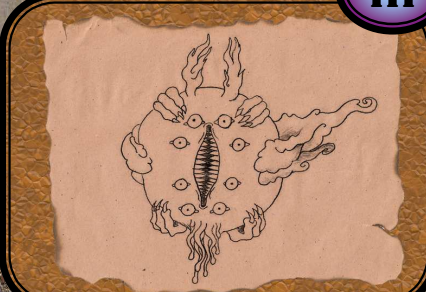


SPIRIT OVERLORD III



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

Other Spirits you control get +1 ATK and +1 DEF.

-Tribes - artwork by A. Propst

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JUPITER-CALLER III



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

PE: Look at the top 3 cards of your SB. Put all Creatures with the type "Spirit" into your hand. Put the rest of the cards under your SB in any order.

-Tribes - artwork by A. Propst

JUPITER-CALLER III



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AIR ELEMENTAL III



ATK 3 **CREATURE ELEMENTAL** **DEF 1**

Quickattacker.
If Air Elemental would be put to your DP from play, shuffle it into your SB.

-Tribes - artwork by A. Propst

AIR ELEMENTAL III




ATK 3 **CREATURE ELEMENTAL** **DEF 1**

Quickattacker.
If Air Elemental would be put to your DP from play, shuffle it into your SB.

-Tribes - artwork by A. Propst

AIR ELEMENTAL III



ATK 3 **CREATURE ELEMENTAL** **DEF 1**

Quickattacker.
If Air Elemental would be put to your DP from play, shuffle it into your SB.

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