Ivory Guardians 4



Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4



Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4



Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4



Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3

Ivory Guardians 4

Summon Guardians

Protection from red

As long as any opponent controls any red cards in play, all Guardians get +1/+1.

"But who is to guard the guards themselves?"

—Juvenal, Satires

Illus. Adam Rex

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

3/3