Ivory Mask 2



Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350

Ivory Mask 2

Enchantment

You can't be the target of spells or abilities.

Made from its wearer's hopes, the mask ensures that those hopes will be fulfilled.

Glen Angus

™ & © 1993–2003 Wizards of the Coast, Inc. 27/350