Rattleblaze Scarecrow {6}



Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301

Rattleblaze Scarecrow {6}

Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301

Rattleblaze Scarecrow {6}

Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301

Rattleblaze Scarecrow {6}

Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301

Rattleblaze Scarecrow {6}

Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301

Rattleblaze Scarecrow {6}

Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301

Rattleblaze Scarecrow {6}

Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301

Rattleblaze Scarecrow {6}

Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301

Rattleblaze Scarecrow {6}

Artifact Creature — Scarecrow

Rattleblaze Scarecrow has persist as long as you control a black creature. *(When this creature is put into a graveyard from play, if it had no -1/-1 counters on it, return it to play under its owner's control with a -1/-1 counter on it.)*

Rattleblaze Scarecrow has haste as long as you control a red creature.

Trevor Hairsine

5/3

™ & © 1993–2008 Wizards of the Coast, Inc. 259/301