Chainbreaker {2}



Artifact Creature — Scarecrow

Chainbreaker comes into play with two -1/-1 counters on it.

{3}, {T}: Remove a -1/-1 counter from target creature.

Scarecrows deemed too malevolent to roam free are shackled to boulders or dolmen stones. Their animosity usually outlives the chains.

3/3

Jeff Miracola

™ & © 1993–2008 Wizards of the Coast, Inc. 249/301