**Fiery Rose**

★ 50

Fire, Plant

Exhaust this card and deal 1 damage to up to X fielded cards of your choice, where X is this card's Bloom value, then destroy this card.

Exhaust this card and pay 1 Fire. This card gains +2 Growth.

**Summon 4**

At the end of each round, this card gains +1 Growth.

**Amulet of +20**

Artifact

**Equip 4**

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

**Rain of Fire**

★ 80

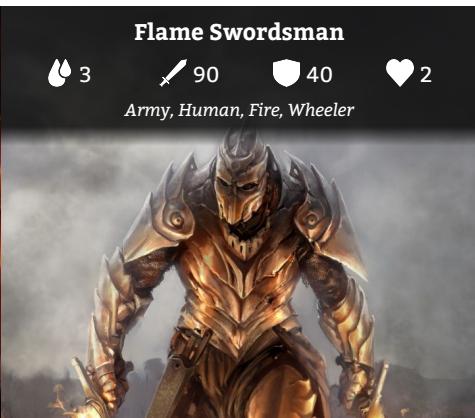
Fire, Spell

**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.

**Flame Swordsman**

� 3

🗡 90

🛡 40

❤ 2

Army, Human, Fire, Wheeler

**Summon 5****Rock Golem**

🗡 10

🛡 90

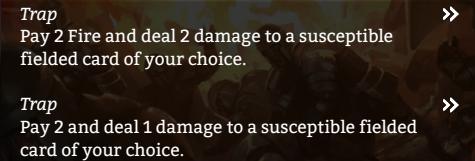
❤ 2

Elemental, Earth

**Summon 4****Fire Blast**

★ 60

Fire, Spell

**Trap**

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

**Trap**

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

**Fireball**

★ 60

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.

**Freeze**

★ 70

Water, Air, Spell

**Trap**

Pay 2 and exhaust a susceptible fielded card of your choice.

**Gale**

★ 40

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.



### 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    🗡 50    ❤ 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.



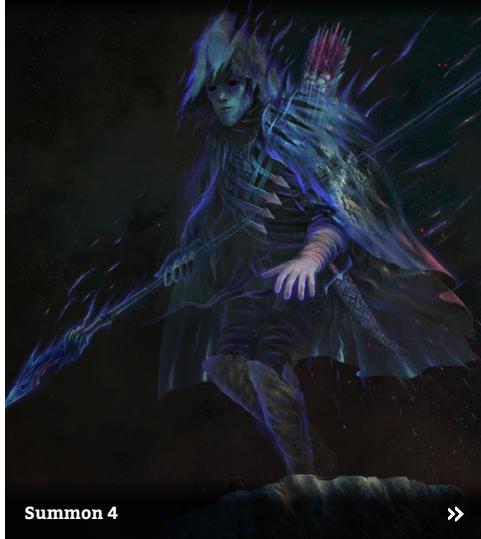
### Phantom Warrior

2

70

2

Spirit, Warrior



Summon 4

»

### Silvershire Horseman

20

10

2

Warrior, Army, Cavalry



Summon 2

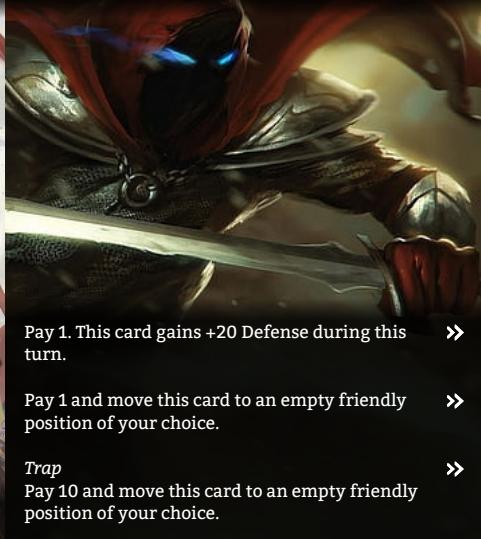
### Phantom Assassin

80

10

2

Spirit, Rogue



Pay 1. This card gains +20 Defense during this turn.

Pay 1 and move this card to an empty friendly position of your choice.

Trap

Pay 10 and move this card to an empty friendly position of your choice.

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