Cocoon



Enchant Creature

Tap target creature you control and put three change counters on Cocoon. If there are any change counters on Cocoon, that creature does not untap during your untap phase. During your upkeep, remove one change counter. During the upkeep after the one in which the last change counter was removed, put a +1/+1 counter on the creature, the creature gains flying, and bury Cocoon.

Illus. Mark Tedin

© 1995 Wizards of the Coast, Inc. All rights reserved.