Chainer, Dementia Master



Legendary Creature — Human Minion

All Nightmares get +1/+1.

, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.

When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.

3/3

R 0144
CMM • EN
Mark Zug

™ & © 2023 Wizards of the Coast

Chainer, Dementia Master
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN
Mark Zug
™ & © 2023 Wizards of the Coast

Chainer, Dementia Master
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN
Mark Zug
™ & © 2023 Wizards of the Coast

Chainer, Dementia Master
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN
Mark Zug
™ & © 2023 Wizards of the Coast

Chainer, Dementia Master
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN
Mark Zug
™ & © 2023 Wizards of the Coast

Chainer, Dementia Master
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN
Mark Zug
™ & © 2023 Wizards of the Coast

Chainer, Dementia Master
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN
Mark Zug
™ & © 2023 Wizards of the Coast

Chainer, Dementia Master
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN
Mark Zug
™ & © 2023 Wizards of the Coast

Chainer, Dementia Master
Legendary Creature — Human Minion
All Nightmares get +1/+1.
, Pay 3 life: Put target creature card from a graveyard onto the battlefield under your control. That creature is black and is a Nightmare in addition to its other creature types.
When Chainer, Dementia Master leaves the battlefield, exile all Nightmares.
3/3
R 0144
CMM • EN
Mark Zug
™ & © 2023 Wizards of the Coast