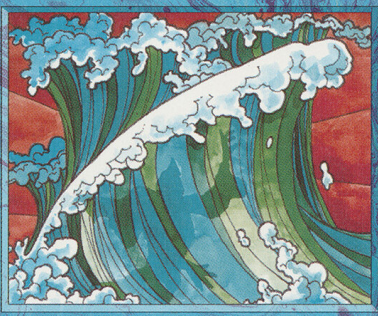
Wall of Water 1

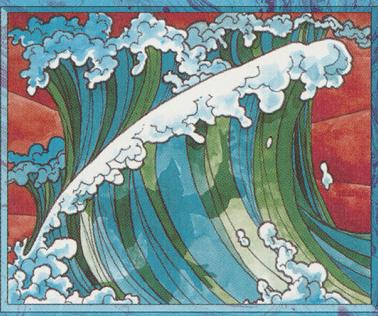


Summon Wall

: +1/+0 until end of turn.
A deafening roar arose as the fury of an enormous vertical river supplanted our serenity. Eddies turned into whirling geysers, leveling everything in their path.

Illus. © Richard Thomas 0/5

Wall of Water 1

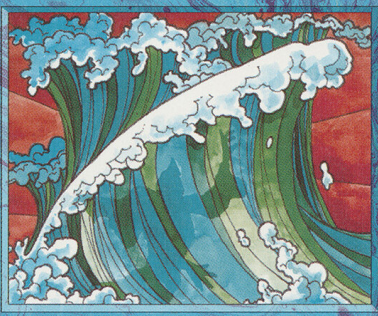


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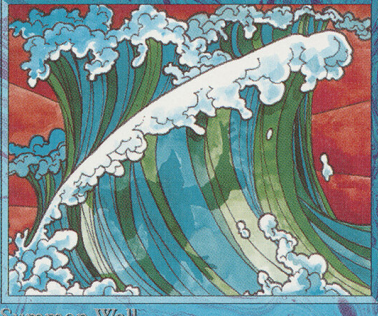


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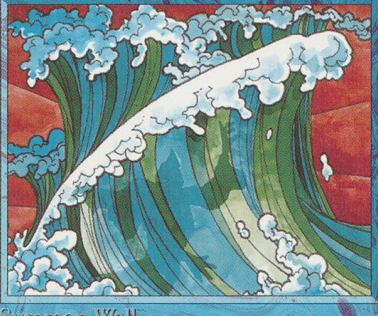


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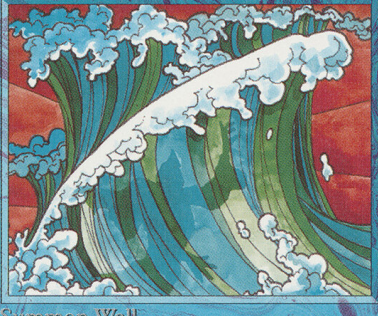


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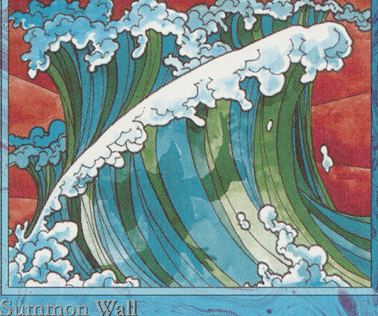


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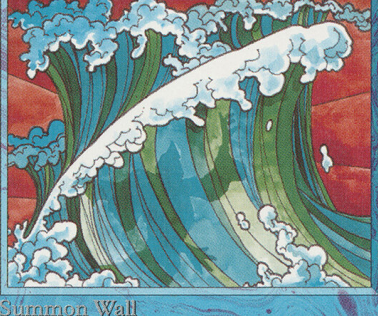


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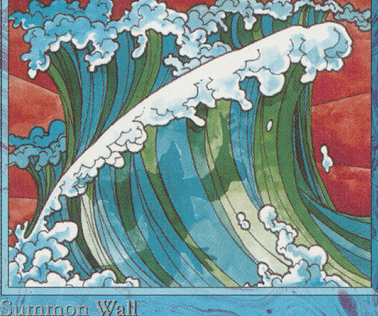


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