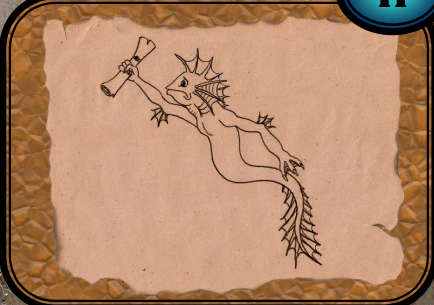


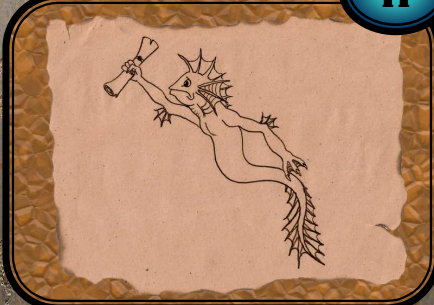
WAVE COURIER II



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.

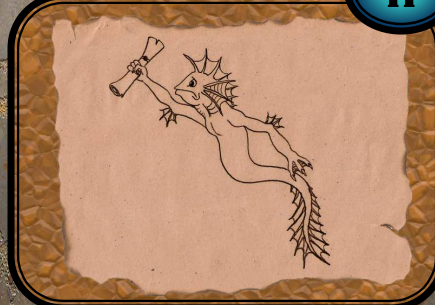
WAVE COURIER II



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.

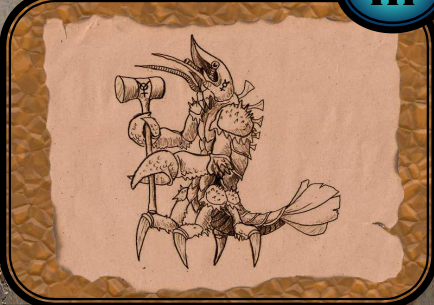
WAVE COURIER II



ATK 1 CREATURE MERFOLK DEF 1

PE: Draw 1 card.


MERCURY-SHATTERER III



ATK 2 CREATURE BEAST DEF 3

PE: Return 1 ES your opponent controls from play back to his or her hand.

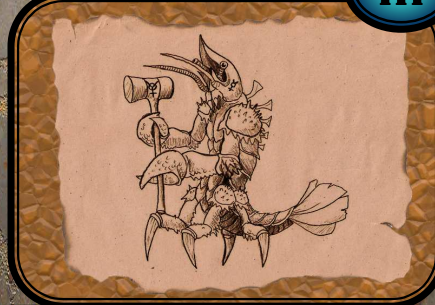
MERCURY-SHATTERER III



ATK 2 CREATURE BEAST DEF 3

PE: Return 1 ES your opponent controls from play back to his or her hand.

MERCURY-SHATTERER III



ATK 2 CREATURE BEAST DEF 3

PE: Return 1 ES your opponent controls from play back to his or her hand.

JUPITER-STORMMASTER III



ATK 2 CREATURE SPIRIT DEF 2

PE: Return a Creature of your choice from play back to its owner's hand.

JUPITER-STORMMASTER III



ATK 2 CREATURE SPIRIT DEF 2

PE: Return a Creature of your choice from play back to its owner's hand.

JUPITER-STORMMASTER III



ATK 2 CREATURE SPIRIT DEF 2

PE: Return a Creature of your choice from play back to its owner's hand.

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.

WHIRLWIND **II**



⚡ - SPELL

Put any one creature in play on top of it's owner's SB.

WHIRLWIND **II**



⚡ - SPELL

Put any one creature in play on top of it's owner's SB.

WHIRLWIND **II**



⚡ - SPELL

Put any one creature in play on top of it's owner's SB.


GUST OF WIND **I**



⚡ - SPELL

Put a Creature you control under your SB. Draw 1 card.

GUST OF WIND **I**



⚡ - SPELL

Put a Creature you control under your SB. Draw 1 card.

WAVE OF WISDOM **II**



SPELL

Draw 2 cards.

WAVE OF WISDOM **II**



SPELL

Draw 2 cards.

WAVE OF WISDOM **II**



SPELL

Draw 2 cards.

WINDWHEEL **III**



P - SPELL

During their Standby-Phase, each player has to return a Creature he or she controls from play to his or her hand.

WINDWHEEL **III**



P - SPELL

During their Standby-Phase, each player has to return a Creature he or she controls from play to his or her hand.

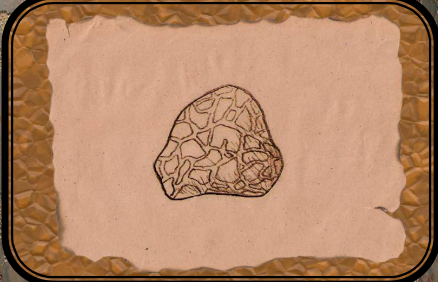
WINDWHEEL **III**



P - SPELL

During their Standby-Phase, each player has to return a Creature he or she controls from play to his or her hand.


NEUTRAL



HATESTONE

Creatures on this ES have „Quickattacker“.

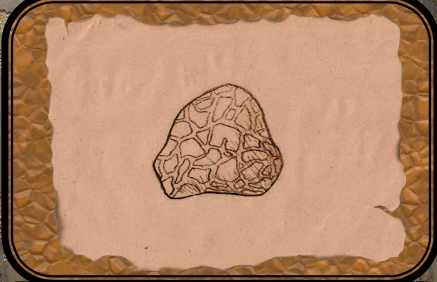
NEUTRAL



HATESTONE

Creatures on this ES have „Quickattacker“.

NEUTRAL



HATESTONE

Creatures on this ES have „Quickattacker“.

AIR



JUPITER-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)

WATER



MERCURY-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)