
Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast


Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast


Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast


Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast

Death Frenzy
Sorcery
All creatures get -2/-2 until end of turn. Whenever a creature dies this turn, you gain 1 life.
The crocodiles' putrid jaws swallow everything but the screams.
172/269 U
KTK • EN
Steve Prescott
™ & © 2014 Wizards of the Coast