Stonehewer Giant 3



Creature — Giant Warrior

Vigilance

1, : Search your library for an Equipment card and put it into play. Attach it to a creature you control. Then shuffle your library.

"No matter how strong, an unarmed fighter is no more than a fool."

4/4

Steve Prescott

™ & © 1993–2008 Wizards of the Coast, Inc. 24/150

Stonehewer Giant 3

Creature — Giant Warrior

Vigilance

1, : Search your library for an Equipment card and put it into play. Attach it to a creature you control. Then shuffle your library.

"No matter how strong, an unarmed fighter is no more than a fool."

4/4

Steve Prescott

™ & © 1993–2008 Wizards of the Coast, Inc. 24/150

Stonehewer Giant 3

Creature — Giant Warrior

Vigilance

1, : Search your library for an Equipment card and put it into play. Attach it to a creature you control. Then shuffle your library.

"No matter how strong, an unarmed fighter is no more than a fool."

4/4

Steve Prescott

™ & © 1993–2008 Wizards of the Coast, Inc. 24/150

Stonehewer Giant 3

Creature — Giant Warrior

Vigilance

1, : Search your library for an Equipment card and put it into play. Attach it to a creature you control. Then shuffle your library.

"No matter how strong, an unarmed fighter is no more than a fool."

4/4

Steve Prescott

™ & © 1993–2008 Wizards of the Coast, Inc. 24/150

Stonehewer Giant 3



Creature — Giant Warrior

Vigilance

1, : Search your library for an Equipment card and put it into play. Attach it to a creature you control. Then shuffle your library.

"No matter how strong, an unarmed fighter is no more than a fool."

4/4

Steve Prescott

™ & © 1993–2008 Wizards of the Coast, Inc. 24/150