## Scavenger's Talent



*(Gain the next level as a sorcery to add its ability.)*

Whenever one or more creatures you control die, create a Food token. This ability triggers only once each turn.

1 : **Level 2**

Whenever you sacrifice a permanent, target player mills two cards.

2 : **Level 3**

At the beginning of your end step, you may sacrifice three other nonland permanents. If you do, return a creature card from your graveyard to the battlefield with a finality counter on it.

**Enchantment — Class**

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