Teferi's Moat 3



Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3



Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3



Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3



Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121

Teferi's Moat 3

Enchantment

As Teferi's Moat comes into play, choose a color.

Creatures of the chosen color without flying can't attack you.

"Isolation is not the answer."
—Urza, to Teferi

Illus. rk post

™ & © 1993–2006 Wizards of the Coast, Inc. 103/121