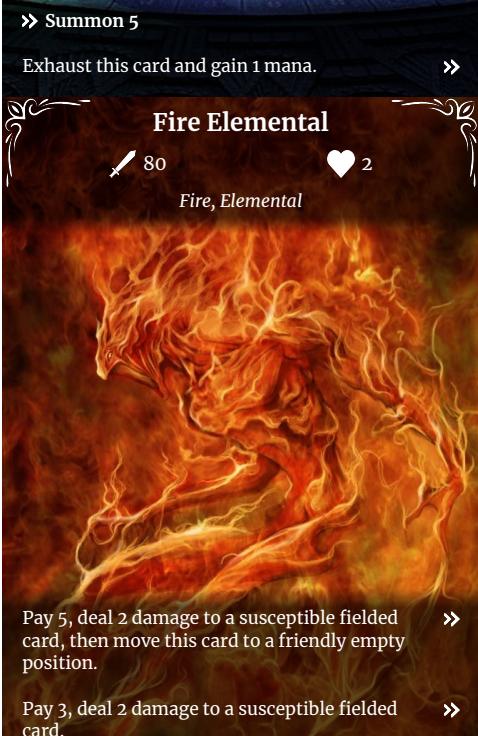


Chain Lightning

★ 70

Air, Fire, Spell

Pay 5 and deal 2 damage to a susceptible fielded card of your choice. You may deal 1 damage to a different susceptible fielded card of your choice.



Fire Elemental

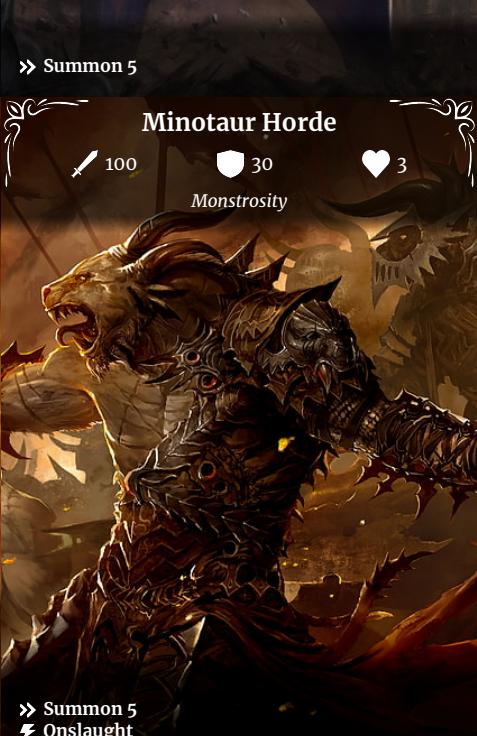
Pen 80

Heart 2

Fire, Elemental

Pay 5, deal 2 damage to a susceptible fielded card, then move this card to a friendly empty position.

Pay 3, deal 2 damage to a susceptible fielded card.

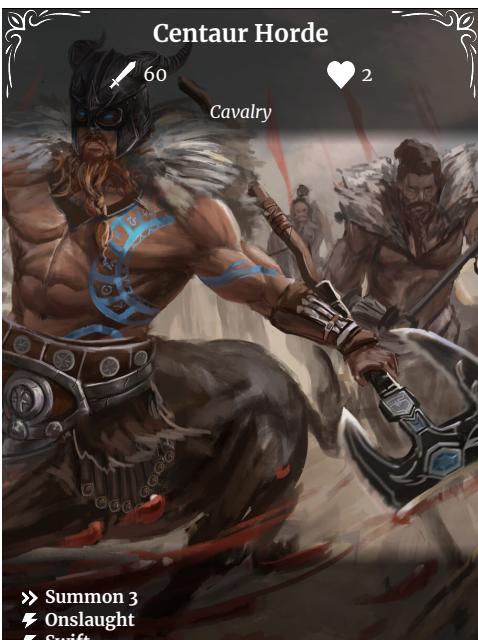


Superior Firepower Doctrine

Doctrine, Fire

» Reserve 1

All Fire cards have +X Offense, where X is 20 times the amount of damage that friendly Fire cards have dealt to enemy cards this turn.



Centaur Horde

60

5

Cavalry

» Summon 3
⚡ Onslaught
⚡ Swift

Fiery Rose

5

50

Fire, Flower

» Summon 5

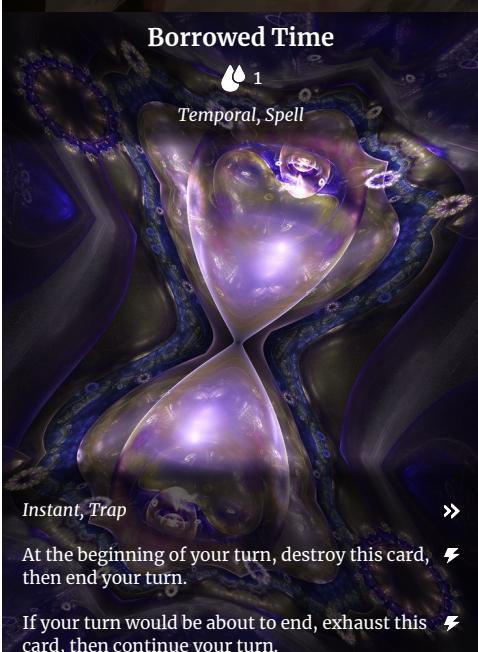
At the end of each round, this card gains +1 Bloom. Then, you may choose up to X susceptible fielded cards, where X is this card's Bloom value. If you do, destroy this card and deal 1 damage to all chosen cards.

Amulet of +20

3

20

Artifact



Borrowed Time

1

Temporal, Spell

Instant, Trap

At the beginning of your turn, destroy this card, then end your turn.

