Stone Giant {2}{R}{R}



Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249

Stone Giant {2}{R}{R}

Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249

Stone Giant {2}{R}{R}

Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249

Stone Giant {2}{R}{R}

Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249

Stone Giant {2}{R}{R}

Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249

Stone Giant {2}{R}{R}

Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249

Stone Giant {2}{R}{R}

Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249

Stone Giant {2}{R}{R}

Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249

Stone Giant {2}{R}{R}

Creature — Giant

{T}: Target creature you control with toughness less than Stone Giant's power gains flying until end of turn. Destroy that creature at the beginning of the end step.

A typical day for a giant. A momentous event for a goat.

Warren Mahy

3/4

™ & © 1993–2009 Wizards of the Coast LLC 159/249