Temur Sabertooth 2GG



Creature — Cat

1G: You may return another creature you control to its owner's hand. If you do, Temur Sabertooth gains indestructible until end of turn.

The Temur see themselves as a pack, their bonds more primal than the Abzan's.

4/3

141/185 U
FRF • EN Mike Sass
™ & © 2015 Wizards of the Coast

Temur Sabertooth 2GG



Creature — Cat

1G: You may return another creature you control to its owner's hand. If you do, Temur Sabertooth gains indestructible until end of turn.

The Temur see themselves as a pack, their bonds more primal than the Abzan's.

4/3

141/185 U
FRF • EN Mike Sass
™ & © 2015 Wizards of the Coast

Temur Sabertooth 2GG



Creature — Cat

1G: You may return another creature you control to its owner's hand. If you do, Temur Sabertooth gains indestructible until end of turn.

The Temur see themselves as a pack, their bonds more primal than the Abzan's.

4/3

141/185 U
FRF • EN Mike Sass
™ & © 2015 Wizards of the Coast

Temur Sabertooth 2GG



Creature — Cat

1G: You may return another creature you control to its owner's hand. If you do, Temur Sabertooth gains indestructible until end of turn.

The Temur see themselves as a pack, their bonds more primal than the Abzan's.

4/3

141/185 U
FRF • EN Mike Sass
™ & © 2015 Wizards of the Coast