Humble Budoka 1G



Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G



Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G



Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G



Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306

Humble Budoka 1G

Creature — Human Monk

Humble Budoka can't be the target of spells or abilities.

Each time wanderers entered the forest seeking enlightenment, Dosan was there, waiting for them to arrive.

Christopher Moeller

2/2

™ & © 1993-2004 Wizards of the Coast, Inc. 214/306