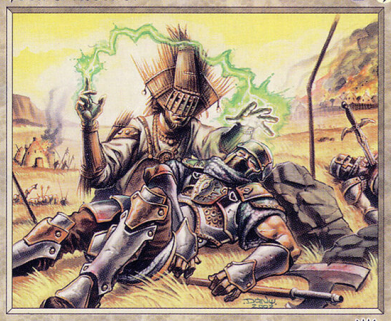
Daru healer 2



Creature — Cleric

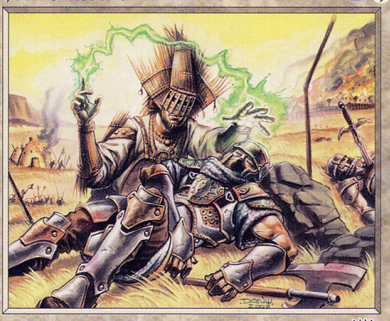
: Prevent the next 1 damage that would be dealt to target creature or player this turn.

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2

Daru healer 2



Creature — Cleric

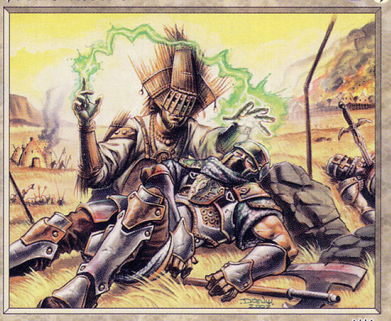
: Prevent the next 1 damage that would be dealt to target creature or player this turn.

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2

Daru healer 2



Creature — Cleric

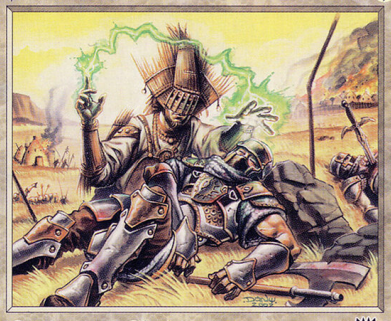
: Prevent the next 1 damage that would be dealt to target creature or player this turn.

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2

Daru healer 2



Creature — Cleric

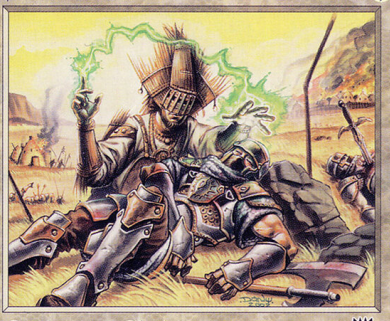
: Prevent the next 1 damage that would be dealt to target creature or player this turn.

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2

Daru healer 2



Creature — Cleric

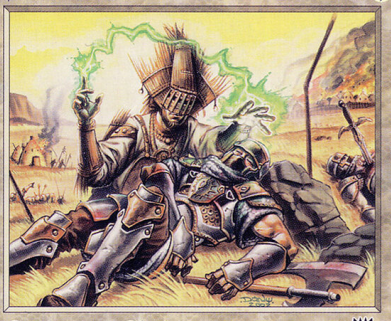
: Prevent the next 1 damage that would be dealt to target creature or player this turn.

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2

Daru healer 2



Creature — Cleric

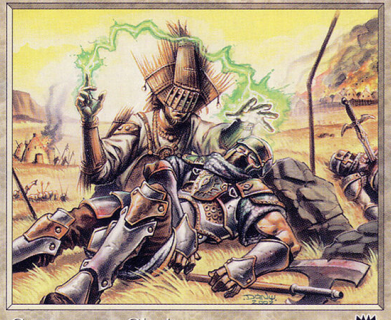
: Prevent the next 1 damage that would be dealt to target creature or player this turn.

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2

Daru healer 2



Creature — Cleric

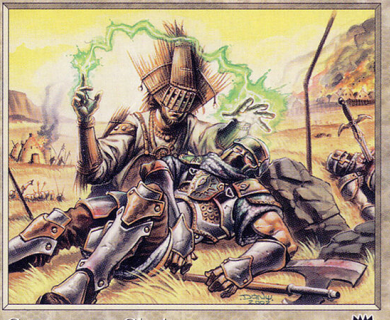
: Prevent the next 1 damage that would be dealt to target creature or player this turn.

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2

Daru healer 2



Creature — Cleric

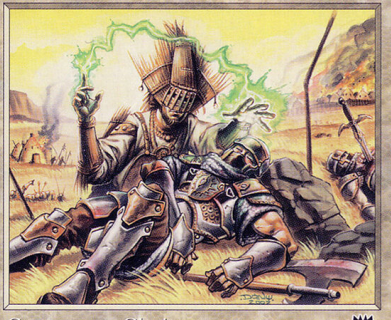
: Prevent the next 1 damage that would be dealt to target creature or player this turn.

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2

Daru healer 2



Creature — Cleric

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

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

Illus. Daniel Orizio
™ & © 1993–2002 Wizards of the Coast, Inc. 19/350

1/2