

SIREN'S CALL

I



↻ - SPELL

Move a Creature of your choice from the ATK-Zone to the DEF-Zone or vice versa. Draw 1 card.

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SHATTERING WAVE

II



SPELL

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

SHATTERING WAVE

II

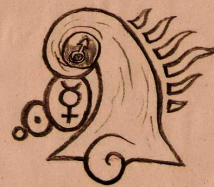


SPELL

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

TEACHINGS OF HERMES

III



P - SPELL

Draw 1 card whenever an opponent plays a Spell.

TEACHINGS OF HERMES

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TEACHINGS OF HERMES

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Draw 1 card whenever an opponent plays a Spell.