Antler Skulkin 5



Artifact Creature — Scarecrow

2: Target white creature gains persist until end of turn. *(When it's 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.)*

Every skull has a tale to tell, and a skulkin is many dire tales cobbled together.

Dave Kendall

3/3

™ & © 1993–2008 Wizards of the Coast, Inc. 167/180

Antler Skulkin 5



Artifact Creature — Scarecrow

2: Target white creature gains persist until end of turn. *(When it's 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.)*

Every skull has a tale to tell, and a skulkin is many dire tales cobbled together.

Dave Kendall

3/3

™ & © 1993–2008 Wizards of the Coast, Inc. 167/180

Antler Skulkin 5



Artifact Creature — Scarecrow

2: Target white creature gains persist until end of turn. *(When it's 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.)*

Every skull has a tale to tell, and a skulkin is many dire tales cobbled together.

Dave Kendall

3/3

™ & © 1993–2008 Wizards of the Coast, Inc. 167/180

Antler Skulkin 5



Artifact Creature — Scarecrow

2: Target white creature gains persist until end of turn. *(When it's 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.)*

Every skull has a tale to tell, and a skulkin is many dire tales cobbled together.

Dave Kendall

3/3

™ & © 1993–2008 Wizards of the Coast, Inc. 167/180