Shield Wall 1



Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1



Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1



Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1



Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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

Shield Wall 1

Instant

All creatures you control get +0/+2 until end of turn.

The strongest walls are made not of stone or steel but of the focused strength of warriors.

Illus. Scott Kirschner

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