Slumbering Cerberus



Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast

Slumbering Cerberus

Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast

Slumbering Cerberus

Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast

Slumbering Cerberus

Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast

Slumbering Cerberus

Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast

Slumbering Cerberus

Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast

Slumbering Cerberus

Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast

Slumbering Cerberus

Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast

Slumbering Cerberus

Creature — Dog

This creature doesn't untap during your untap step.

Morbid — At the beginning of each end step, if a creature died this turn, untap this creature.

The plan seemed to be going perfectly, until Mino realized the third head was no longer snoring.

4/2

U 0094
FDN • EN ✒ Kari Christensen
™ & © 2024 Wizards of the Coast