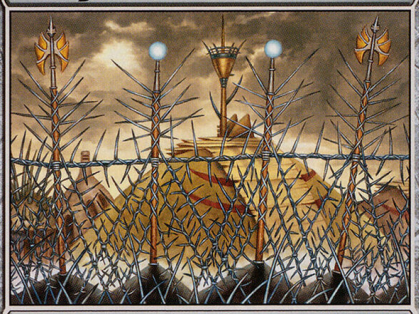
Razorgrass Screen 1



Artifact Creature — Wall

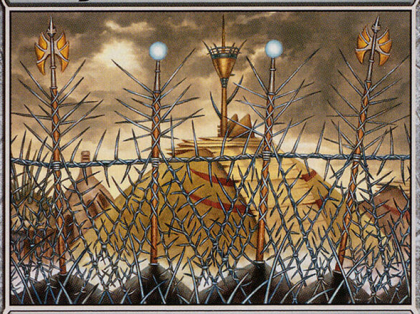
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

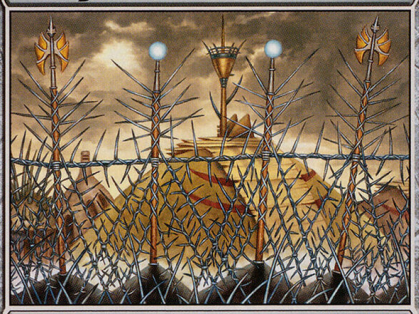
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

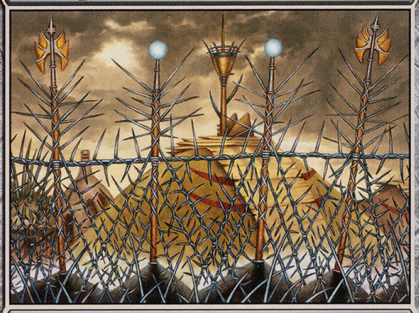
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

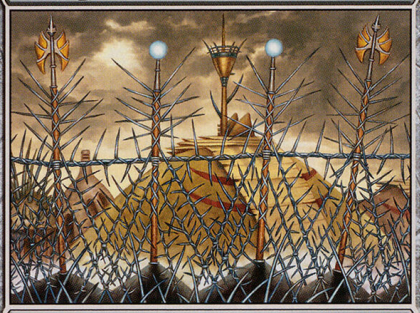
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

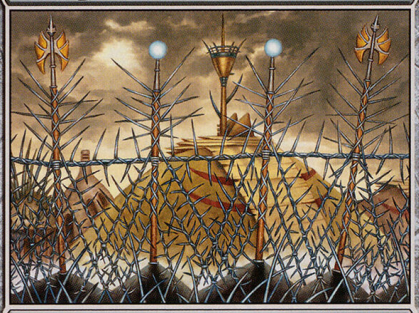
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

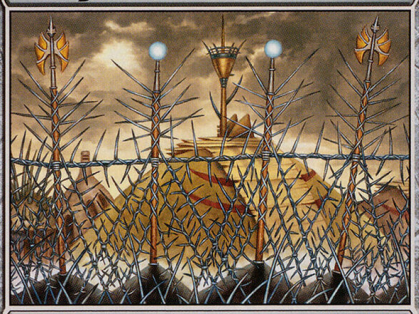
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

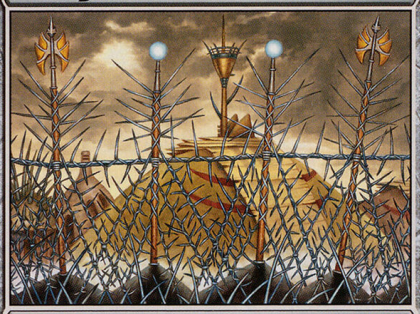
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

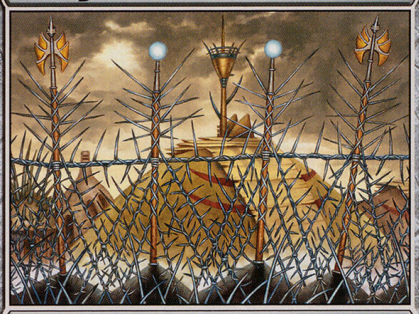
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

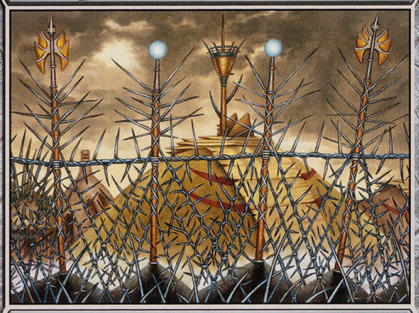
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

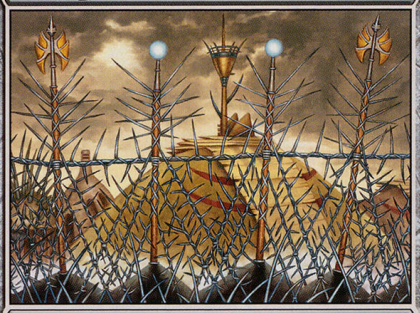
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

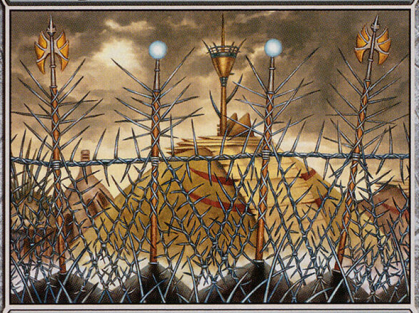
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