If your turn would be about to end, exhaust this card, then continue your turn.



Fire Blast

120

Fire, Spell

Trap

Pay 3 and deal 1 damage to a susceptible fielded card of your choice.



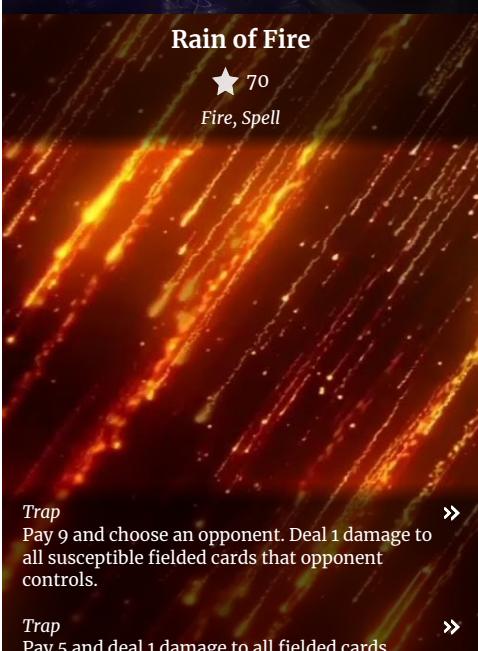
Fireball

100

Fire, Spell

Trap

Pay 7 and choose a position. Deal 1 damage to all susceptible fielded cards in that position or adjacent to it.



Rain of Fire

70

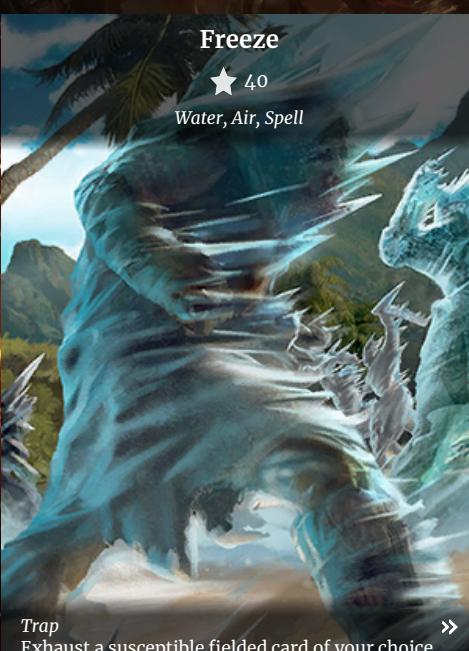
Fire, Spell

Trap

Pay 9 and choose an opponent. Deal 1 damage to all susceptible fielded cards that opponent controls.

Trap

Pay 5 and deal 1 damage to all fielded cards.



Freeze

40

Water, Air, Spell

Trap

Pay 1 and move a friendly or susceptible fielded card of your choice to a position of your choice on the same field.



Gale

60

Air, Spell

»

»

True Strike



⚡ Decaying

Trap

Pay 1 and attach this card to a card of your choice.

If this card is attached to a card, that card has +50 Offense and +1 Lethality.

Efreet

🗡️ 40

🛡️ 20

❤️ 2

★ 40

Fire, Spirit



» Summon 7

Pay 2, exhaust this card and deal 1 damage to a susceptible fielded card.

All other friendly Fire cards have +30 Power.



Duel at Dawn



Trap

Pay 1 and choose a friendly fielded card. That card battles a nearby enemy card.



» Summon 1
⚡ Swift

Silvershire Horseman

🗡️ 40

🛡️ 10

Warrior, Human, Cavalry



Standard Bearer

🗡️ 20

🛡️ 40

Warrior, Human



» Summon 3

All nearby cards have +20 Offense.



Guardian Spirit

🗡️ 60

❤️ 2

Spirit



» Summon 5

All nearby friendly cards have +1 Health.



Kindred Spirits

🗡️ 30

🛡️ 70

Spirit



» Summon 3

While there is a nearby friendly Spirit card, this card has +40 Offense.



Phantom Warrior

🗡️ 70

❤️ 2

Spirit, Warrior



» Summon 3

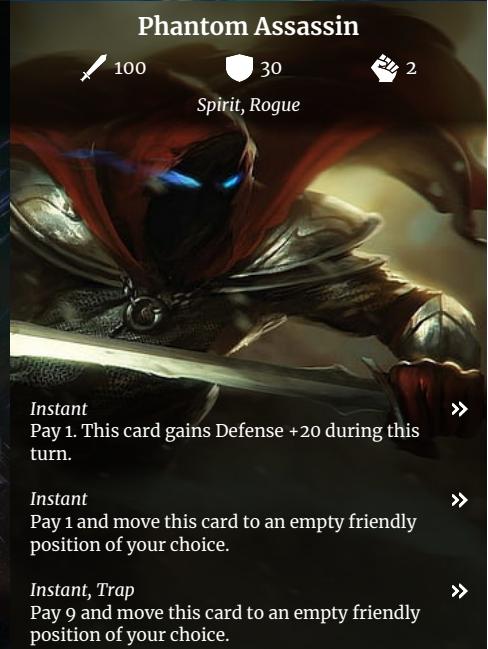
Phantom Assassin

🗡️ 100

🛡️ 30

████ 2

Spirit, Rogue



Instant

Pay 1. This card gains Defense +20 during this turn.



Instant

Pay 1 and move this card to an empty friendly position of your choice.



Instant, Trap

Pay 9 and move this card to an empty friendly position of your choice.



Flame Swordsman

100 50 2

Warrior, Human, Fire, Wheeler



» Summon 5

Clay Golem

20 80 2

Elemental, Earth



» Summon 3

Rock Golem

40 110 3

Elemental, Earth



» Summon 5