Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3

Ivory Guardians 4

Summon Guardians

Protection from red
As long as an opponent controls any red cards, all Guardians get +1/+1.
The elite guard of the Mesa High Priests, the Ivory Guardians were created to protect the innocent and faithful.

Illus. Melissa Benson
© 1995 Wizards of the Coast, Inc. All rights reserved.
3/3