Telethopter 4



Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4



Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4



Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4



Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1

Telethopter 4

Artifact Creature

Tap a creature you control: Telethopter gains flying until end of turn.

After losing several of the devices to midair collisions, Greven forbade moggs from operating telethopters.

Illus. Thomas M. Baxa
© 1997 Wizards of the Coast, Inc.

3/1