Weathered Bodyguards 5



Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5

Weathered Bodyguards 5

Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5

Weathered Bodyguards 5

Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5

Weathered Bodyguards 5

Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5

Weathered Bodyguards 5

Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5

Weathered Bodyguards 5

Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5

Weathered Bodyguards 5

Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5

Weathered Bodyguards 5

Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5

Weathered Bodyguards 5

Creature — Human Soldier

As long as Weathered Bodyguards is untapped, all combat damage that would be dealt to you by unblocked creatures is dealt to Weathered Bodyguards instead.

Morph 3 *(You may play this face down as a 2/2 creature for 3. Turn it face up any time for its morph cost.)*

Wayne Reynolds

™ & © 1993–2006 Wizards of the Coast, Inc. 46/301

2/5