Jade Idol 4



Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306

Jade Idol 4

Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306

Jade Idol 4

Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306

Jade Idol 4

Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306

Jade Idol 4

Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306

Jade Idol 4

Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306

Jade Idol 4

Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306

Jade Idol 4

Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306

Jade Idol 4

Artifact

Whenever you play a Spirit or Arcane spell, Jade Idol becomes a 4/4 Spirit artifact creature until end of turn.

Before the Kami War, the shishi were symbolic guardians, protecting the shrines where they stood. But after the kami turned on the material world, shishi began pouncing from their perches to attack would-be supplicants.

Ben Thompson

™ & © 1993–2004 Wizards of the Coast, Inc. 256/306