Barishi 2



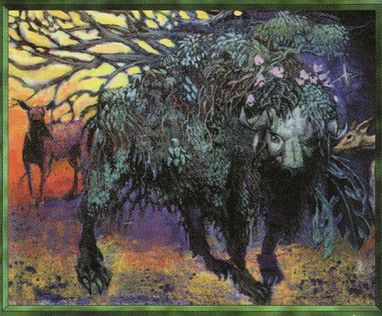
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



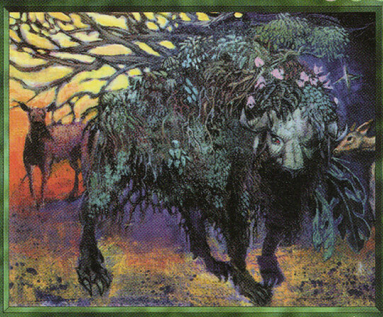
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



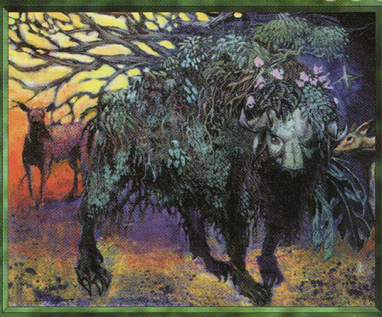
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



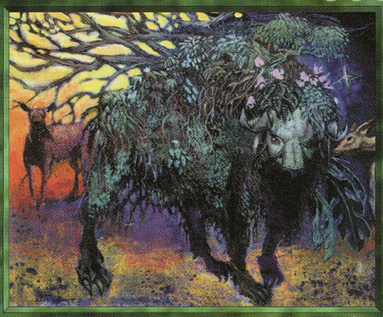
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



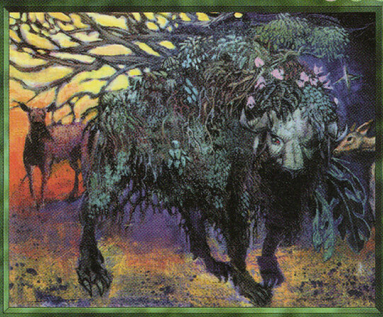
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



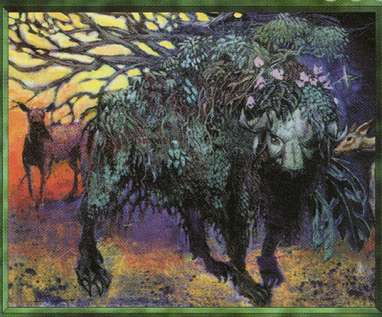
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



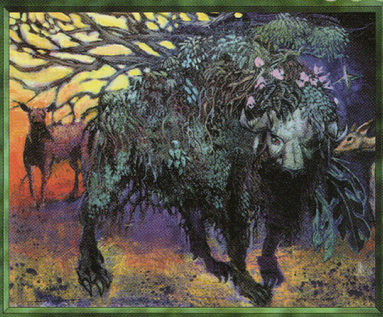
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



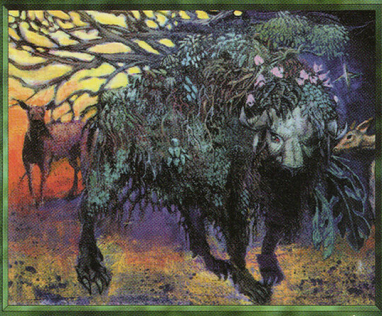
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



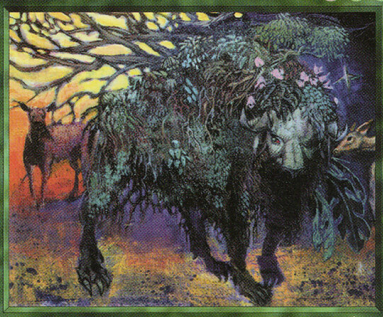
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



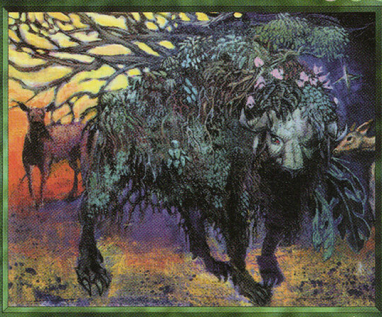
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



