Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6

Junk Winder 5UU



Creature – Serpent

Affinity for tokens
Whenever a token enters the battlefield under your control, tap target nonland permanent an opponent controls. It doesn't untap during its controller's next untap step.

Campbell White

5/6