Kitsune Bonesetter



Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter



Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter



Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter



Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1

Kitsune Bonesetter

Creature — Fox Cleric

: Prevent the next 3 damage that would be dealt to target creature this turn. Play this ability only if you have more cards in hand than each opponent.

"He kept generations whole before the Kami War, and now he turns his century of wisdom to healing the latest casualties."
—Eight-and-a-Half-Tails

Heather Hudson

™ & © 1993–2005 Wizards of the Coast, Inc. 15/165

0/1