Wall of Denial {1}{W}{U}



Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8

Wall of Denial {1}{W}{U}

Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8

Wall of Denial {1}{W}{U}

Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8

Wall of Denial {1}{W}{U}

Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8

Wall of Denial {1}{W}{U}

Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8

Wall of Denial {1}{W}{U}

Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8

Wall of Denial {1}{W}{U}

Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8

Wall of Denial {1}{W}{U}

Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8

Wall of Denial {1}{W}{U}

Creature — Wall

Defender, flying
Shroud *(This creature can't be the target of spells or abilities.)*

It provides what every discerning mage requires—time to think.

Howard Lyon
™ & © 1993–2011 Wizards of the Coast LLC 237/318

0/8