

GREMLIN I



ATK 1 CREATURE GREMLIN DEF 1

Destroy Gremlin: Destroy a P-Spell of your choice.

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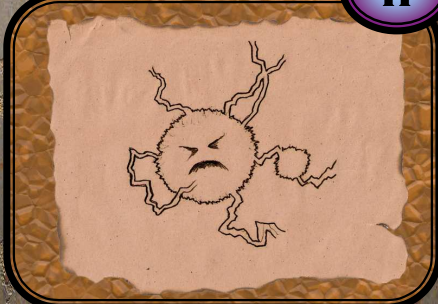
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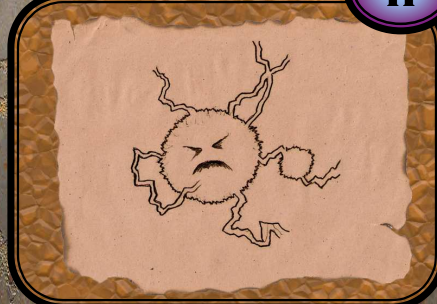
BALL LIGHTNING II



ATK 3 CREATURE ELEMENTAL DEF 2

Quickattacker. Return Ball Lightning to your hand at the end of your opponent's turn.

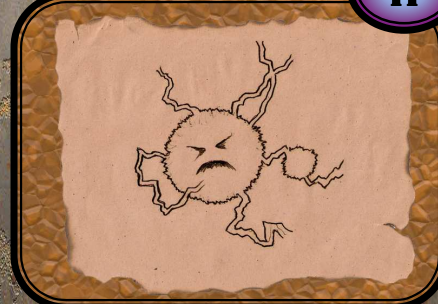
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ELDER OF THE SKIES III



ATK 3 CREATURE SPIRIT DEF 3

Unblockable. Cannot block and can only be attacked by Air-Creatures.

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