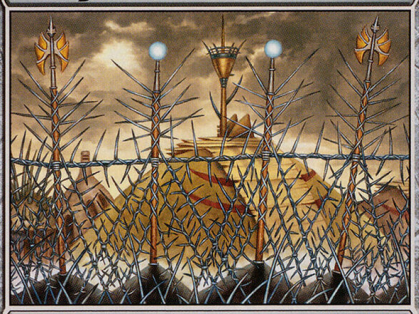
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

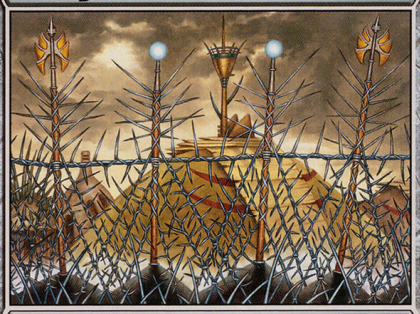
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

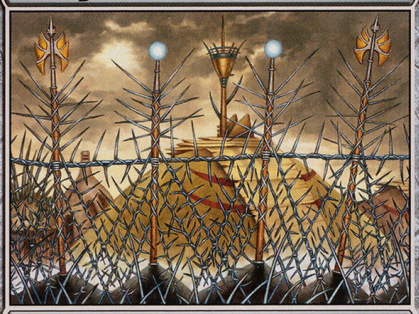
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

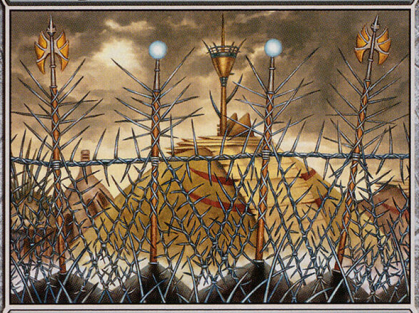
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

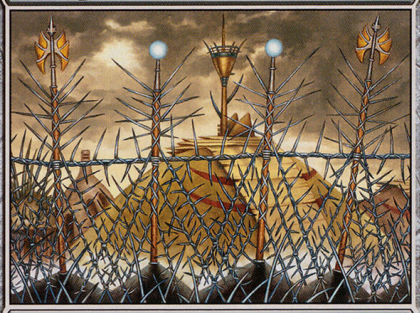
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

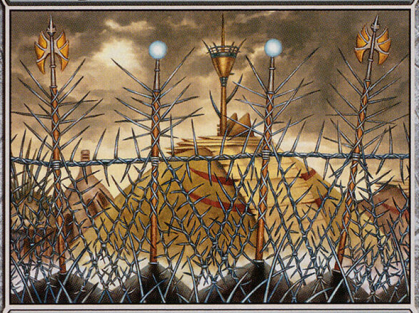
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

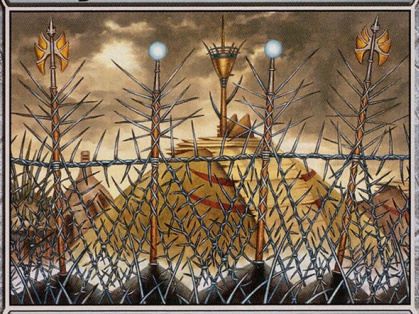
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

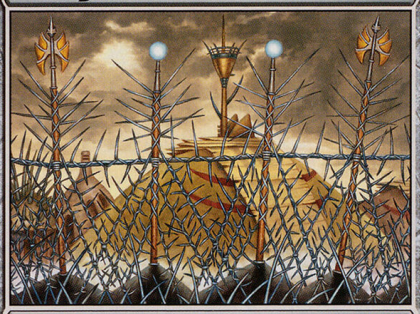
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

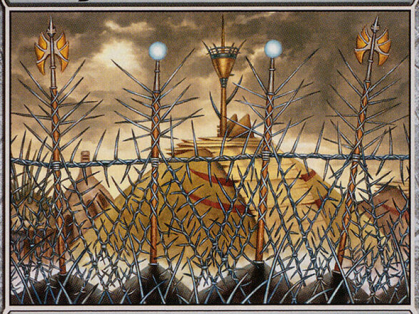
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

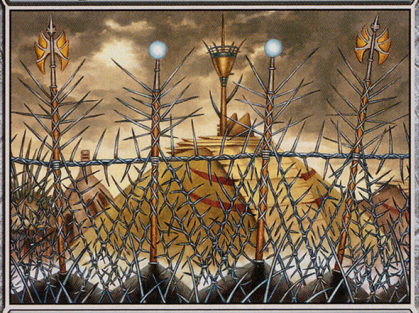
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

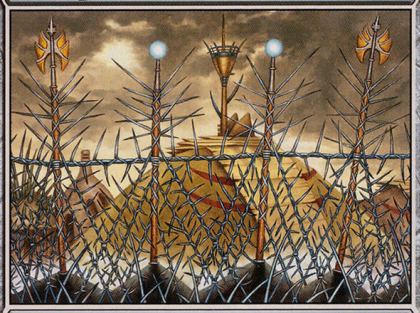
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

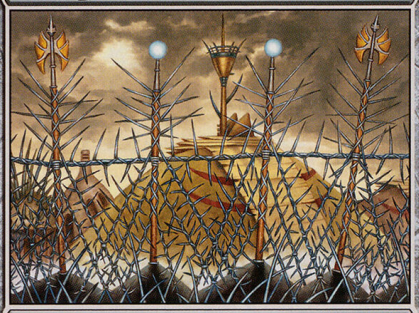
(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1

Razorgrass Screen 1



Artifact Creature — Wall

(Walls can't attack.)
Razorgrass Screen blocks each turn if able.

Hand-stitched, and marked by the blood of the Auriok.

Tony Szczudlo
™ & © 1993–2004 Wizards of the Coast, Inc. 145/165

2/1