
Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast


Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast


Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast


Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast

Grakmaw, Skyclave Ravager
Legendary Creature — Hydra Horror
Grakmaw, Skyclave Ravager enters the battlefield with three +1/+1 counters on it.
Whenever another creature you control dies, if it had a +1/+1 counter on it, put a +1/+1 counter on Grakmaw.
When Grakmaw dies, create an X/X black and green Hydra creature token, where X is the number of +1/+1 counters on Grakmaw.
0/0
366 R
ZNR • EN
Filip Burburan
™ & © 2020 Wizards of the Coast