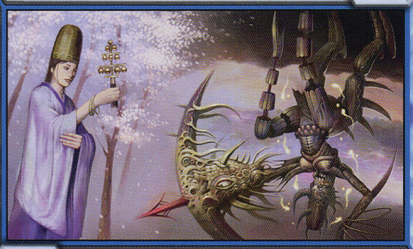
Callow Jushi {1}{U}{U}

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

Creature — Human Wizard 2/2



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

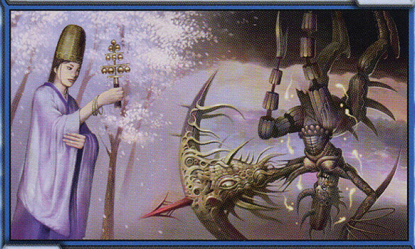
Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165

Callow Jushi {1}{U}{U}

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

Creature — Human Wizard 2/2



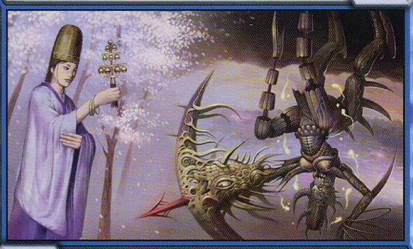
Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

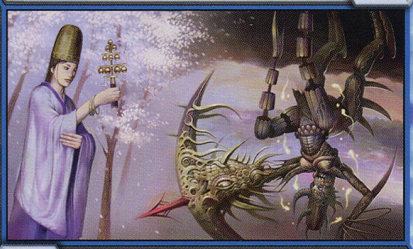
Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165

Callow Jushi {1}{U}{U}

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

Creature — Human Wizard 2/2



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

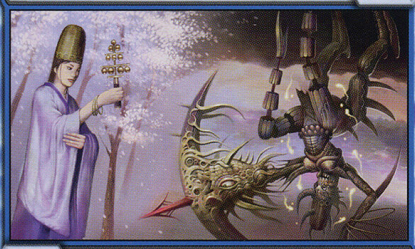
Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165

Callow Jushi {1}{U}{U}

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

Creature — Human Wizard 2/2



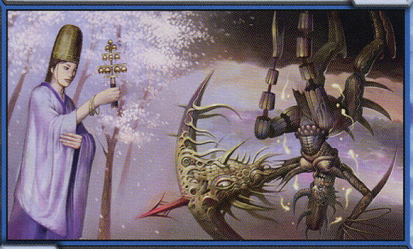
Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

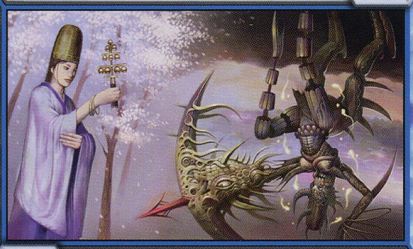
Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165

Callow Jushi {1}{U}{U}

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

Creature — Human Wizard 2/2



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

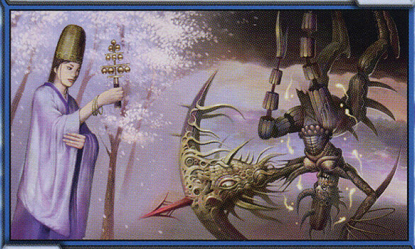
Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165

Callow Jushi {1}{U}{U}

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

Creature — Human Wizard 2/2



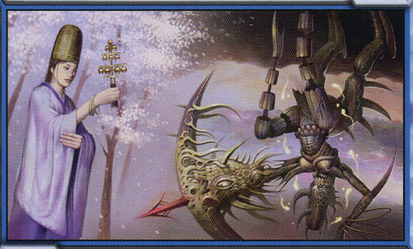
Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

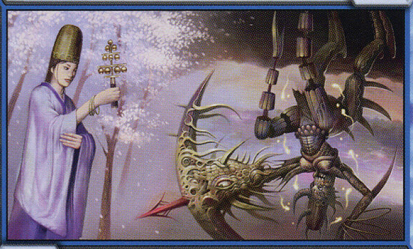
Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165

Callow Jushi {1}{U}{U}

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

Creature — Human Wizard 2/2



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

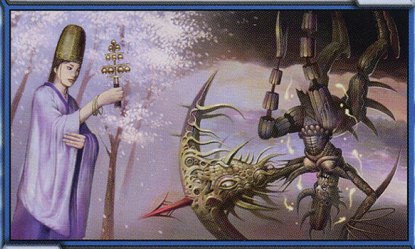
Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165

Callow Jushi {1}{U}{U}

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

Creature — Human Wizard 2/2



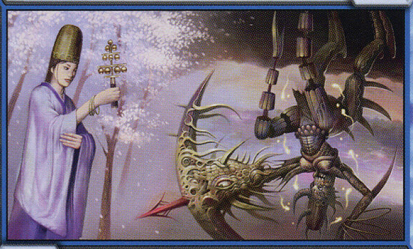
Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165



Jaraku the Interloper

Remove a ki counter from Jaraku the Interloper: Counter target spell unless its controller pays {2}.

Legendary Creature — Spirit 3/4

Tsutomu Kawade

™ & © 1993–2005 Wizards of the Coast, Inc. 31/165