Hollowhenge Scavenger 3GG



Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264

Hollowhenge Scavenger 3GG

Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264

Hollowhenge Scavenger 3GG

Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264

Hollowhenge Scavenger 3GG

Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264

Hollowhenge Scavenger 3GG

Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264

Hollowhenge Scavenger 3GG

Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264

Hollowhenge Scavenger 3GG

Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264

Hollowhenge Scavenger 3GG

Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264

Hollowhenge Scavenger 3GG

Creature — Elemental

*Morbid* — When Hollowhenge Scavenger enters the battlefield, if a creature died this turn, you gain 5 life.

*After werewolves slaughtered the citizenry of Hollowhenge, other creatures moved in.*

Slawomir Maniak

4/5

™ & © 1993-2011 Wizards of the Coast LLC 188/264