Dross Harvester 1BB



Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB



Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB



Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB



Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306

Dross Harvester 1BB

Creature — Horror

Protection from white
At the end of your turn, you lose 4 life.
Whenever a creature is put into a graveyard from play, you gain 2 life.

Michael Sutfin
4/4
™ & © 1993-2003 Wizards of the Coast, Inc. 63/306