Scuttlemutt 3



Artifact Creature — Scarecrow

{T}: Add one mana of any color to your mana pool.

{T}: Target creature becomes the color or colors of your choice until end of turn.

Built to shuttle goods from the river, it took off one day carrying a cauldron of dyes.

Jeremy Jarvis

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 263/301

Scuttlemutt 3



Artifact Creature — Scarecrow

{T}: Add one mana of any color to your mana pool.

{T}: Target creature becomes the color or colors of your choice until end of turn.

Built to shuttle goods from the river, it took off one day carrying a cauldron of dyes.

Jeremy Jarvis

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 263/301

Scuttlemutt 3



Artifact Creature — Scarecrow

{T}: Add one mana of any color to your mana pool.

{T}: Target creature becomes the color or colors of your choice until end of turn.

Built to shuttle goods from the river, it took off one day carrying a cauldron of dyes.

Jeremy Jarvis

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 263/301

Scuttlemutt 3



Artifact Creature — Scarecrow

{T}: Add one mana of any color to your mana pool.

{T}: Target creature becomes the color or colors of your choice until end of turn.

Built to shuttle goods from the river, it took off one day carrying a cauldron of dyes.

Jeremy Jarvis

2/2

™ & © 1993–2008 Wizards of the Coast, Inc. 263/301