Spectra Ward {3}{W}{W}



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}



Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast

Spectra Ward {3}{W}{W}

Enchantment — Aura

Enchant creature

Enchanted creature gets +2/+2 and has protection from all colors. This effect doesn't remove Auras. *(It can't be blocked, targeted, or dealt damage by anything that's white, blue, black, red, or green.)*

036/269 R
M15 • EN
Ryan Alexander Lee

™ & © 2014 Wizards of the Coast