Spearbreaker Behemoth 5



Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249

Spearbreaker Behemoth 5

Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249

Spearbreaker Behemoth 5

Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249

Spearbreaker Behemoth 5

Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249

Spearbreaker Behemoth 5

Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249

Spearbreaker Behemoth 5

Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249

Spearbreaker Behemoth 5

Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249

Spearbreaker Behemoth 5

Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249

Spearbreaker Behemoth 5

Creature — Beast

Spearbreaker Behemoth is indestructible.
1: Target creature with power 5 or greater is indestructible this turn.

Few Nayans dare hunt the gargantuans. They're regarded not as animals but as forces of nature, like landslides or typhoons.

Christopher Moeller

5/5

™ & © 1993-2008 Wizards of the Coast, Inc. 150/249