Wall of Reverence



Creature — Spirit Wall

Defender, flying

At the beginning of your end step, you may gain life equal to the power of target creature you control.

The lives of elves are long, but their memories are longer. Even after death, they do not desert their homes.

1/6

Wayne Reynolds

™ & © 2013 Wizards of the Coast 26/356

Wall of Reverence

Creature — Spirit Wall

Defender, flying

At the beginning of your end step, you may gain life equal to the power of target creature you control.

The lives of elves are long, but their memories are longer. Even after death, they do not desert their homes.

1/6

Wayne Reynolds

™ & © 2013 Wizards of the Coast 26/356

Wall of Reverence

Creature — Spirit Wall

Defender, flying

At the beginning of your end step, you may gain life equal to the power of target creature you control.

The lives of elves are long, but their memories are longer. Even after death, they do not desert their homes.

1/6

Wayne Reynolds

™ & © 2013 Wizards of the Coast 26/356

Wall of Reverence

Creature — Spirit Wall

Defender, flying

At the beginning of your end step, you may gain life equal to the power of target creature you control.

The lives of elves are long, but their memories are longer. Even after death, they do not desert their homes.

1/6

Wayne Reynolds

™ & © 2013 Wizards of the Coast 26/356

Wall of Reverence

Creature — Spirit Wall

Defender, flying

At the beginning of your end step, you may gain life equal to the power of target creature you control.

The lives of elves are long, but their memories are longer. Even after death, they do not desert their homes.

1/6

Wayne Reynolds

™ & © 2013 Wizards of the Coast 26/356