Ghost Warden {1}{W}



Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383

Ghost Warden {1}{W}

Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383

Ghost Warden {1}{W}

Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383

Ghost Warden {1}{W}



Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383

Ghost Warden {1}{W}

Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383

Ghost Warden {1}{W}

Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383

Ghost Warden {1}{W}



Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383

Ghost Warden {1}{W}

Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383

Ghost Warden {1}{W}

Creature — Spirit X

{T}: Target creature gets +1/+1 until end of turn.

"I thought of fate as an iron lattice, intricate but rigidly unchangeable. That was until some force bent fate's bars to spare my life."
—Ilromov, traveling storyteller

Ittoku

1/1

™ & © 1993–2007 Wizards of the Coast, Inc. 16/383