**Sapphire Dragon**

8

200

150

5

Dragon

2

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

★ 150

Temporal, Spell

⚡ Volatile**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 3 and attach ⚡(me) to friendly or susceptible card of your choice.

If ⚡(i am) attached to another card, deal 1 damage to that card.**If ⚡(i am) attached to another card, that card +100 Offense and +1 Lethality.****Tempest****⚡ Volatile****Fiery Rose**

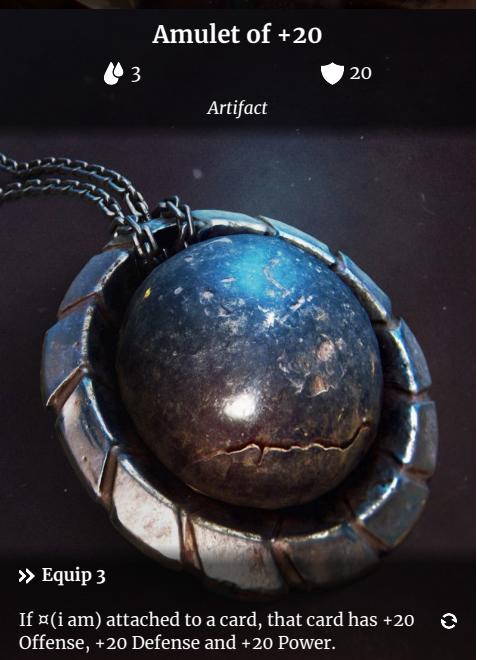
8 5

★ 50

Fire, Flower

» Summon 5

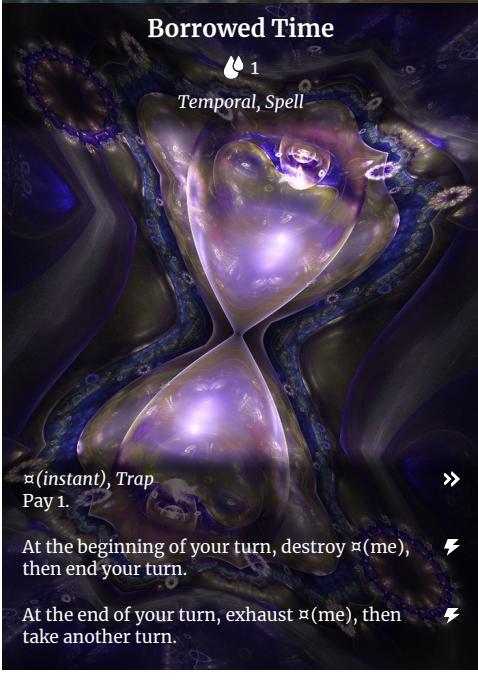
At the end of each round, ⚡(i) gets +1 Bloom. Then, you may choose up to X susceptible cards, where X is ⚡(my) Bloom value. If you do, destroy ⚡(me) and deal 1 damage to all chosen cards.

**Amulet of +20**

8 3

★ 20

Artifact

» Equip 3**If ⚡(i am) attached to a card, that card has +20 Offense, +20 Defense and +20 Power.****Borrowed Time**

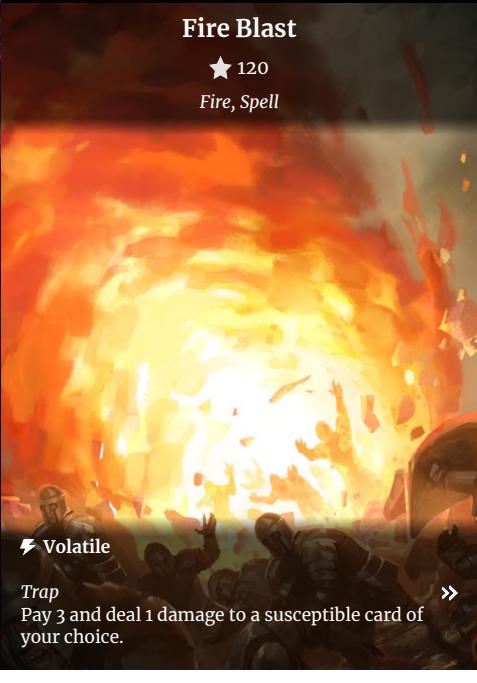
8 1

Temporal, Spell

⚡(instant), Trap
Pay 1.

