Wall of heat 2



Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2



Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2



Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2



Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6

Wall of heat 2

Creature — Wall

(Walls can't attack.)

At a distance, we mistook the sound for a waterfall . . . .

Illus. Richard Thomas
©1993–1999 Wizards of the Coast, Inc.

2/6