Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165

Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165

Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165

Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165

Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165

Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165

Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165

Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165

Early Frost {1}{U}



Instant

Tap up to three target lands.
Under its mists, the earth sleeps.

Ben Thompson
™ & © 1993–2004 Wizards of the Coast, Inc. 29/165