Wall of Frost {1}{U}{U}



Creature — Wall

Defender

Whenever Wall of Frost blocks a creature, that creature doesn't untap during its controller's next untap step.

"I welcome it. The pasture is cleared of weeds and the wolves are frozen solid."
—Lumi, goatherd

0/7

028/156 U
PCA • EN Mike Bierek

™ & © 2016 Wizards of the Coast

Wall of Frost {1}{U}{U}



Creature — Wall

Defender

Whenever Wall of Frost blocks a creature, that creature doesn't untap during its controller's next untap step.

"I welcome it. The pasture is cleared of weeds and the wolves are frozen solid."
—Lumi, goatherd

0/7

028/156 U
PCA • EN Mike Bierek

™ & © 2016 Wizards of the Coast

Wall of Frost {1}{U}{U}



Creature — Wall

Defender

Whenever Wall of Frost blocks a creature, that creature doesn't untap during its controller's next untap step.

"I welcome it. The pasture is cleared of weeds and the wolves are frozen solid."
—Lumi, goatherd

0/7

028/156 U
PCA • EN Mike Bierek

™ & © 2016 Wizards of the Coast

Wall of Frost {1}{U}{U}



Creature — Wall

Defender

Whenever Wall of Frost blocks a creature, that creature doesn't untap during its controller's next untap step.

"I welcome it. The pasture is cleared of weeds and the wolves are frozen solid."
—Lumi, goatherd

0/7

028/156 U
PCA • EN Mike Bierek

™ & © 2016 Wizards of the Coast