Tiger Claws 2G



Enchant Creature

You may play Tiger Claws any time you could play an instant.

Enchanted creature gets +1/+1 and has trample.

Cho-Arrim martial artists emulate the beasts of their home.

Illus. Adam Rex

©1993–1999 Wizards of the Coast, Inc. 279/350

Tiger Claws 2G



Enchant Creature

You may play Tiger Claws any time you could play an instant.

Enchanted creature gets +1/+1 and has trample.

Cho-Arrim martial artists emulate the beasts of their home.

Illus. Adam Rex

©1993–1999 Wizards of the Coast, Inc. 279/350

Tiger Claws 2G



Enchant Creature

You may play Tiger Claws any time you could play an instant.

Enchanted creature gets +1/+1 and has trample.

Cho-Arrim martial artists emulate the beasts of their home.

Illus. Adam Rex

©1993–1999 Wizards of the Coast, Inc. 279/350

Tiger Claws 2G



Enchant Creature

You may play Tiger Claws any time you could play an instant.

Enchanted creature gets +1/+1 and has trample.

Cho-Arrim martial artists emulate the beasts of their home.

Illus. Adam Rex

©1993–1999 Wizards of the Coast, Inc. 279/350