Rising Waters 3



Enchantment

Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143

Rising Waters 3



Enchantment

Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143

Rising Waters 3



Enchantment

Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143

Rising Waters 3



Enchantment

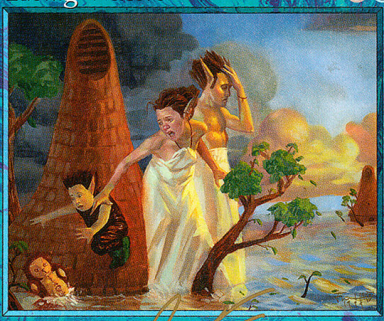
Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143

Rising Waters 3



Enchantment

Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143

Rising Waters 3



Enchantment

Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143

Rising Waters 3



Enchantment

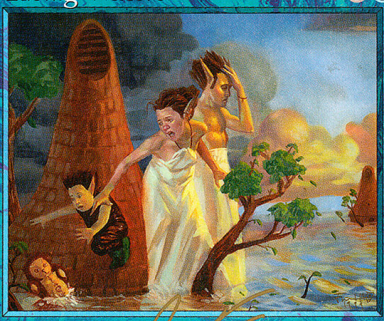
Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143

Rising Waters 3



Enchantment

Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143

Rising Waters 3



Enchantment

Lands don't untap during their controllers' untap steps.

At the beginning of each player's upkeep, that player untaps a land he or she controls.

Rising waters, sinking hope.

Illus. Scott M. Fischer
©1993–2000 Wizards of the Coast, Inc. 38/143