Kookus 3



Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5

Kookus 3

Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5

Kookus 3

Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5

Kookus 3

Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5

Kookus 3

Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5

Kookus 3

Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5

Kookus 3

Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5

Kookus 3

Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5

Kookus 3

Summon Djinn

Trample

During your upkeep, if you do not control at least one Keeper of Kookus, Kookus deals 3 damage to you and attacks this turn if able.

: +1/+0 until end of turn

Illus. Scott Hampton

©1996 Wizards of the Coast, Inc. All rights reserved.

3/5