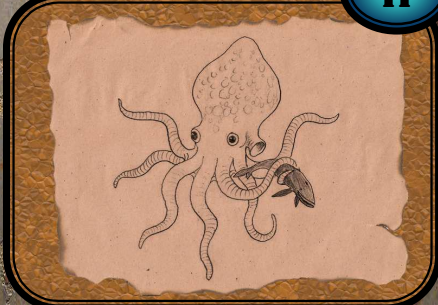


GIANT KRAKEN II

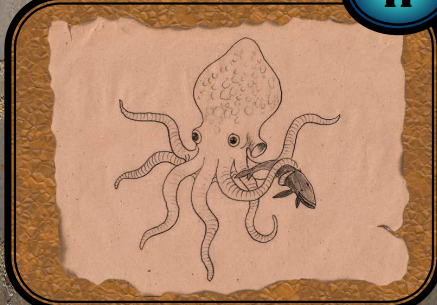


ATK 3 **CREATURE KRAKEN** **DEF 3**

As an additional cost when you play Giant Kraken, put one card from your hand onto your DP. If you don not, destroy Giant Kraken.

-Tribes - artwork by A. Propst

GIANT KRAKEN II

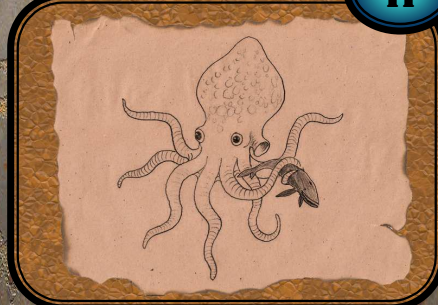


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-Tribes - artwork by A. Propst

MERCURY-ZEALOT II



ATK 2 **CREATURE MERFOLK** **DEF 2**

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

-Tribes - artwork by A. Propst

MERCURY-ZEALOT II



ATK 2 **CREATURE MERFOLK** **DEF 2**

If an opponent controls a Fire-Creature:
+1 ATK and +1 DEF.
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-Tribes - artwork by A. Propst

MERCURY-ZEALOT II




ATK 2 **CREATURE MERFOLK** **DEF 2**

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

-Tribes - artwork by A. Propst

MERFOLK VISIONARY II




ATK 1 **CREATURE MERFOLK** **DEF 2**

PE: Look at the top 3 cards of your SB and put them back in any order.

-Tribes - artwork by A. Propst

MERFOLK VISIONARY II




ATK 1 **CREATURE MERFOLK** **DEF 2**

PE: Look at the top 3 cards of your SB and put them back in any order.

-Tribes - artwork by A. Propst

MERFOLK VISIONARY II



ATK 1 **CREATURE MERFOLK** **DEF 2**

PE: Look at the top 3 cards of your SB and put them back in any order.

-Tribes - artwork by A. Propst