Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2

Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2

Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2

Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2

Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2

Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2

Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2

Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2

Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast

Consulate Skygate 2



Artifact Creature — Wall

Defender

Reach *(This creature can block creatures with flying.)*

All skyships entering or leaving the fairgrounds must pass through the security checkpoint.

0/4

202/264 C
KLD • EN John Avon
™ & © 2016 Wizards of the Coast