Dark Maze 4 (B)



Summon Wall

0: Dark Maze can attack this turn. At end of turn, remove Dark Maze from the game. Dark Maze cannot attack the turn it comes under your control.
"Stray not into the path of darkness, or be lost forever."
—Baki, Wizard Attendant

Illus. Rob Alexander
© 1995 Wizards of the Coast, Inc. All rights reserved.

4/5