Living Wall 4



Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4



Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4



Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4



Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6

Living Wall 4

Artifact Creature — Wall

Defender

1 : Regenerate Living Wall.

Some fiendish mage had created a horrifying wall of living flesh, patched together from a jumble of still-recognizable body parts. As we sought to hew our way through it, some unknown power healed the gaping wounds we cut, denying us passage.

Illus. Anson Maddocks

™ & © 1993-2011 Wizards of the Coast LLC 212/260

0/6