**Sapphire Dragon**

8

200

150

5

Dragon

2

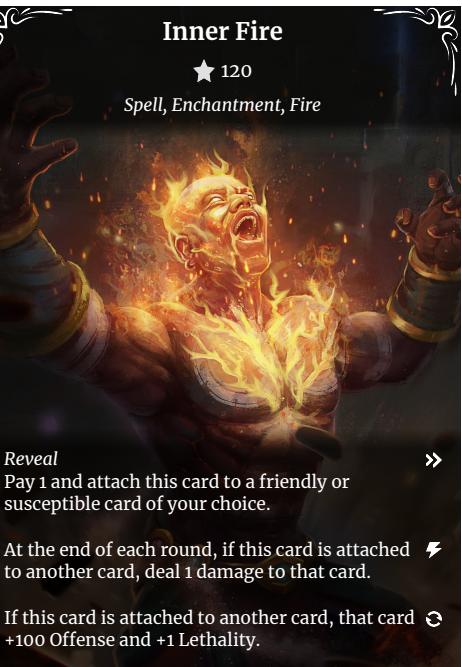
» Summon 9
⚡ Onslaught**Blast from the Past**

★ 150

Temporal, Spell

⚡ Volatile*Instant, Trap*

Pay 5 and deal damage to a susceptible 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 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.

**Tempest****⚡ Volatile****Fiery Rose**

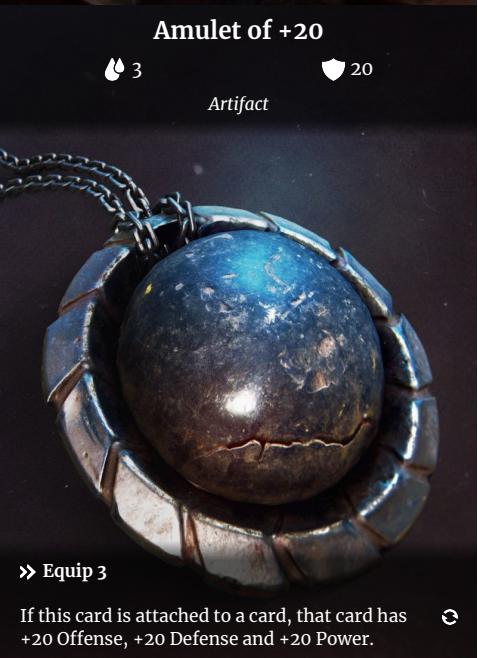
8 5

★ 50

Fire, Flower

» Summon 5

At the end of each round, this card gains +1 Bloom. Then, you may choose up to X susceptible 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**

8 3

★ 20

Artifact

» Equip 3

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

**Borrowed Time**

8 1

Temporal, Spell

»

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

⚡ Volatile*Trap*

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

**Fireball**

★ 100

Fire, Spell

»*Trap*

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

Rain of Fire

★ 70

Fire, Spell

Freeze

★ 40

Water, Air, Spell

Gale

★ 60

Air, Spell

⚡ Volatile

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.

⚡ Volatile

Trap

Exhaust a susceptible card of your choice.

⚡ Volatile

Trap

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

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.

Duel at Dawn



⚡ Volatile

Trap

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

Silvershire Horseman

🗡 40

🛡 10

Warrior, Human, Cavalry



» Summon 1
⚡ Swift

Efreet

🗡 50

🛡 30

❤ 2

★ 60

Fire, Spirit



» Summon 7

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

All other friendly Fire cards have +30 Power.

Standard Bearer

🗡 20

🛡 40

Warrior, Human



» Summon 3

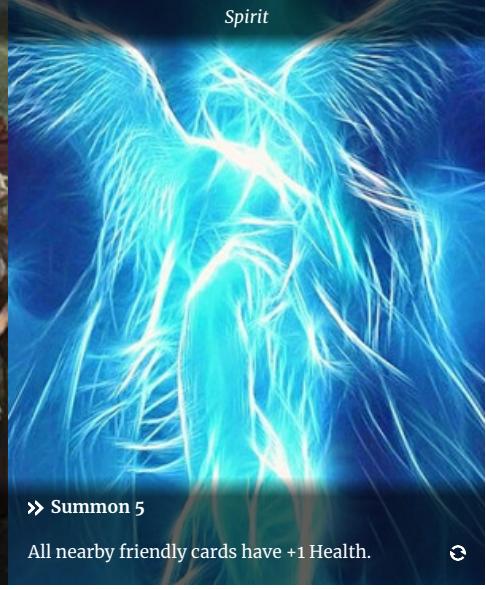
All nearby cards have +20 Offense.

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

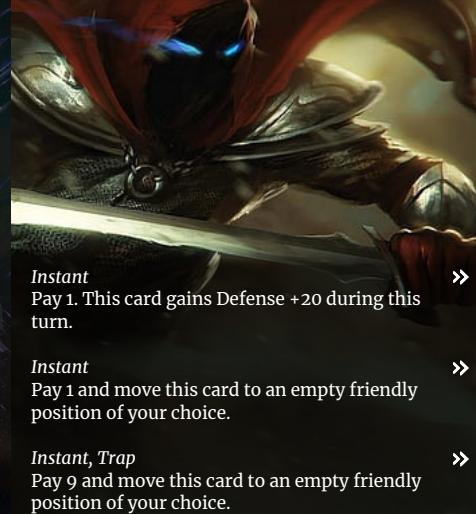
Phantom Assassin

🗡 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

🗡 70

🛡 50

♥ 2

Warrior, Human, Fire, Wheeler



» Summon 5