Overgrown Battlement {1}{G}



Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast

Overgrown Battlement {1}{G}

Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast

Overgrown Battlement {1}{G}

Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast

Overgrown Battlement {1}{G}



Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast

Overgrown Battlement {1}{G}

Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast

Overgrown Battlement {1}{G}

Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast

Overgrown Battlement {1}{G}



Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast

Overgrown Battlement {1}{G}

Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast

Overgrown Battlement {1}{G}

Creature — Wall

Defender

{T}: Add {G} for each creature with defender you control.

"Our enemy is nothing less than the end of all life. We shall not want for allies."
—The War Diaries

0/4

417 U
JMP • EN
Illus. Franz Vohwinkel

™ & © 2020 Wizards of the Coast