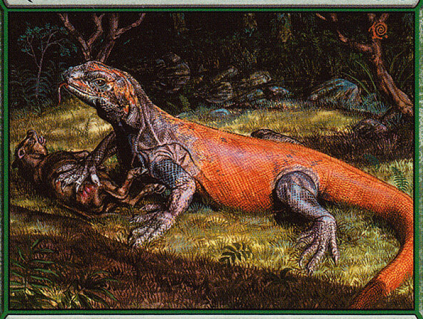
Rootwalla 2G



Creature — Lizard

1G: Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

They make terrible pets . . . unless you don't like your other pets.

2/2

027/030 C
W17 • EN Roger Raupp

™ & © 2017 Wizards of the Coast

Rootwalla 2G

Creature — Lizard

1G: Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

They make terrible pets . . . unless you don't like your other pets.

2/2

027/030 C
W17 • EN Roger Raupp

™ & © 2017 Wizards of the Coast

Rootwalla 2G

Creature — Lizard

1G: Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

They make terrible pets . . . unless you don't like your other pets.

2/2

027/030 C
W17 • EN Roger Raupp

™ & © 2017 Wizards of the Coast

Rootwalla 2G

Creature — Lizard

1G: Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

They make terrible pets . . . unless you don't like your other pets.

2/2

027/030 C
W17 • EN Roger Raupp

™ & © 2017 Wizards of the Coast

Rootwalla 2G

Creature — Lizard

1G: Rootwalla gets +2/+2 until end of turn. Activate this ability only once each turn.

They make terrible pets . . . unless you don't like your other pets.

2/2

027/030 C
W17 • EN Roger Raupp

™ & © 2017 Wizards of the Coast