Wall of Roots {1}{G}



Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5

Wall of Roots {1}{G}



Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5

Wall of Roots {1}{G}



Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5

Wall of Roots {1}{G}

Creature — Plant Wall

Defender
Put a -0/-1 counter on Wall of Roots: Add {G}. Activate only once each turn.

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

Illus. Matt Stewart
™ & © 2023 Wizards of the Coast 4/30

0/5