Frontier Siege



Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast

Frontier Siege

Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast

Frontier Siege

Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast

Frontier Siege

Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast

Frontier Siege

Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast

Frontier Siege

Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast

Frontier Siege

Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast

Frontier Siege

Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast

Frontier Siege

Enchantment

As this enchantment enters, choose Khans or Dragons.
- Khans — At the beginning of each of your main phases, add {G}{G}.
- Dragons — Whenever a creature you control with flying enters, you may have it fight target creature you don't control.

R 0256
TDC • EN James Ryman

™ & © 2025 Wizards of the Coast