
Batterskull
5
Artifact — Equipment
Living weapon (When this Equipment enters the battlefield, create a 0/0 black Germ creature token, then attach this to it.)
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return Batterskull to its owner's hand.
Equip 5
0000 / 115℗
PRM • EN rk post


Batterskull
5
Artifact — Equipment
Living weapon (When this Equipment enters the battlefield, create a 0/0 black Germ creature token, then attach this to it.)
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return Batterskull to its owner's hand.
Equip 5
0000 / 115℗
PRM • EN rk post


Batterskull
5
Artifact — Equipment
Living weapon (When this Equipment enters the battlefield, create a 0/0 black Germ creature token, then attach this to it.)
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return Batterskull to its owner's hand.
Equip 5
0000 / 115℗
PRM • EN rk post


Batterskull
5
Artifact — Equipment
Living weapon (When this Equipment enters the battlefield, create a 0/0 black Germ creature token, then attach this to it.)
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return Batterskull to its owner's hand.
Equip 5
0000 / 115℗
PRM • EN rk post