Frozen Solid {1}{U}{U}



Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}



Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}



Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}



Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155

Frozen Solid {1}{U}{U}

Enchantment — Aura

Enchant creature

Enchanted creature doesn't untap during its controller's untap step.

When damage is dealt to enchanted creature, destroy it.

"Guard, fetch me a mallet."
—Heidar, Rimewind master

Ralph Horsley

™ & © 1993–2006 Wizards of the Coast, Inc. 35/155