Cave of the Frost Dragon



Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Cave of the Frost Dragon

Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Cave of the Frost Dragon

Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Cave of the Frost Dragon



Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Cave of the Frost Dragon

Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Cave of the Frost Dragon

Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Cave of the Frost Dragon



Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Cave of the Frost Dragon

Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Cave of the Frost Dragon

Land

If you control two or more other lands, Cave of the Frost Dragon enters the battlefield tapped.

{T}: Add {*}.

{4}{*}: Cave of the Frost Dragon becomes a 3/4 white Dragon creature with flying until end of turn. It's still a land.

253/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast