

The image shows the front of a Magic: The Gathering card, 'Grakmaw, Skyclave Ravager'. The top half features an illustration of three dragon heads with green and yellow scales, sharp teeth, and glowing purple eyes, emerging from a dark, rocky landscape. The card's name, 'Grakmaw, Skyclave Ravager', is printed in a stylized font on a dark banner at the top. To the right of the name are three mana symbols: a red circle with a '1', a black circle with a skull, and a green circle with a skull. Below the illustration, the card type 'Legendary Creature — Hydra Horror' is printed in a bold, serif font. The card's abilities are written in a smaller font below the type line. The bottom of the card features a red mana cost '0/0' in a white-bordered box. The card is set against a dark, textured background.

**Grakmaw, Skyclave Ravager** 1

**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

**Grakmaw, Skyclave Ravager** 1

**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 Horror token, where X is the number of +1/+1 counters on Grakmaw.

0000 / 115  
PRM • EN

0/0

**Grakmaw, Skyclave Ravager** 1

**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

**Grakmaw, Skyclave Ravager** 1

**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 Horror token, where X is the number of +1/+1 counters on Grakmaw.

0000 / 115  
PRM • EN

0/0

**Grakmaw, Skyclave Ravager** 1

**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.

0000 / 115  
PRM • EN

0/0

**Grakmaw, Skyclave Ravager** 1

**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 Horror token, where X is the number of +1/+1 counters on Grakmaw.

0000 / 115  
PRM • EN

0/0

**Grakmaw, Skyclave Ravager** 1

**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

A large, green, spiky dragon-like creature with three heads, each with sharp teeth and glowing purple eyes. It is shown in a dynamic, roaring pose against a dark, rocky background. The creature has a long, segmented tail and sharp claws. The card is framed by a dark border with a gold-colored top bar containing the name and a bottom bar containing the mana cost and a small icon.

Grakmaw, Skyclave Ravager

1

Legendary Creature — Hydra Horror

A small, circular icon depicting a hydra head with multiple eyes and a wide, toothy mouth.

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

0000 / 115  
PRM - EN

**Grakmaw, Skyclave Ravager** 1

**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

**Grakmaw, Skyclave Ravager** 1

**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