Giant's Ire 3R



Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R



Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R



Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R



Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301

Giant's Ire 3R

Tribal Sorcery — Giant

Giant's Ire deals 4 damage to target player. If you control a Giant, draw a card.

The only feeling greater than hurling something a mile is crushing something else with it that was really, really irritating you.

Alex Horley-Orlandelli

™ & © 1993–2007 Wizards of the Coast, Inc. 120/301