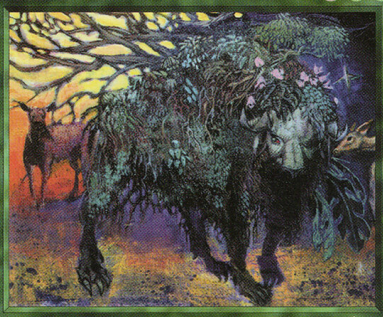
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



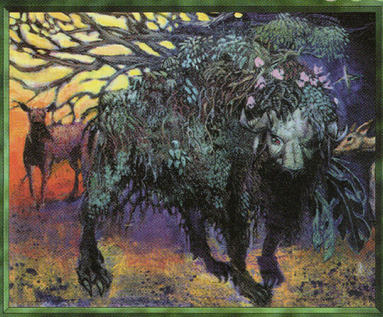
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



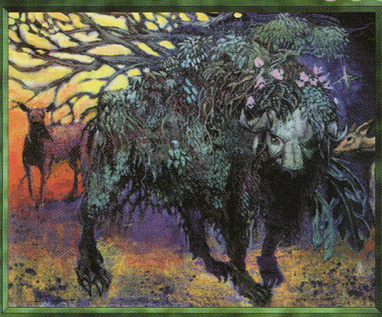
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



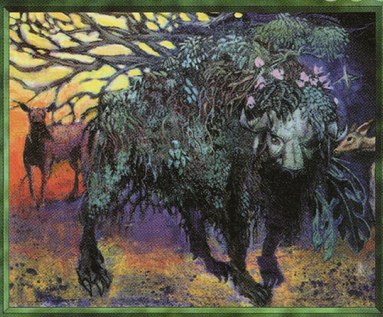
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



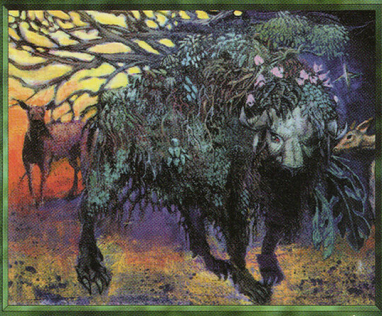
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



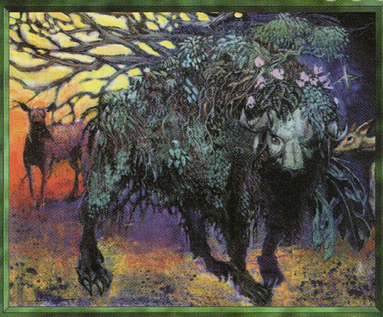
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



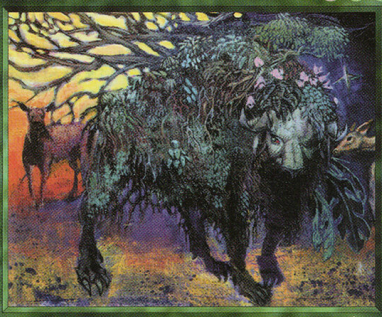
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



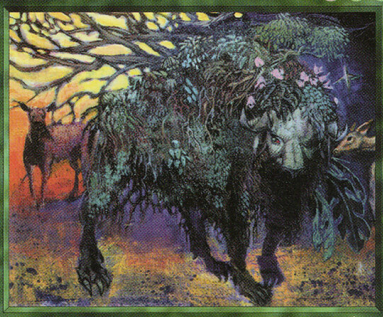
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



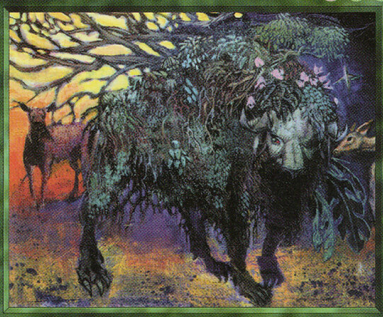
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



