
Teferi, Master of Time
Legendary Planeswalker — Teferi
You may activate loyalty abilities of Teferi, Master of Time on any player's turn any time you could cast an instant.
+1: Draw a card, then discard a card.
−3: Target creature you don't control phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)
−10: Take two extra turns after this one.
3
276 M
M21 • EN
Yongjae Choi
™ & © 2020 Wizards of the Coast


Teferi, Master of Time
Legendary Planeswalker — Teferi
You may activate loyalty abilities of Teferi, Master of Time on any player's turn any time you could cast an instant.
+1: Draw a card, then discard a card.
−3: Target creature you don't control phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)
−10: Take two extra turns after this one.
3
276 M
M21 • EN
Yongjae Choi
™ & © 2020 Wizards of the Coast


Teferi, Master of Time
Legendary Planeswalker — Teferi
You may activate loyalty abilities of Teferi, Master of Time on any player's turn any time you could cast an instant.
+1: Draw a card, then discard a card.
−3: Target creature you don't control phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)
−10: Take two extra turns after this one.
3
276 M
M21 • EN
Yongjae Choi
™ & © 2020 Wizards of the Coast


Teferi, Master of Time
Legendary Planeswalker — Teferi
You may activate loyalty abilities of Teferi, Master of Time on any player's turn any time you could cast an instant.
+1: Draw a card, then discard a card.
−3: Target creature you don't control phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)
−10: Take two extra turns after this one.
3
276 M
M21 • EN
Yongjae Choi
™ & © 2020 Wizards of the Coast