Leonin Abunas 3



Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3



Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3



Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3



Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast

Leonin Abunas 3

Creature — Cat Cleric

Artifacts you control have hexproof. *(They can't be the targets of spells or abilities your opponents control.)*

Only leonin clerics who can survive the Razor Fields for one turning of the suns can stand in the Cave of Light.

2/5

021/332 R
2XM • EN Carl Critchlow
™ & © 2020 Wizards of the Coast