Scavenging Ghoul 3⊕



Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕



Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕



Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕



Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2

Scavenging Ghoul 3⊕

Summon Ghoul

At the end of each turn, put one counter on Ghoul for each other creature that was placed in the graveyard during the turn. If Ghoul takes lethal damage, you may use a counter to regenerate it; counters remain until used.

Illus. © Jeff A. Menges 2/2