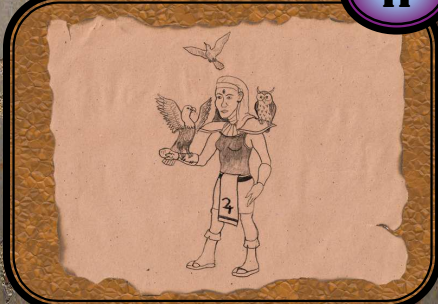


**BIRDTAMER** II




**ATK 1** **CREATURE WIZARD** **DEF 2**

**PE:** Search your SB for a Bird-Card, show it to your opponent(s) and put it into your hand. Then shuffle your SB.

-Tribes - artwork by A. Propst

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**JUPITER-DISCIPLE** II




**ATK 2** **CREATURE SPIRIT** **DEF 2**

If an opponent controls an Earth-Creature:  
+1 ATK and +1 DEF.  
If you control an Earth-Creature:  
-1 ATK and -1 DEF.

-Tribes - artwork by A. Propst

**JUPITER-DISCIPLE** II




**ATK 2** **CREATURE SPIRIT** **DEF 2**

If an opponent controls an Earth-Creature:  
+1 ATK and +1 DEF.  
If you control an Earth-Creature:  
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-Tribes - artwork by A. Propst

**JUPITER-DISCIPLE** II

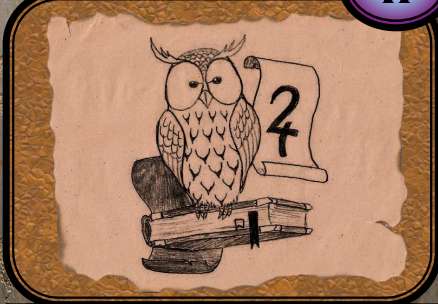


**ATK 2** **CREATURE SPIRIT** **DEF 2**

If an opponent controls an Earth-Creature:  
+1 ATK and +1 DEF.  
If you control an Earth-Creature:  
-1 ATK and -1 DEF.

-Tribes - artwork by A. Propst

**WISE OWL** II

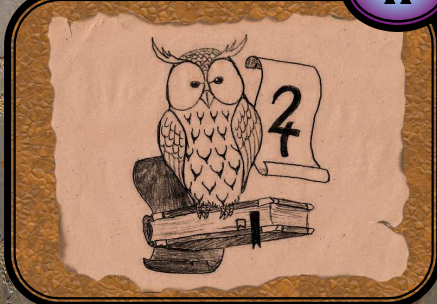


**ATK 1** **CREATURE BIRD** **DEF 2**

**PE:** Draw 1 card.  
**DE:** Discard 1 card from your hand.

-Tribes - artwork by A. Propst

**WISE OWL** II



**ATK 1** **CREATURE BIRD** **DEF 2**

**PE:** Draw 1 card.  
**DE:** Discard 1 card from your hand.

-Tribes - artwork by A. Propst

**WISE OWL** II



**ATK 1** **CREATURE BIRD** **DEF 2**

**PE:** Draw 1 card.  
**DE:** Discard 1 card from your hand.

-Tribes - artwork by A. Propst