Benevolent Ancestor 2W



Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W



Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W



Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W



Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306

Benevolent Ancestor 2W

Creature — Spirit

Defender *(This creature can't attack.)*

: Prevent the next 1 damage that would be dealt to target creature or player this turn.

Although the door is flimsy and the lock pathetically small, Josuri's family never fears the night outside.

Nick Percival

0/4

™ & © 1993–2005 Wizards of the Coast, Inc. 3/306