














































<div>1</div> <div>Candleing</div> <div></div> <div>Creature</div>	<div>1</div> <div>Candleing</div> <div></div> <div>Creature</div>	<div>1</div> <div>Candleing</div> <div></div> <div>Creature</div>
<div>1</div> <div>0</div> <div>0</div>	<div>1</div> <div>0</div> <div>0</div>	<div>1</div> <div>0</div> <div>0</div>
<div>4</div> <div>Phoenix</div> <div></div> <div>Creature</div>	<div>3</div> <div>Magma Golem</div> <div></div> <div>Creature</div>	<div>3</div> <div>Magma Golem</div> <div></div> <div>Creature</div>
Bird, Flying		
When this creature is destroyed, return it to your hand.		
<div>2</div> <div>2</div> <div>2</div>	<div>4</div> <div>1</div> <div>2</div>	<div>4</div> <div>1</div> <div>2</div>
<div>3</div> <div>Flame Drake</div> <div></div> <div>Creature</div>	<div>3</div> <div>Flame Drake</div> <div></div> <div>Creature</div>	<div>2</div> <div>Red Blade</div> <div></div> <div>Creature</div>
Flying	Flying	Blood
<div>3</div> <div>1</div> <div>2</div>	<div>3</div> <div>1</div> <div>2</div>	<div>2</div> <div>1</div> <div>1</div>

<div>2</div> <div>Red Blade</div> <div></div> <div>Creature</div> <div>Blood</div> <div>211</div>	<div>2</div> <div>Red Blade</div> <div></div> <div>Creature</div> <div>Blood</div> <div>211</div>	<div>1</div> <div>Sacrificial Brand</div> <div></div> <div>Creature</div> <div>Blood</div> <div>310</div>
<div>1</div> <div>Sacrificial Brand</div> <div></div> <div>Creature</div> <div>Blood</div> <div>310</div>	<div>5</div> <div>Fire Dragon</div> <div></div> <div>Creature</div> <div>Flying</div> <div>624</div>	<div>2</div> <div>Burning Imp</div> <div></div> <div>Creature</div> <div></div> <div>111</div>
<div>2</div> <div>Burning Imp</div> <div></div> <div>Creature</div> <div></div> <div>111</div>	<div>2</div> <div>Burning Imp</div> <div></div> <div>Creature</div> <div></div> <div>111</div>	<div>4</div> <div>Lahar</div> <div></div> <div>Creature</div> <div>Muck</div> <div>414</div>
<div>1</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div>1</div> <div>1</div> <div>1</div>	<div>1</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div>1</div> <div>1</div> <div>1</div>	<div>4</div> <div></div> <div></div> <div></div> <div></div> <div></div> <div>4</div> <div>1</div> <div>4</div>
This creature can be moved directly from defense to attack, or vice versa.		

<div>4</div> <div>Lahar</div> <div>  <div>Creature</div> </div> <div>Muck</div> <div> <p>This creature can be moved directly from defense to attack, or vice versa.</p> </div> <div> <div>4</div> <div>1</div> <div>4</div> </div>	<div>5</div> <div>Warcaller</div> <div>  <div>Creature</div> </div> <div>Champion</div> <div> <p>All other creatures in the same group as this creature get +1 Attack and -1 Health.</p> </div> <div> <div>3</div> <div>0</div> <div>2</div> </div>	<div>5</div> <div>Bloodlord</div> <div>  <div>Creature</div> </div> <div>Champion</div> <div> <p>Whenever you play a Blood card, deal one damage to target outpost.</p> </div> <div> <div>3</div> <div>1</div> <div>1</div> </div>
<div>3</div> <div>Flammifer</div> <div>  <div>Creature</div> </div> <div>Light</div> <div> <p>Your opponent's Defense gets -1.</p> </div> <div> <div>1</div> <div>2</div> <div>2</div> </div>	<div>3</div> <div>Flammifer</div> <div>  <div>Creature</div> </div> <div>Light</div> <div> <p>Your opponent's Defense gets -1.</p> </div> <div> <div>1</div> <div>2</div> <div>2</div> </div>	<div>2</div> <div>Living Furnace</div> <div>  <div>Creature</div> </div> <div></div> <div> <p>This creature gets +1 Attack and +1 Health for every Plant in play.</p> </div> <div> <div>1</div> <div>1</div> <div>1</div> </div>
<div>1</div> <div>Torchbearer</div> <div>  <div>Creature</div> </div> <div></div> <div></div> <div> <div>2</div> <div>1</div> <div>1</div> </div>	<div>1</div> <div>Torchbearer</div> <div>  <div>Creature</div> </div> <div></div> <div></div> <div> <div>2</div> <div>1</div> <div>1</div> </div>	<div>2</div> <div>Bonfire</div> <div>  <div>Creature</div> </div> <div></div> <div></div> <div> <div>3</div> <div>1</div> <div>2</div> </div>

<div>2</div> <div>Bonfire</div> <div> Creature</div>	<div>1</div> <div>Fire Arrow</div> <div> Spell</div>	<div>1</div> <div>Fire Arrow</div> <div> Spell</div>
	Target creature takes one damage.	Target creature takes one damage.
<div>3</div> <div>1</div> <div>2</div>		
<div>4</div> <div>Meteor</div> <div> Spell</div>	<div>1</div> <div>Flames of Rebirth</div> <div> Spell</div>	<div>1</div> <div>Flames of Rebirth</div> <div> Spell</div>
Target creature or outpost takes three damage.	You may cast this spell whenever a creature would be destroyed. Return it to play.	You may cast this spell whenever a creature would be destroyed. Return it to play.
<div>1</div> <div>Flames of Rebirth</div> <div> Spell</div>	<div>1</div> <div>Flames of Revenge</div> <div> Spell</div>	<div>1</div> <div>Flames of Revenge</div> <div> Spell</div>
You may cast this spell whenever a creature would be destroyed. Return it to play.	Target creature gets +2 Attack. At the end of the turn, destroy it.	Target creature gets +2 Attack. At the end of the turn, destroy it.

<div>3</div> <div>Trial by Fire</div> <div>  </div> <div>Spell</div>	<div>3</div> <div>Trial by Fire</div> <div>  </div> <div>Spell</div>	<div>2</div> <div>Slash</div> <div>  </div> <div>Spell</div>
		Blood
Target creature takes two damage. If it survives, place this card under it. It has +1 Attack and +1 Health until it is destroyed.	Target creature takes two damage. If it survives, place this card under it. It has +1 Attack and +1 Health until it is destroyed.	Target creature takes two damage.
<div>3</div> <div>Beacon</div> <div>  </div> <div>Upgrade</div>	<div>3</div> <div>Eruption</div> <div>  </div> <div>Upgrade</div>	<div>3</div> <div>Eruption</div> <div>  </div> <div>Upgrade</div>
Light	Trap	Trap
Once per turn, you may move one creature directly from attack to defense on this outpost.	Discard this card to get +4 Attack.	Discard this card to get +4 Attack.
<div>4</div> <div>Lava Moat</div> <div>  </div> <div>Upgrade</div>	<div>2</div> <div>War Drum</div> <div>  </div> <div>Upgrade</div>	<div>3</div> <div>Sacrificial Altar</div> <div>  </div> <div>Upgrade</div>
		Blood
This outpost has +1 Attack and +1 Defense if the attacking group has any non-flying creatures.	Once per turn, you may move one defender from this outpost to attack.	Once per turn, you may destroy a creature to gain two mana.