

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



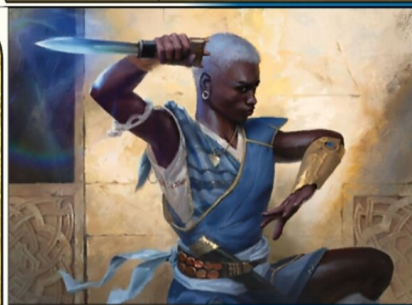
Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3

Oji, the Exquisite Blade 2



Legendary Creature - Human Monk

When Oji, the Exquisite Blade enters the battlefield, you gain 2 life and scry 2. Whenever you cast your second spell each turn, exile up to one target creature you control, then return it to the battlefield under its owner's control.

ANDREAS ZAFIRATOS

2/3