Wall of Bone {2}{B}



Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4

Wall of Bone {2}{B}

Creature — Wall

(Walls can't attack.)

{B}: Regenerate Wall of Bone.

A skeletal wall, strengthened by the souls of traitors, rings the city of the Eastern Paladin.

Illus. Alan Pollack

™ & © 1993–2001 Wizards of the Coast, Inc. 169/350

1/4