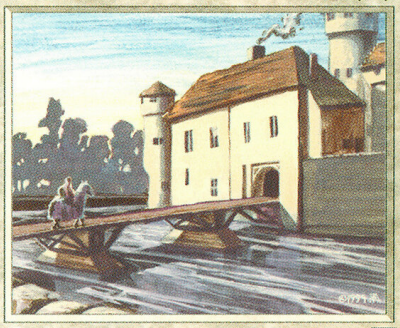
Moat 2



Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges

Moat 2

Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges

Moat 2

Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges

Moat 2

Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges

Moat 2

Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges

Moat 2

Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges

Moat 2

Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges

Moat 2

Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges

Moat 2

Enchantment

Non-flying creatures cannot attack.
The purpose of any moat is to impede attack. Some are filled with water, some with thistles. Some are filled with things best left unseen.

Illus. © 1994 Jeff A. Menges