Ashling's Prerogative



Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative



Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative



Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative



Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301

Ashling's Prerogative

Enchantment

As Ashling's Prerogative comes into play, choose odd or even. *(Zero is even.)*

Each creature with converted mana cost of the chosen value has haste.

Each creature without converted mana cost of the chosen value comes into play tapped.

Warren Mahy

™ & © 1993-2007 Wizards of the Coast, Inc. 130/301