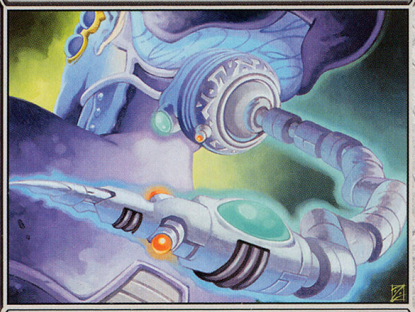
**Skullclamp** 1



**Artifact — Equipment**

Equipped creature gets +1/-1.

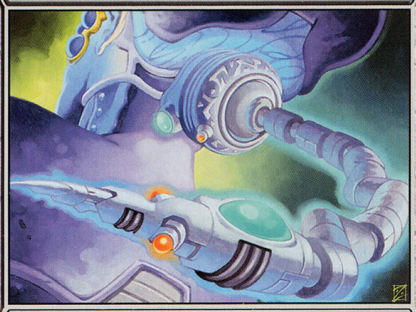
When equipped creature is put into a graveyard, draw two cards.

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.)*

Luca Zontini

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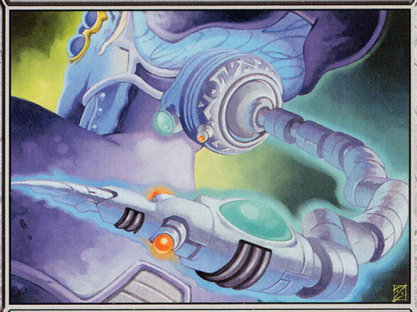
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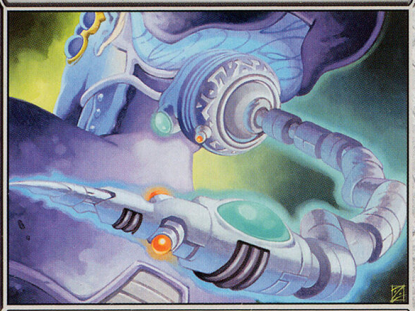
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