Bone Saw 0



Artifact — Equipment

Equipped creature gets +1/+0.
Equip 1

"When metal instruments are scarce, a saw constructed from the subject's femur will suffice for a craniectomy."
—Ashnod, research notes

Illus. Pete Venters
™ & © 2022 Wizards of the Coast 70

Bone Saw 0



Artifact — Equipment

Equipped creature gets +1/+0.
Equip 1

"When metal instruments are scarce, a saw constructed from the subject's femur will suffice for a craniectomy."
—Ashnod, research notes

Illus. Pete Venters
™ & © 2022 Wizards of the Coast 70

Bone Saw 0



Artifact — Equipment

Equipped creature gets +1/+0.
Equip 1

"When metal instruments are scarce, a saw constructed from the subject's femur will suffice for a craniectomy."
—Ashnod, research notes

Illus. Pete Venters
™ & © 2022 Wizards of the Coast 70

Bone Saw 0



Artifact — Equipment

Equipped creature gets +1/+0.
Equip 1

"When metal instruments are scarce, a saw constructed from the subject's femur will suffice for a craniectomy."
—Ashnod, research notes

Illus. Pete Venters
™ & © 2022 Wizards of the Coast 70