Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}



Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast

Wall of Lost Thoughts {1}{U}

Creature — Wall

Defender

When Wall of Lost Thoughts enters the battlefield, target player mills four cards. *(They put the top four cards of their library into their graveyard.)*

Those who intrude upon the Dimir seldom remember that they have done so.

0/4

190 U
JMP • EN
Adam Paquette
™ & © 2020 Wizards of the Coast