Lockjaw Snapper 4



Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4



Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4



Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4



Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301

Lockjaw Snapper 4

Artifact Creature — Scarecrow

Wither *(This deals damage to creatures in the form of -1/-1 counters.)*

When Lockjaw Snapper is put into a graveyard from play, put a -1/-1 counter on each creature with a -1/-1 counter on it.

2/2

Daren Bader

™ & © 1993–2008 Wizards of the Coast, Inc. 255/301