





2 Bonfire	1 Fire Arrow	1 Fire Arrow
Creature	Spell <b>☆</b>	Spell ☆
Spirit	Target creature takes one	Target creature takes one
3 1 2	damage.	damage.
4 Meteor	2 Flames of Rebirth	2 Flames of Rebirth
Spell ☆	Spell ☆	Spell ☆
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.
	whenever a creature would be destroyed. Return it to play.	whenever a creature would be destroyed. Return it to play.
takes three damage.	whenever a creature would be destroyed. Return it to play.	whenever a creature would be destroyed. Return it to play.

3 Trial by Fire	3 Trial by Fire	2 Slash
Spell ☆	Spell ☆	Spell
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.	Blood Target creature takes two damage.
3 Beacon	3 Eruption	3 Eruption
Upgrade ☆	Upgrade ☆	Upgrade ☆
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.
Lava Moat	War Drum	3 Sacrifical Altar
4 Lava Moat  Upgrade	War Drum Upgrade	Upgrade
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