

SALAMANDER

I



ATK 2

CREATURE  
AMPHIBIAN

DEF 1

PE: Put the 2 topmost cards from your SB into your DP.

SALAMANDER

I



ATK 2

CREATURE  
AMPHIBIAN

DEF 1

PE: Put the 2 topmost cards from your SB into your DP.

SALAMANDER

I



ATK 2

CREATURE  
AMPHIBIAN

DEF 1

PE: Put the 2 topmost cards from your SB into your DP.

FIERY DEVIL

III



ATK 4

CREATURE  
DEVIL

DEF 2

PE: Deal 2 damage to a creature of your choice and put the 2 topmost cards of your SB into your DP.

FIERY DEVIL

III



ATK 4

CREATURE  
DEVIL

DEF 2

PE: Deal 2 damage to a creature of your choice and put the 2 topmost cards of your SB into your DP.

FIERY DEVIL

III



ATK 4

CREATURE  
DEVIL

DEF 2

PE: Deal 2 damage to a creature of your choice and put the 2 topmost cards of your SB into your DP.

ARCHDEMON

III



ATK 6

CREATURE  
DEMON

DEF 4

At the beginning of your Standby-Phase, put the top 2 cards from your SB onto your DP.

ARCHDEMON

III



ATK 6

CREATURE  
DEMON

DEF 4

At the beginning of your Standby-Phase, put the top 2 cards from your SB onto your DP.

ARCHDEMON

III



ATK 6

CREATURE  
DEMON

DEF 4

At the beginning of your Standby-Phase, put the top 2 cards from your SB onto your DP.

ARCANE TEACHINGS **I**



**SPELL**

Draw 2 cards, then put one card from your hand onto your DP.  
**DPT:** Draw 1 card.

ARCANE TEACHINGS **I**



**SPELL**

Draw 2 cards, then put one card from your hand onto your DP.  
**DPT:** Draw 1 card.

ARCANE TEACHINGS **I**



**SPELL**

Draw 2 cards, then put one card from your hand onto your DP.  
**DPT:** Draw 1 card.

FLARING FLAMES **II**



**SPELL**

Deal 3 damage to a Creature or Player of your choice. **DPT**

FLARING FLAMES **II**



**SPELL**

Deal 3 damage to a Creature or Player of your choice. **DPT**

FLARING FLAMES **II**



**SPELL**

Deal 3 damage to a Creature or Player of your choice. **DPT**

TIME LEAP **III**



**SPELL**

Put the top 5 cards from your SB onto your DP.  
 You gain an additional turn after this one.

TIME LEAP **III**



**SPELL**

Put the top 5 cards from your SB onto your DP.  
 You gain an additional turn after this one.


TIME LEAP **III**



**SPELL**

Put the top 5 cards from your SB onto your DP.  
 You gain an additional turn after this one.

WINDWANDERER **II**



ATK 1 CREATURE FAIRY DEF 1

Unblockable  
DPT


WINDWANDERER **II**



ATK 1 CREATURE FAIRY DEF 1

Unblockable  
DPT

WINDWANDERER **II**



ATK 1 CREATURE FAIRY DEF 1

Unblockable  
DPT

NEUTRAL



RECURRING STONE

DPT

NEUTRAL



RECURRING STONE

DPT

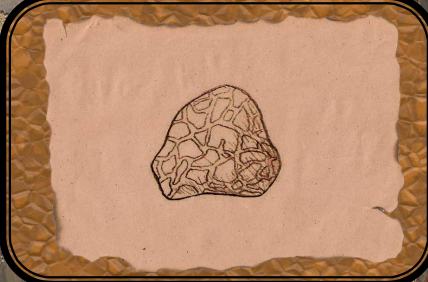
NEUTRAL



RECURRING STONE

DPT

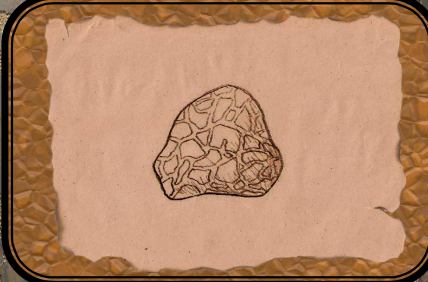
NEUTRAL



HATESTONE

Creatures on this ES have  
„Quickattacker“.

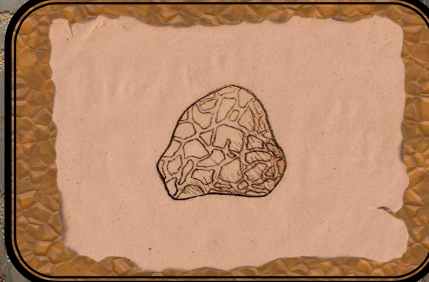
NEUTRAL



HATESTONE

Creatures on this ES have  
„Quickattacker“.

NEUTRAL



HATESTONE

Creatures on this ES have  
„Quickattacker“.

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**FIRE**



MARS-STONE (BASIC)

**AIR**



JUPITER-STONE (BASIC)

**AIR**



JUPITER-STONE (BASIC)

AIR



JUPITER-STONE (BASIC)

AIR



JUPITER-STONE (BASIC)

AIR



JUPITER-STONE (BASIC)

AIR



JUPITER-STONE (BASIC)

