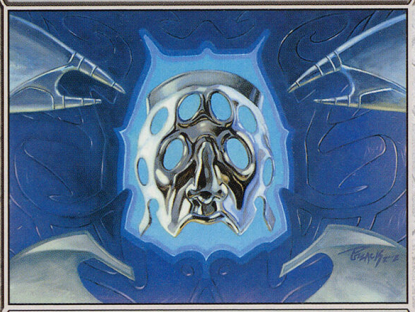
Mask of Memory 2



Artifact — Equipment

Whenever equipped creature deals combat damage to a player, you may draw two cards. If you do, discard a card from your hand.

Equip 1 (1: *Attach to target creature you control. Equip only as a sorcery. This card comes into play unattached and stays in play if the creature leaves play.)*

Alan Pollack

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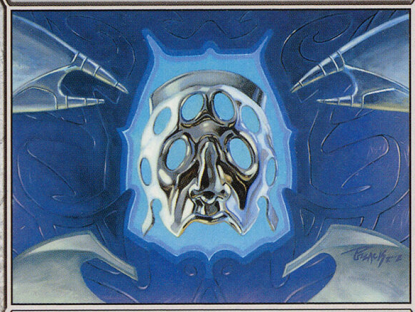
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