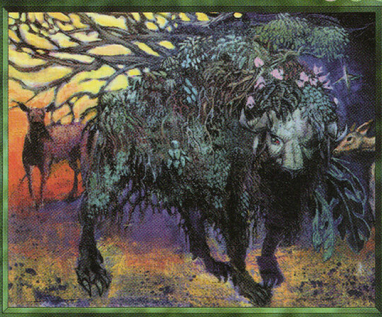
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



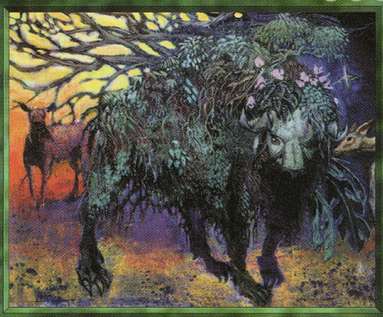
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



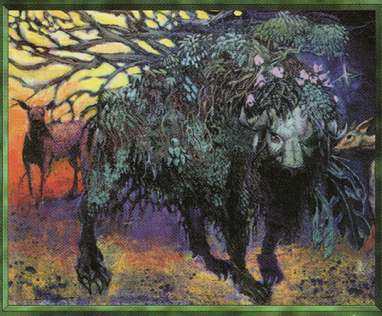
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



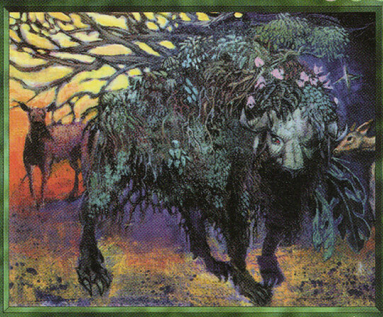
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



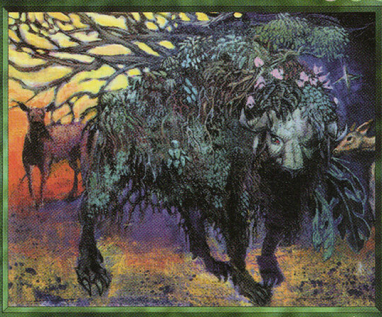
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



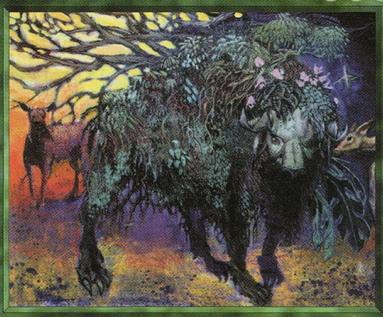
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



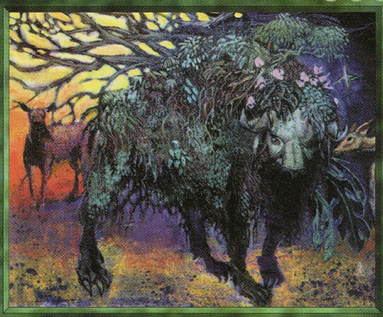
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



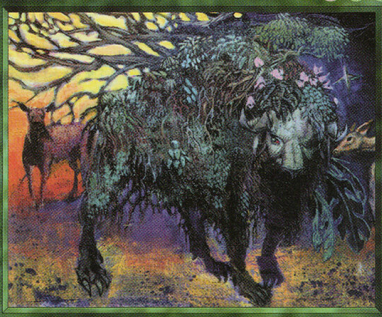
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



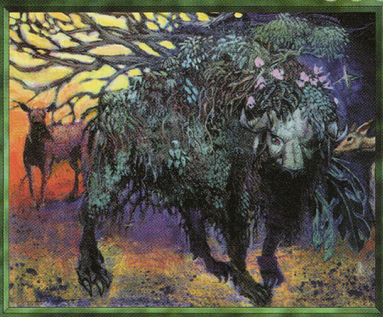
Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3

Barishi 2



Summon Barishi

If Barishi is put into any graveyard from play, remove Barishi from the game, then shuffle all creature cards from your graveyard into your library.

Illus. Ted Naifeh
©1997 Wizards of the Coast, Inc. All rights reserved.

4/3