At the beginning of your turn, destroy ⚡(me), then end your turn.

At the end of your turn, exhaust ⚡(me), then take another turn.

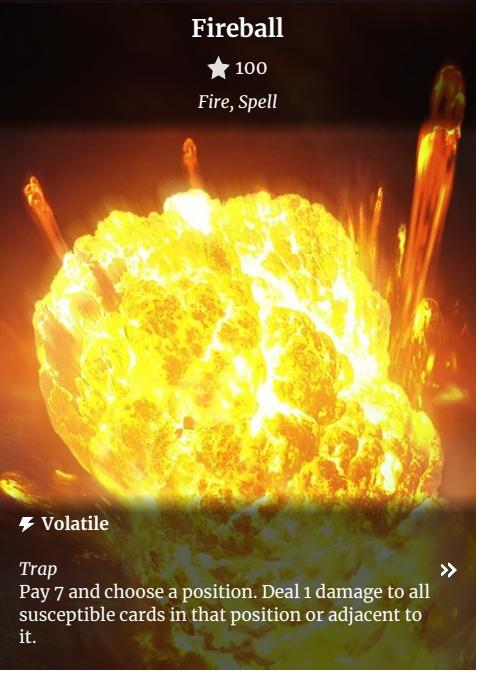
**Fire Blast**

★ 120

Fire, Spell

⚡ Volatile**Trap**

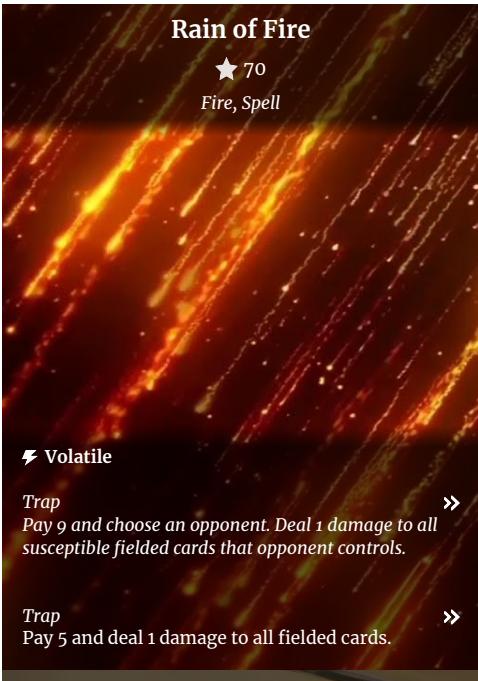
Pay 3 and deal 1 damage to a susceptible card of your choice.

**Fireball**

★ 100

Fire, Spell

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



⚡ Volatile

Trap

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

Trap

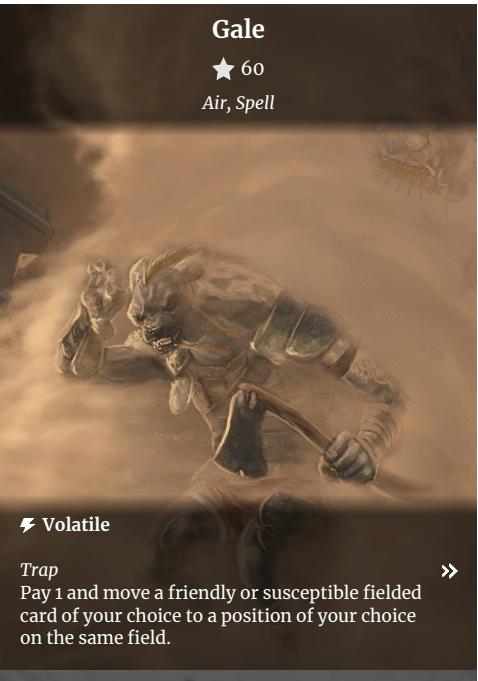
Pay 5 and deal 1 damage to all fielded cards.



⚡ Volatile

Trap

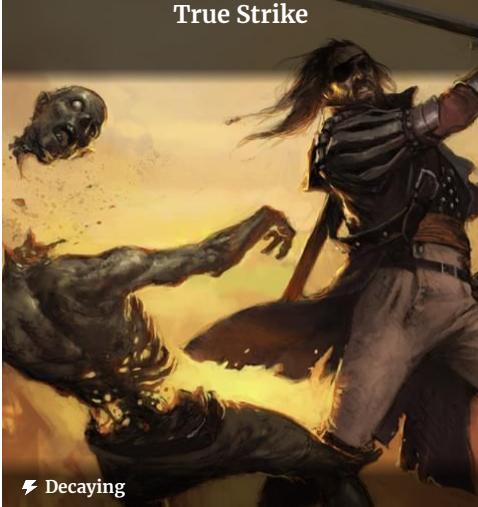
Exhaust a susceptible card of your choice.



