



Goblin Cadet I



ATK 2 CREATURE GOBLIN DEF 1

PE: Put 1 card from your hand onto your DP.

Goblin Cadet I



ATK 2 CREATURE GOBLIN DEF 2

PE: Put 1 card from your hand onto your DP.

Goblin Cadet I



ATK 2 CREATURE GOBLIN DEF 1

PE: Put 1 card from your hand onto your DP.

Fiery Imp II



ATK 1 CREATURE DEVIL DEF 2

Destroy Fiery Imp:
A Player of your choice puts 1 card from his or her hand onto his or her DP.

Fiery Imp II



ATK 1 CREATURE DEVIL DEF 2

Destroy Fiery Imp:
A Player of your choice puts 1 card from his or her hand onto his or her DP..

Fiery Imp II



ATK 1 CREATURE DEVIL DEF 2

Destroy Fiery Imp:
A Player of your choice puts 1 card from his or her hand onto his or her DP.

Fiery Inquisitor III



ATK 2 CREATURE WIZARD DEF 2

When F. I. Deals damage to a Player, he or she puts 1 randomly chosen card from his or her hand into his or her DP.

Fiery Inquisitor III



ATK 2 CREATURE WIZARD DEF 2

When F. I. Deals damage to a Player, he or she puts 1 randomly chosen card from his or her hand into his or her DP.

Fiery Inquisitor III



ATK 2 CREATURE WIZARD DEF 2

When F. I. Deals damage to a Player, he or she puts 1 randomly chosen card from his or her hand into his or her DP.