

Fiery Rose

4

★ 50

Fire, Flower



You may pay 2 Fire to give this card +30 Power. »
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.

Summon 6

»

Amulet of +20

Artifact



Equip 4

»

If this card is attached to a card, that card has +20 Offense, +20 Defense and +20 Power.

»

Flame Swordsman

3

★ 80

40

2

Army, Human, Fire, Wheeler



Summon 5

»

Fire Blast

★ 60

Fire, Spell



Trap

Pay 2 and deal 1 damage to a susceptible fielded card of your choice.

»

Rock Golem

10

★ 80

2

Elemental, Earth



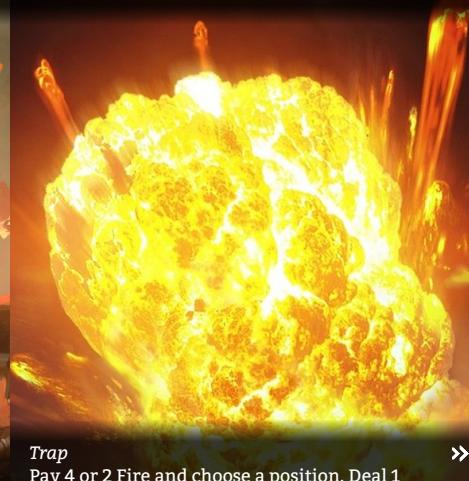
Summon 4

»

Fireball

★ 70

Fire, Spell



Trap

Pay 4 or 2 Fire and choose a position. Deal 1 damage to all susceptible fielded cards within range 1 of that position.

»

Rain of Fire

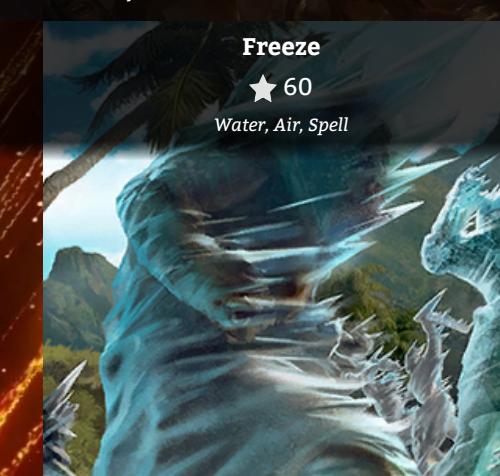
★ 60

Fire, Spell



Trap

Pay 4 + 2 Fire and choose an opponent. Deal 1 damage to all thier susceptible fielded cards.



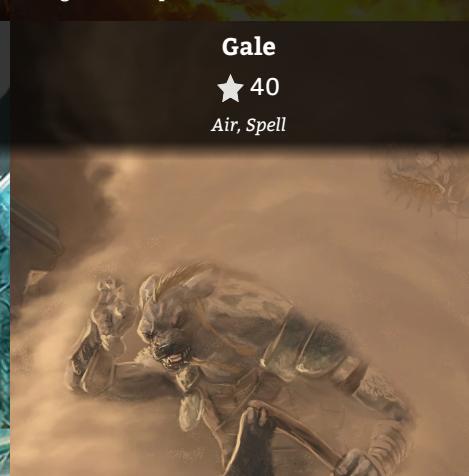
Trap

Pay 6 and deal 1 damage to all susceptible fielded cards.

Freeze

★ 60

Water, Air, Spell



Trap

Pay 2 and move a friendly or susceptible fielded card of your choice to a position of your choice on the same field.

»

True Strike



Trap
Pay 2 and attach this card to a card of your choice.



Decay 1

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



Centaur Horde

🗡 60 ❤ 2 🛡 2

Army, Cavalry



Summon 6



Onslaught



Standard Bearer

🛡 2 🗡 20 🛡 40

Army, Human



Summon 4



All nearby cards have +20 Offense.



Berserk



Trap
Pay 2 and attach this card to a card of your choice.



Decay 1

If this card is attached to a card, that card has +40 Offense and the **Onslaught** property.



Efreet

🗡 40 ⚔ 20 ❤ 2 ★ 40

Fire, Spirit



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



Summon 4+2 Fire



Summon 8



All other friendly Fire cards have +30 Power.



Duel at Dawn



Pay 2 and choose a friendly fielded card. That card battles an enemy card within range 1.



Living Flame

🗡 90 ⚔ 10

Fire, Elemental



Summon 6



When this card deals damage to another card, you may pay



Guardian Spirit

💧 3 🗡 60 ❤ 2

Spirit



Summon 6



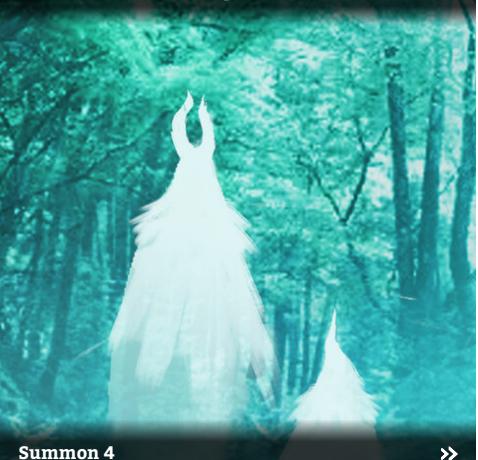
All nearby friendly cards have +1 Health.



Kindred Spirits

💧 2 🗡 30 ⚔ 70

Spirit



Summon 4



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



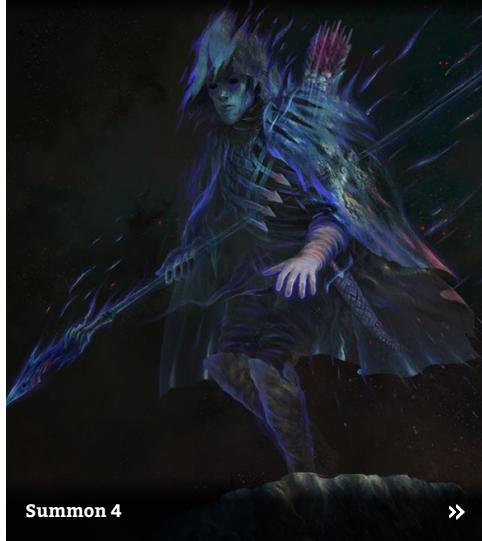
Phantom Warrior

💧 2

⚡ 70

❤ 2

Spirit, Warrior



Summon 4

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