Ward of Lights



Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights



Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights



Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights



Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.

Ward of Lights

Enchant Creature

You may choose to play Ward of Lights as an instant; if you do, bury it at end of turn.

Enchanted creature gains protection from a color of your choice. The protection granted by Ward of Lights does not bury Ward of Lights.

Illus. Mike Dringenberg

©1996 Wizards of the Coast, Inc. All rights reserved.