

**EARTH RITUAL** I



**⚡ - SPELL**

Put any 3 cards from your DP under your SB in any order. During your next Standby-Phase remove E.R. from the game.

**DPT**

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**DPT**

**EXCAVATE** II



**SPELL**

Return any one card from your DP to your hand.

**EXCAVATE** II



**SPELL**

Return any one card from your DP to your hand.

**EXCAVATE** II



**SPELL**

Return any one card from your DP to your hand.

**NECROMANCY** III



**SPELL**

Take one Creature from your DP and place it into your ATK- or DEF-Zone.

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TROLL GRUNT II




ATK 2    CREATURE TROLL    DEF 3

TROLL GRUNT II



ATK 2    CREATURE TROLL    DEF 3

BONEWARRIOR II



ATK 1    CREATURE UNDEAD    DEF 3

DPT

BONEWARRIOR II



ATK 1    CREATURE UNDEAD    DEF 3

DPT


BONEWARRIOR II



ATK 1    CREATURE UNDEAD    DEF 3

DPT


VENUS-WURM III



ATK 3    CREATURE WORM    DEF 4

DE: Put a number of cards equal to the DEF-value of Venus-Wurm from your DP in any order under your SB.

VENUS-WURM III



ATK 3    CREATURE WORM    DEF 4

DE: Put a number of cards equal to the DEF-value of Venus-Wurm from your DP in any order under your SB.

LOAM SHAMAN I



ATK 1    CREATURE TROLL    DEF 1

DE: Put the top 2 cards from your DP under your SB in any order.

LOAM SHAMAN I



ATK 1    CREATURE TROLL    DEF 1

DE: Put the top 2 cards from your DP under your SB in any order.

**LOAM SHAMAN** I



**ATK 1** **CREATURE TROLL** **DEF 1**

**DE:** Put the top 2 cards from your DP under your SB in any order.

**EARTH WALL** III



**ATK 1** **CREATURE WALL** **DEF 7**

Cannot attack.

**EARTH WALL** III



**ATK 1** **CREATURE WALL** **DEF 7**

Cannot attack.

**HARDENING** I



**← SPELL**

A Creature of your choice gets +4 DEF until end of turn.

**ELEMENTAL RITUAL** II



**SPELL**

Search your SB for any 2 Basic ES. You may play them immediately.

**ELEMENTAL RITUAL** II



**SPELL**

Search your SB for any 2 Basic ES. You may play them immediately.

**NEUTRAL**



**POWERSTONE**

Creatures on this ES-pile come into play with a +1/+1 counter on them.

**NEUTRAL**



**POWERSTONE**

Creatures on this ES-pile come into play with a +1/+1 counter on them.

**NEUTRAL**



**POWERSTONE**

Creatures on this ES-pile come into play with a +1/+1 counter on them.

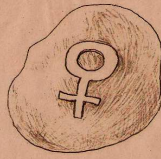
NEUTRAL



SPARKSTONE

**Destroy Sparkstone:**  
Deal 1 damage to a  
Creature of your choice.

EARTH



VENUS-STONE (BASIC)

EARTH



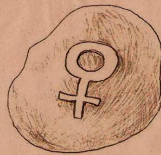
VENUS-STONE (BASIC)

EARTH



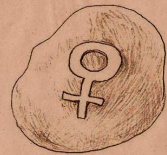
VENUS-STONE (BASIC)

EARTH



VENUS-STONE (BASIC)

EARTH



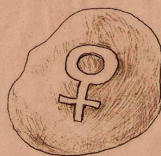
VENUS-STONE (BASIC)

EARTH



VENUS-STONE (BASIC)

EARTH



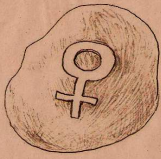
VENUS-STONE (BASIC)

EARTH



VENUS-STONE (BASIC)

**EARTH**



VENUS-STONE (BASIC)

**EARTH**



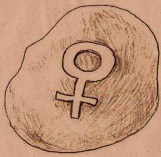
VENUS-STONE (BASIC)

**EARTH**



VENUS-STONE (BASIC)

**EARTH**



VENUS-STONE (BASIC)

