Ronin Cavekeeper 5



Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5



Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5



Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5



Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165

Ronin Cavekeeper 5

Creature — Human Samurai

Bushido 2 *(When this blocks or becomes blocked, it gets +2/+2 until end of turn.)*

The akki were surprised to encounter a human who could fight in the caves as well as they.

4/3

Paolo Parente

™ & © 1993-2005 Wizards of the Coast, Inc. 111/165