

Cunning Bandit

Whenever you play a Spirit or Arcane spell, you may put a ki counter on Cunning Bandit. At end of turn, if there are two or more ki counters on Cunning Bandit, you may flip it.

1 2 2

Creature — Human Warrior

2/2



5/2

Legendary Creature — Spirit

target creature until end of turn.

Treachery Incarnate: Gain control of

Remove a ki counter from Azamuki.

Azamuki, Treachery Incarnate

<h2>Cunning Bandit</h2> <div> </div>	
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Cunning Bandit	2/2
5/2	Legendary Creature — Spirit
<p>Remove a ki counter from Azamuki, Treachery Incarnate: Gain control of target creature until end of turn.</p>	
<h2>Azamuki, Treachery Incarnate</h2>	

Cunning Bandit 1 2 2 2

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Human Warrior 2/2

Spirit 5/2

Azamuki, Treachery Incarnate

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5/2		Legendary Creature — Spirit
<p>Remove a ki counter from Azamuki, Treachery Incarnate. Gain control of target creature until end of turn.</p>		
Azamuki, Treachery Incarnate		

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Azamuki, Treachery Incarnate		

— Paolo Parente

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Azamuki, Treachery Incarnate				

Cunning Bandit 1 2 3

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Creature — Human Warrior 2/2



5/2 Legendary Creature — Spirit

Remove a ki counter from Azamuki, Treachery Incarnate: Gain control of target creature until end of turn.

Azamuki, Treachery Incarnate

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