Coral Colony



Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast

Coral Colony

Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast

Coral Colony

Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast

Coral Colony

Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast

Coral Colony

Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast

Coral Colony

Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast

Coral Colony

Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast

Coral Colony

Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast

Coral Colony

Creature — Wall

Defender

1, : Target player mills X cards, where X is the number of creatures you control with defender. *(To mill a card, a player puts the top card of their library into their graveyard.)*

The seafloor is strewn with the wreckage of Vodalia's would-be conquerors.

1/4

045/281 U
DMU • EN Campbell White

™ & © 2022 Wizards of the Coast