Colossal Dreadmaw {4}{G}{G}



Creature — Dinosaur

Trample *(This creature can deal excess combat damage to the player or planeswalker it's attacking.)*

If you feel the ground quake, run. If you hear its bellow, flee. If you see its teeth, it's too late.

6/6

172/280 C
M19 • EN Jesper Ejsing

™ & © 2018 Wizards of the Coast