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

Legendary Creature — Spirit 3/4

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

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