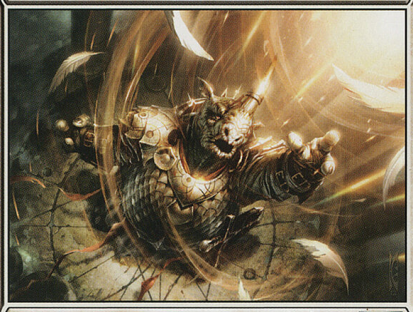
Stonehorn Chanter 5W



Creature — Rhino Cleric

5W: Stonehorn Chanter gains vigilance and lifelink until end of turn. *(Attacking doesn't cause it to tap. Damage dealt by it also causes you to gain that much life.)*

With the Stonehorn, piety and power are one.

4/4

Raymond Swanland

™ & © 2013 Wizards of the Coast 39/249

Stonehorn Chanter 5W

Creature — Rhino Cleric

5W: Stonehorn Chanter gains vigilance and lifelink until end of turn. *(Attacking doesn't cause it to tap. Damage dealt by it also causes you to gain that much life.)*

With the Stonehorn, piety and power are one.

4/4

Raymond Swanland

™ & © 2013 Wizards of the Coast 39/249

Stonehorn Chanter 5W

Creature — Rhino Cleric

5W: Stonehorn Chanter gains vigilance and lifelink until end of turn. *(Attacking doesn't cause it to tap. Damage dealt by it also causes you to gain that much life.)*

With the Stonehorn, piety and power are one.

4/4

Raymond Swanland

™ & © 2013 Wizards of the Coast 39/249

Stonehorn Chanter 5W

Creature — Rhino Cleric

5W: Stonehorn Chanter gains vigilance and lifelink until end of turn. *(Attacking doesn't cause it to tap. Damage dealt by it also causes you to gain that much life.)*

With the Stonehorn, piety and power are one.

4/4

Raymond Swanland

™ & © 2013 Wizards of the Coast 39/249

Stonehorn Chanter 5W



Creature — Rhino Cleric

5W: Stonehorn Chanter gains vigilance and lifelink until end of turn. *(Attacking doesn't cause it to tap. Damage dealt by it also causes you to gain that much life.)*

With the Stonehorn, piety and power are one.

4/4

Raymond Swanland

™ & © 2013 Wizards of the Coast 39/249