Colossal Dreadmaw 4🌳🌳



Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast

Colossal Dreadmaw 4🌳🌳

Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast

Colossal Dreadmaw 4🌳🌳

Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast

Colossal Dreadmaw 4🌳🌳

Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast

Colossal Dreadmaw 4🌳🌳

Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast

Colossal Dreadmaw 4🌳🌳

Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast

Colossal Dreadmaw 4🌳🌳

Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast

Colossal Dreadmaw 4🌳🌳

Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast

Colossal Dreadmaw 4🌳🌳

Creature — Dinosaur

Trample

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

6/6

640 C
J22 • EN Jesper Eising

™ & © 2022 Wizards of the Coast