Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4

Flowstone Sculpture 6



Artifact Creature

2, Choose and discard a card: Flowstone Sculpture gains flying, first strike, or trample permanently, or put a +1/+1 counter on Flowstone Sculpture.

The sculptor, weary of his work, created art that would finish itself.

Illus. Hannibal King
© 1997 Wizards of the Coast, Inc.

4/4