Timely Ward



Enchantment — Aura

You may cast Timely Ward as though it had flash if it targets a commander.

Enchant creature

Enchanted creature has indestructible.

Behind every general who leads from the front is a nervous mage with a spell at the ready.

R 0107
DSC • EN Matt Stewart

™ & © 2024 Wizards of the Coast

Timely Ward

Enchantment — Aura

You may cast Timely Ward as though it had flash if it targets a commander.

Enchant creature

Enchanted creature has indestructible.

Behind every general who leads from the front is a nervous mage with a spell at the ready.

R 0107
DSC • EN Matt Stewart

™ & © 2024 Wizards of the Coast

Timely Ward

Enchantment — Aura

You may cast Timely Ward as though it had flash if it targets a commander.

Enchant creature

Enchanted creature has indestructible.

Behind every general who leads from the front is a nervous mage with a spell at the ready.

R 0107
DSC • EN Matt Stewart

™ & © 2024 Wizards of the Coast

Timely Ward



Enchantment — Aura

You may cast Timely Ward as though it had flash if it targets a commander.

Enchant creature

Enchanted creature has indestructible.

Behind every general who leads from the front is a nervous mage with a spell at the ready.

R 0107
DSC • EN Matt Stewart

™ & © 2024 Wizards of the Coast

Timely Ward

Enchantment — Aura

You may cast Timely Ward as though it had flash if it targets a commander.

Enchant creature

Enchanted creature has indestructible.

Behind every general who leads from the front is a nervous mage with a spell at the ready.

R 0107
DSC • EN Matt Stewart

™ & © 2024 Wizards of the Coast

Timely Ward



Enchantment — Aura

You may cast Timely Ward as though it had flash if it targets a commander.

Enchant creature

Enchanted creature has indestructible.

Behind every general who leads from the front is a nervous mage with a spell at the ready.

R 0107
DSC • EN Matt Stewart

™ & © 2024 Wizards of the Coast

Timely Ward

Enchantment — Aura

You may cast Timely Ward as though it had flash if it targets a commander.

Enchant creature

Enchanted creature has indestructible.

Behind every general who leads from the front is a nervous mage with a spell at the ready.

R 0107
DSC • EN Matt Stewart

™ & © 2024 Wizards of the Coast

Timely Ward

Enchantment — Aura

You may cast Timely Ward as though it had flash if it targets a commander.

Enchant creature

Enchanted creature has indestructible.

Behind every general who leads from the front is a nervous mage with a spell at the ready.

R 0107
DSC • EN Matt Stewart

™ & © 2024 Wizards of the Coast