Feroz's Ban 6



Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6



Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6



Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6



Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350

Feroz's Ban 6

Artifact 7

Creature spells cost 2 more to play.

Feroz is gone, but what remains is his final gift to his people: the right to be left alone.

Illus. Donato Giancola

™ & © 1993-2001 Wizards of the Coast, Inc. 295/350