Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla



Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast

Basking Rootwalla

Creature — Lizard

1: Basking Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

Madness 0 *(If you discard this card, you may cast it for its madness cost instead of putting it into your graveyard.)*

1/1

196/325 C
VMA • EN
Heather Hudson

™ & © 2014 Wizards of the Coast