

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast

Lockjaw, Slobbering Teleporter 1



Legendary Creature — Inhuman Dog Hero

Vigilance

At the beginning of combat on your turn, if you've cast a noncreature spell this turn, put a +1/+1 counter on Lockjaw. When you do, Lockjaw and up to one other target creature you control can't be blocked this turn.

"Woooof!"

1/1

R 0036 MSC • EN THOMAS CHAMBERLAIN-KEEN © MARVEL TM & © 2026 Wizards of the Coast