

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.


MERMAN I



ATK 1 CREATURE MERFOLK DEF 1

DPT: Comes into play with a +1/+1 counter on it.

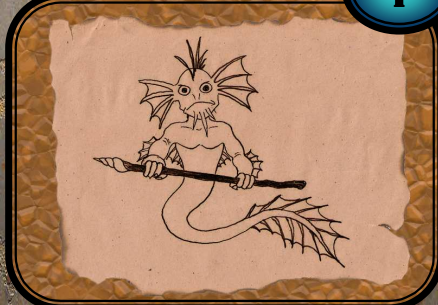
MERMAN I



ATK 1 CREATURE MERFOLK DEF 1

DPT: Comes into play with a +1/+1 counter on it.

MERMAN I



ATK 1 CREATURE MERFOLK DEF 1

DPT: Comes into play with a +1/+1 counter on it.

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

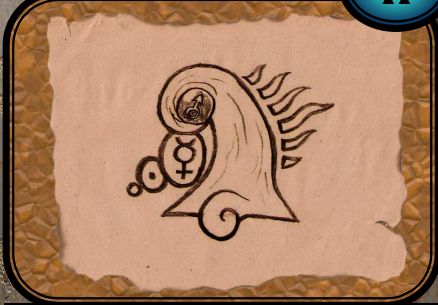
FLARING FLAMES II



SPELL

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

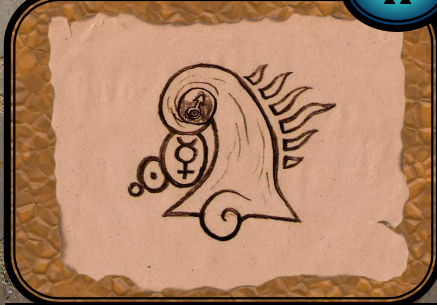
SHATTERING WAVE II



SPELL

A player puts an ES of your choice on top of his or her SB. DPT

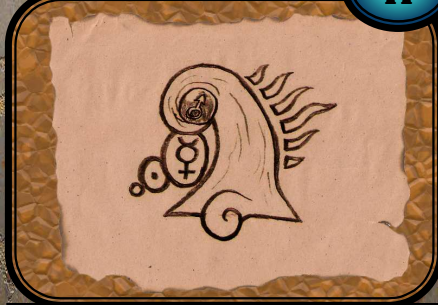
SHATTERING WAVE II



SPELL

A player puts an ES of your choice on top of his or her SB. DPT

SHATTERING WAVE II



SPELL

A player puts an ES of your choice on top of his or her SB. DPT

RUMMAGE II



SPELL

Draw 3 cards, then put 2 cards from your hand onto your DP.
DPT.

RUMMAGE II



SPELL

Draw 3 cards, then put 2 cards from your hand onto your DP.
DPT.

TSUNAMI III



SPELL

Put the top 5 cards from your SB onto your DP:
Destroy all opponent Creatures

TSUNAMI III



SPELL

Put the top 5 cards from your SB onto your DP:
Destroy all opponent Creatures

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)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)

WATER



MERCURY-STONE (BASIC)