Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15

Teferi, Mage of Zhalfir 2UUU



Legendary Creature — Human Wizard

Flash
Creature cards you own that aren't on the battlefield have flash.
Each opponent can cast spells only any time he or she could cast a sorcery.
To save this plane, he must forsake all others.

Volkan Baga
3/4
™ & © 1993–2011 Wizards of the Coast LLC 13/15