Pentarch Ward



Enchantment — Aura

Enchant creature

As Pentarch Ward enters the battlefield, choose a color.

When Pentarch Ward enters the battlefield, draw a card.

Enchanted creature has protection from the chosen color. This effect doesn't remove Pentarch Ward.

027/249 C
IMA • EN
Dany Orizio

™ & © 2017 Wizards of the Coast

Pentarch Ward

Enchantment — Aura

Enchant creature

As Pentarch Ward enters the battlefield, choose a color.

When Pentarch Ward enters the battlefield, draw a card.

Enchanted creature has protection from the chosen color. This effect doesn't remove Pentarch Ward.

027/249 C
IMA • EN
Dany Orizio

™ & © 2017 Wizards of the Coast

Pentarch Ward

Enchantment — Aura

Enchant creature

As Pentarch Ward enters the battlefield, choose a color.

When Pentarch Ward enters the battlefield, draw a card.

Enchanted creature has protection from the chosen color. This effect doesn't remove Pentarch Ward.

027/249 C
IMA • EN
Dany Orizio

™ & © 2017 Wizards of the Coast

Pentarch Ward

Enchantment — Aura

Enchant creature

As Pentarch Ward enters the battlefield, choose a color.

When Pentarch Ward enters the battlefield, draw a card.

Enchanted creature has protection from the chosen color. This effect doesn't remove Pentarch Ward.

027/249 C
IMA • EN
Dany Orizio

™ & © 2017 Wizards of the Coast

Pentarch Ward

Enchantment — Aura

Enchant creature

As Pentarch Ward enters the battlefield, choose a color.

When Pentarch Ward enters the battlefield, draw a card.

Enchanted creature has protection from the chosen color. This effect doesn't remove Pentarch Ward.

027/249 C
IMA • EN
Dany Orizio

™ & © 2017 Wizards of the Coast

Pentarch Ward

Enchantment — Aura

Enchant creature

As Pentarch Ward enters the battlefield, choose a color.

When Pentarch Ward enters the battlefield, draw a card.

Enchanted creature has protection from the chosen color. This effect doesn't remove Pentarch Ward.

027/249 C
IMA • EN
Dany Orizio

™ & © 2017 Wizards of the Coast

Pentarch Ward

Enchantment — Aura

Enchant creature

As Pentarch Ward enters the battlefield, choose a color.

When Pentarch Ward enters the battlefield, draw a card.

Enchanted creature has protection from the chosen color. This effect doesn't remove Pentarch Ward.

027/249 C
IMA • EN
Dany Orizio

™ & © 2017 Wizards of the Coast