Ivory Giant 5✳✳



Creature — Giant

When Ivory Giant comes into play, tap all nonwhite creatures.

Suspend 5—✳ *(Rather than play this card from your hand, you may pay ✳ and remove it from the game with five time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost. It has haste.)*

3/4

Jeff Miracola

™ & © 1993–2006 Wizards of the Coast, Inc. 24/301

Ivory Giant 5✳✳

Creature — Giant

When Ivory Giant comes into play, tap all nonwhite creatures.

Suspend 5—✳ *(Rather than play this card from your hand, you may pay ✳ and remove it from the game with five time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost. It has haste.)*

3/4

Jeff Miracola

™ & © 1993–2006 Wizards of the Coast, Inc. 24/301

Ivory Giant 5✳✳

Creature — Giant

When Ivory Giant comes into play, tap all nonwhite creatures.

Suspend 5—✳ *(Rather than play this card from your hand, you may pay ✳ and remove it from the game with five time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost. It has haste.)*

3/4

Jeff Miracola

™ & © 1993–2006 Wizards of the Coast, Inc. 24/301

Ivory Giant 5✳✳

Creature — Giant

When Ivory Giant comes into play, tap all nonwhite creatures.

Suspend 5—✳ *(Rather than play this card from your hand, you may pay ✳ and remove it from the game with five time counters on it. At the beginning of your upkeep, remove a time counter. When you remove the last, play it without paying its mana cost. It has haste.)*

3/4

Jeff Miracola

™ & © 1993–2006 Wizards of the Coast, Inc. 24/301