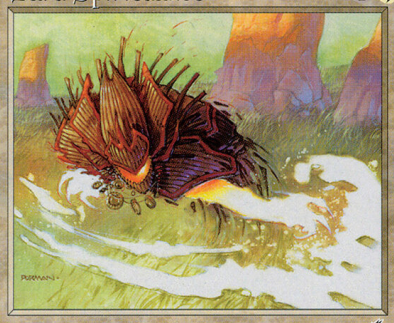
Daru Spiritualist 1



Creature — Cleric

Whenever a Cleric you control becomes the target of a spell or ability, it gets +0/+2 until end of turn.

He lifts the spirits of his people so they may descend in wrath upon their foes.

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