Mortivore 2BB



Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383

Mortivore 2BB

Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383

Mortivore 2BB

Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383

Mortivore 2BB



Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383

Mortivore 2BB

Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383

Mortivore 2BB

Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383

Mortivore 2BB



Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383

Mortivore 2BB

Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383

Mortivore 2BB

Creature — Lhurgoyf

Mortivore's power and toughness are each equal to the number of creature cards in all graveyards.

B: Regenerate Mortivore. *(The next time this creature would be destroyed this turn, it isn't. Instead tap it, remove all damage from it, and remove it from combat.)*

Anthony S. Waters

★/★

™ & © 1993–2007 Wizards of the Coast, Inc. 161/383