Mtenda Griffin 3



Summon Griffin

Flying

W, T: Return Mtenda Griffin to owner's hand and return target Griffin card in your graveyard to your hand. Use this ability only during your upkeep.

"Unlike Zhalfir, the griffin needs no council to keep harmony among its parts."
—Asmira, Holy Avenger

Illus. Janine Johnston
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Mtenda Griffin 3



Summon Griffin

Flying

W, T: Return Mtenda Griffin to owner's hand and return target Griffin card in your graveyard to your hand. Use this ability only during your upkeep.

"Unlike Zhalfir, the griffin needs no council to keep harmony among its parts."
—Asmira, Holy Avenger

Illus. Janine Johnston
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Mtenda Griffin 3



Summon Griffin

Flying

W, T: Return Mtenda Griffin to owner's hand and return target Griffin card in your graveyard to your hand. Use this ability only during your upkeep.

"Unlike Zhalfir, the griffin needs no council to keep harmony among its parts."
—Asmira, Holy Avenger

Illus. Janine Johnston
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2

Mtenda Griffin 3



Summon Griffin

Flying

W, T: Return Mtenda Griffin to owner's hand and return target Griffin card in your graveyard to your hand. Use this ability only during your upkeep.

"Unlike Zhalfir, the griffin needs no council to keep harmony among its parts."
—Asmira, Holy Avenger

Illus. Janine Johnston
©1996 Wizards of the Coast, Inc. All rights reserved.

2/2