**Sapphire Dragon**

8

200

150

Dragon

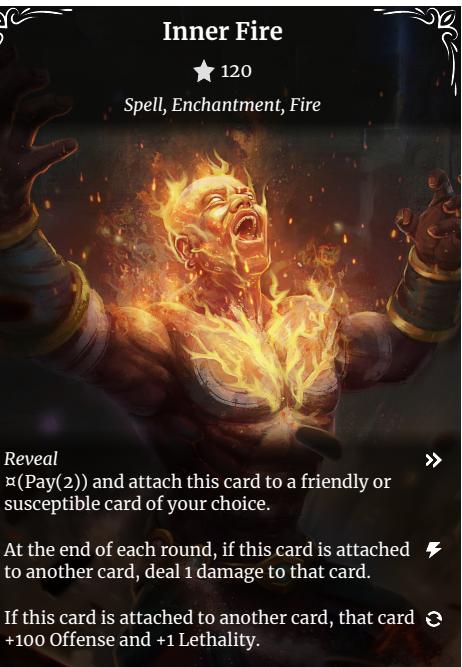
2

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

★ 150

Temporal, Spell

⚡ Volatile

¤(instant), Trap
¤(Pay(10)) 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

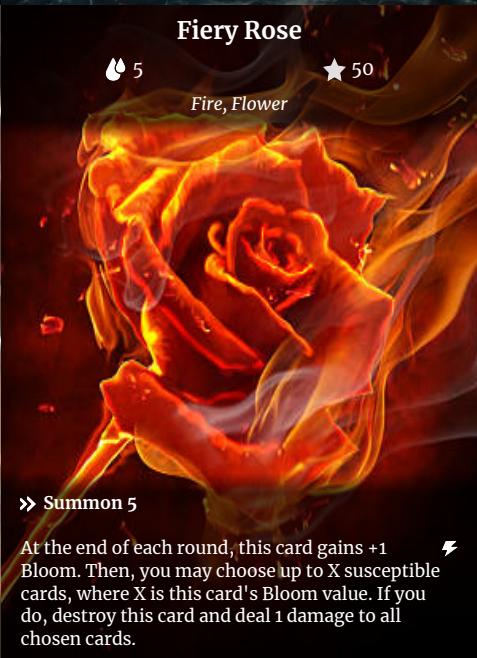
¤(Pay(2)) and attach this card to a friendly or susceptible card of your choice.

