**Sapphire Dragon**

8

200

150

5

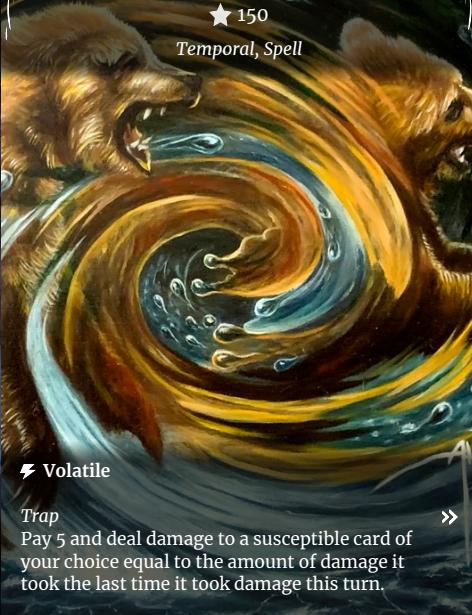
Dragon

2

**» Summon 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 this card to friendly or susceptible card of your choice.

»

The card that this card is attached to has +100 Offense, +1 Lethality and gains Decaying.

»

**Fiery Rose**

5

★ 50

Fire, Flower

**» Summon 5**

At the end of each round, this card gets +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**

3

20

Artifact

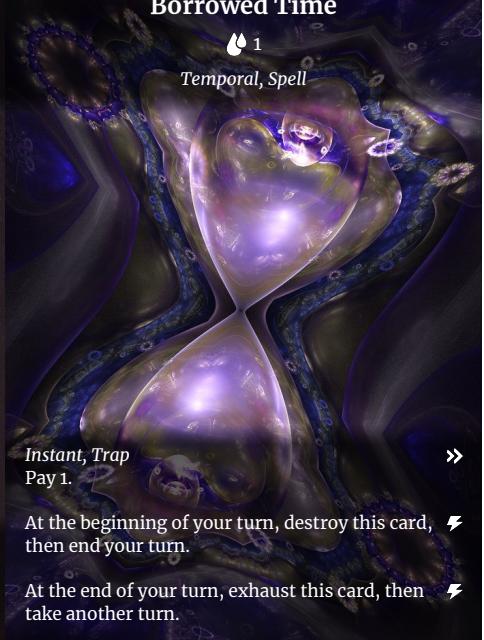
**» Equip 3**

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

**Borrowed Time**

1

Temporal, Spell

**Instant, Trap**

Pay 1.

»

At the beginning of your turn, destroy this card, then end your turn.

»

At the end of your turn, exhaust this card, then take another turn.

**Fire Blast**

★ 100

Fire, Spell

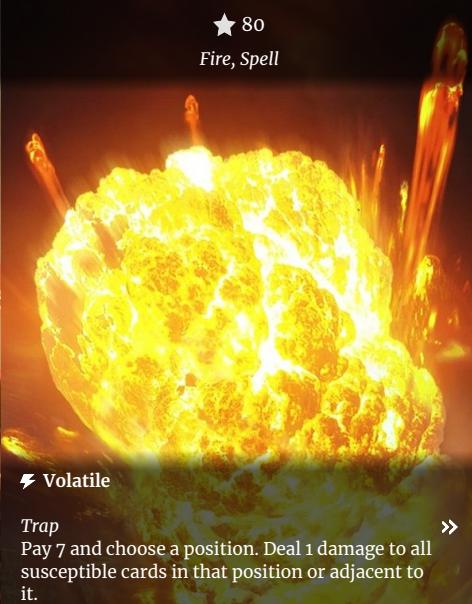
**» Volatile**

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

**Fireball**

★ 80

Fire, Spell

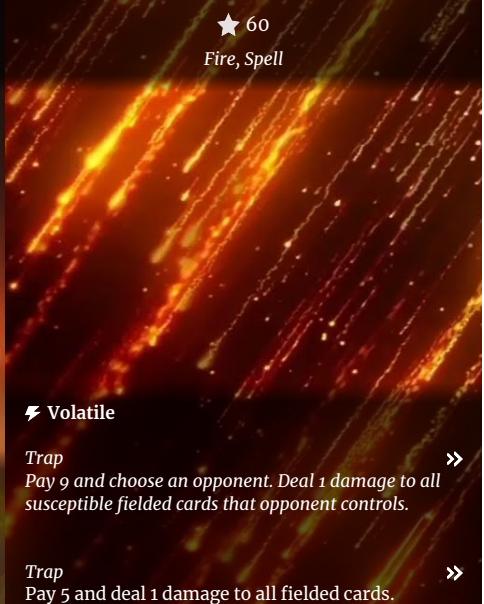
**» Volatile**

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

**Rain of Fire**

★ 60

Fire, 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.

»

