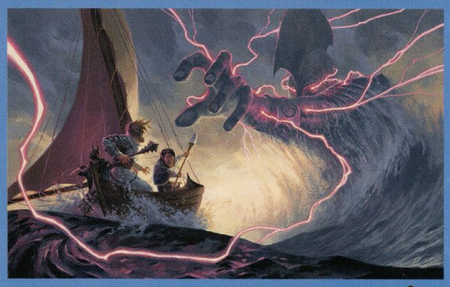
R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

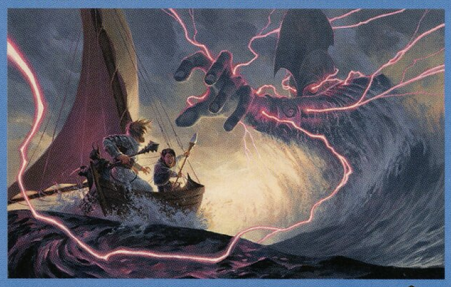
™ & © 2021 Wizards of the Coast

R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

™ & © 2021 Wizards of the Coast

R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

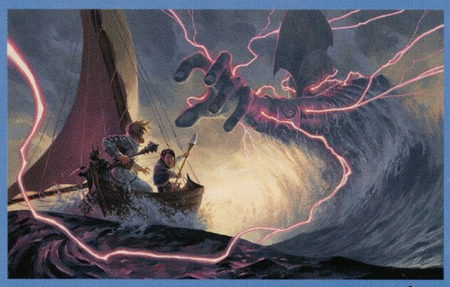
™ & © 2021 Wizards of the Coast

R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

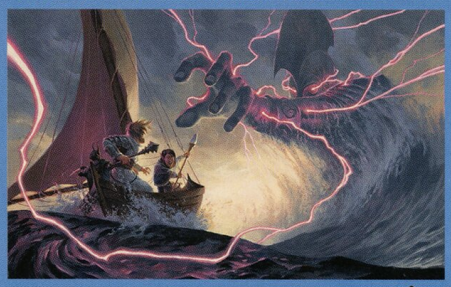
™ & © 2021 Wizards of the Coast

R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

™ & © 2021 Wizards of the Coast

R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

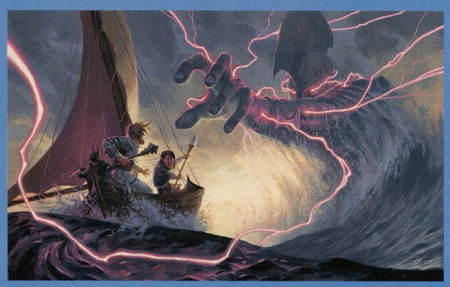
™ & © 2021 Wizards of the Coast

R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

™ & © 2021 Wizards of the Coast

R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

™ & © 2021 Wizards of the Coast

R14 DUNGEONS & DRAGONS

Dungeon Module R14

Hall of Storm Giants

AN ADVENTURE FOR CHARACTER LEVELS 17-20



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.

354 R
AFR • EN ▶ Alex Stone

™ & © 2021 Wizards of the Coast