Cinder Wall



Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC

Cinder Wall

Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC

Cinder Wall

Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC

Cinder Wall

Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC

Cinder Wall

Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC

Cinder Wall

Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC

Cinder Wall

Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC

Cinder Wall

Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC

Cinder Wall

Creature — Wall

Defender
When Cinder Wall blocks, destroy it at end of combat.

"The smell of roasted flesh hung over the valley for hours."
—Onean sergeant

Anthony S. Waters

3/3

™ & © 1993-2011 Wizards of the Coast LLC