Rakeclaw Gargantuan 2RGW



Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW



Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW



Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW



Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356

Rakeclaw Gargantuan 2RGW

Creature — Beast

1: Target creature with power 5 or greater gains first strike until end of turn.

Naya teems with gargantuans, titanic monsters to whom both nature and civilization defer.

Jesper Ejsing

5/3

™ & © 2013 Wizards of the Coast 205/356