

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.
What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4

Stone Giant

2 2 2



Summon Giant

Tap to make one of your own creatures a flying creature until end of turn. Target creature, which must have toughness less than Stone Giant's power, is destroyed at end of turn.

What goes up, must come down.

Illus. © Darneon Willich

3/4