Marrow-Gnawer 3BB



Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306

Marrow-Gnawer 3BB

Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306

Marrow-Gnawer 3BB

Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306

Marrow-Gnawer 3BB

Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306

Marrow-Gnawer 3BB

Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306

Marrow-Gnawer 3BB

Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306

Marrow-Gnawer 3BB

Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306

Marrow-Gnawer 3BB

Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306

Marrow-Gnawer 3BB

Legendary Creature — Rat Rogue

All Rats have fear.

B, Sacrifice a Rat: Put X 1/1 black Rat creature tokens into play, where X is the number of Rats you control.

Marrow-Gnawer united three nezumi gangs when he slew their leaders in a single night. Now they call him their first lord.

Wayne Reynolds

2/3

™ & © 1993-2004 Wizards of the Coast, Inc. 124/306