Dark Maze 4



Summon Wall

0: Dark Maze can attack this turn as though it were not a Wall. At end of turn, remove Dark Maze from the game.

*"Stray not onto the path of darkness, or be lost forever."*

*—Baki, wizard attendant*

Illus. David Seeley

© 1997 Wizards of the Coast, Inc. All rights reserved.

4/5