

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 232/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231

Wall of Stone

1 2 2



Creature — Wall



(Walls can't attack.)

The ground itself lends its strength to these walls of living stone, which possess the stability of ancient mountains. These mighty bulwarks thwart ground-based troops, providing welcome relief for weary warriors who defend the land.

— Rob Alexander

0/8

© 1993-2003 Wizards of the Coast, Inc. 212/231