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**

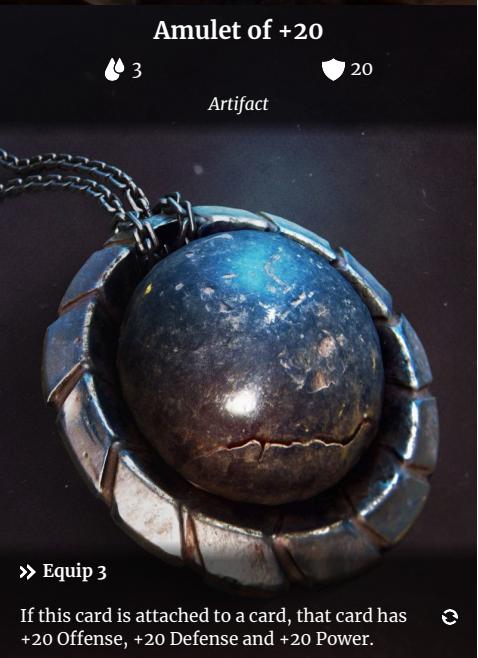
8 5

★ 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

¤(instant), Trap

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

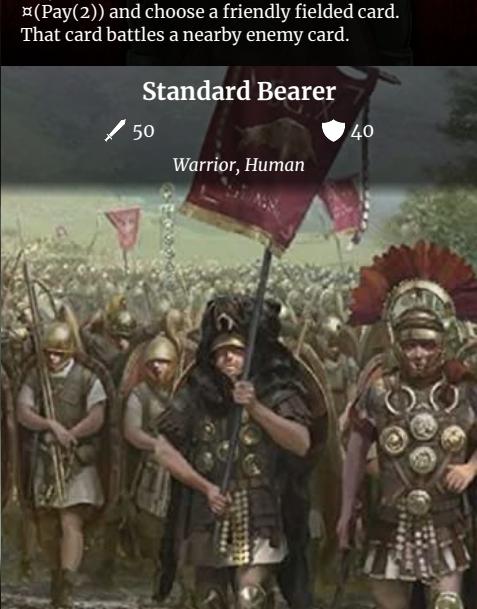
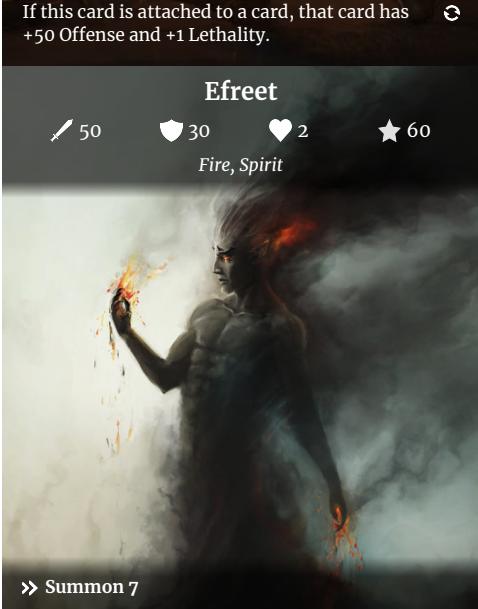
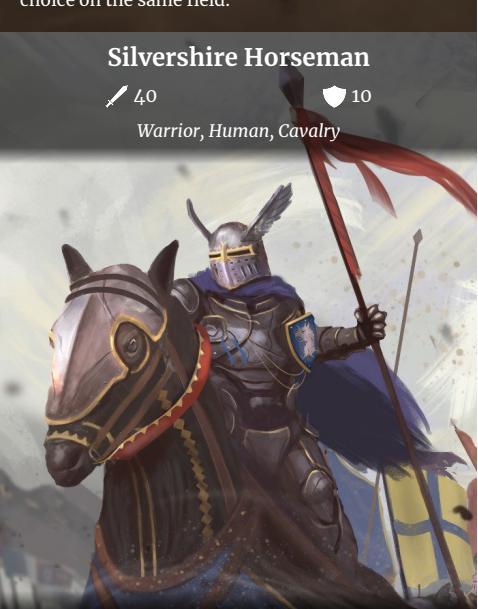
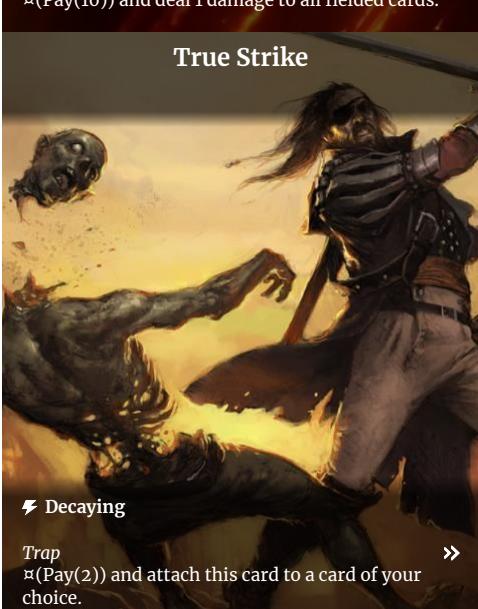
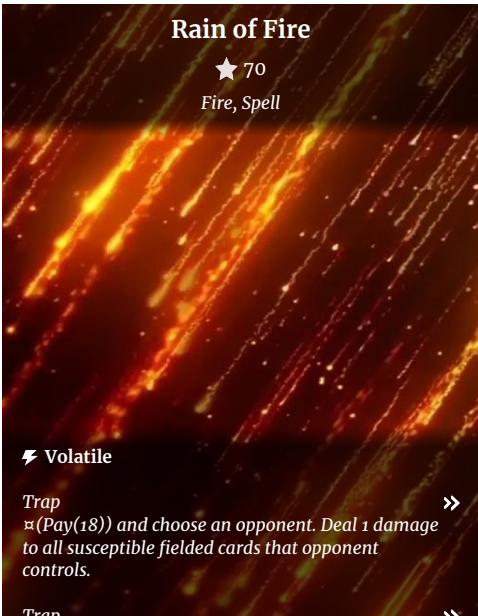
Trap
¤(Pay(6)) and deal 1 damage to a susceptible card of your choice.**Fireball**

★ 100

Fire, Spell

⚡ Volatile

Trap
¤(Pay(14)) and choose a position. Deal 1 damage to all susceptible cards in that position or adjacent to it.



Kindred Spirits

40

80

Spirit



» Summon 3

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