⚡ 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.

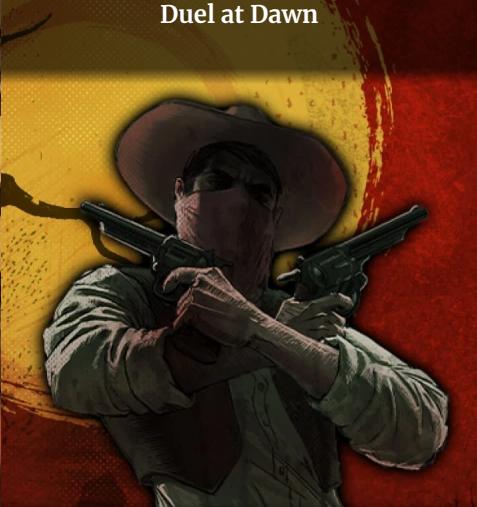


⚡ Decaying

Trap

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

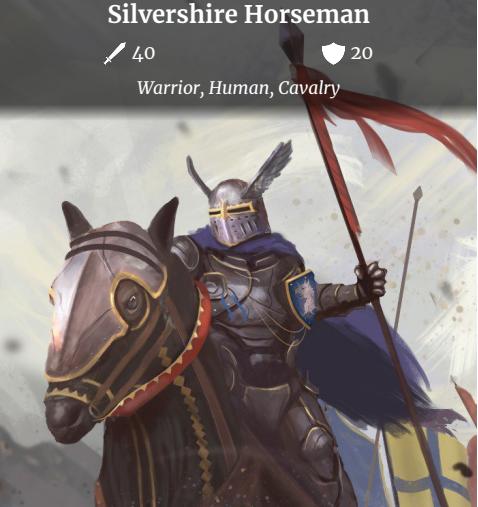
If ✎(i am) attached to a card, that card has +50 Offense and +1 Lethality.



⚡ Volatile

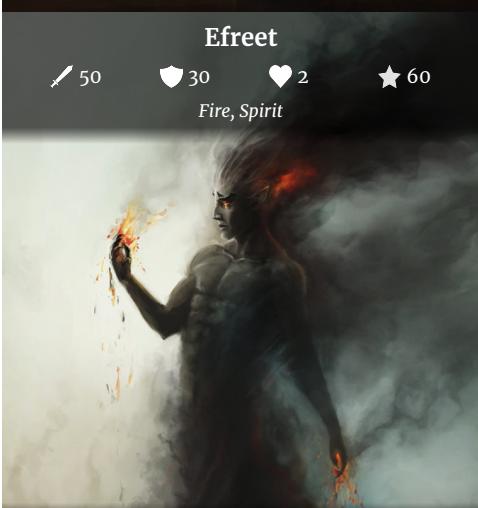
Trap

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



» Summon 1

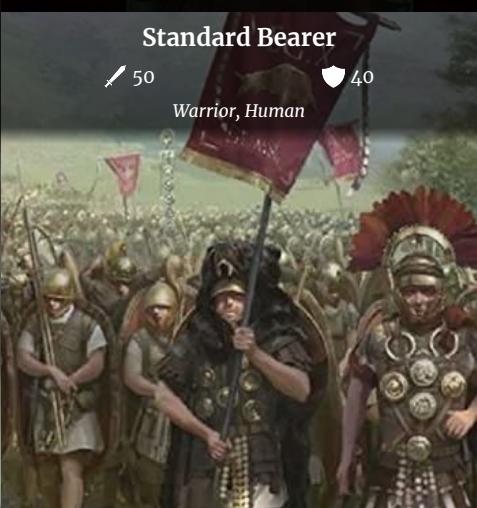
⚡ Swift



» Summon 7

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

All other Fire card you control have +20 Power.



» Summon 3

All nearby cards have +20 Offense.



» Summon 5

All nearby friendly cards
✎p_mods_many(Health, 1).

Ghost Whisperer

40

80

Human, Mage



» Summon 3

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