Relic Ward 1



Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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

Relic Ward 1

Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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

Relic Ward 1

Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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

Relic Ward 1

Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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

Relic Ward 1

Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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

Relic Ward 1

Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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

Relic Ward 1

Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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

Relic Ward 1

Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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

Relic Ward 1

Enchant Artifact

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

Enchanted artifact cannot be the target of spells or effects.

Asmira's prayers alone should have freed Mangara from the amber prison . . .

Illus. John Coulthart

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