Chainbreaker



Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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

Chainbreaker

Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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

Chainbreaker

Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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

Chainbreaker

Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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

Chainbreaker

Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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

Chainbreaker

Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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

Chainbreaker

Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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

Chainbreaker

Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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

Chainbreaker

Artifact Creature — Scarecrow

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

3, : 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.

Jeff Miracola

3/3

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