Hall of Storm Giants



Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Hall of Storm Giants

Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Hall of Storm Giants

Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Hall of Storm Giants

Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Hall of Storm Giants

Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Hall of Storm Giants

Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Hall of Storm Giants

Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Hall of Storm Giants

Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast

Hall of Storm Giants

Land

If you control two or more other lands, Hall of Storm Giants enters the battlefield tapped.

{T}: Add {U}.

{5}{U}: Until end of turn, Hall of Storm Giants becomes a 7/7 blue Giant creature with ward {3}. It's still a land. *(Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)*

257/281 R
AFR • EN Johannes Voss

™ & © 2021 Wizards of the Coast