Wall of Roots {1}{G}



Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}



Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}



Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}



Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender

Put a -0/-1 counter on Wall of Roots: Add {G} to your mana pool. Play this ability only once each turn.

Sometimes the wise ones wove their magic into living plants; as the plant grew, so grew the magic.

Illus. John Matson

™ & © 1993–2006 Wizards of the Coast, Inc. 89/121

0/5