Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast

Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast

Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast

Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast

Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast

Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast

Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast

Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast

Savage Ventmaw {4}{R}{G}



Creature — Dragon

Flying
Whenever Savage Ventmaw attacks, add {R}{R}{R}{G}{G}{G}. Until end of turn, you don't lose this mana as steps and phases end.

4/4

229/254 U
BBD • EN
Slawomir Maniak
™ & © 2018 Wizards of the Coast