Magus of the Moat 2



Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2



Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2



Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2



Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180

Magus of the Moat 2

Creature — Human Wizard

Creatures without flying can't attack.

"The spirits of the mythic ones ever circle their beloved keep, forbidding entry to all who come with the heavy tread of hate."

0/3

John Avon

™ & © 1993–2007 Wizards of the Coast, Inc. 12/180