Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.

Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.

Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.

Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.

Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.

Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.

Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.

Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.

Prismatic Ward 1



Enchant Creature

When you play Prismatic Ward, choose a color.

All damage dealt to enchanted creature by sources of the chosen color is reduced to 0.

Illus. Zina Saunders

©1997 Wizards of the Coast, Inc. All rights reserved.