Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory

Batterbone 2



Artifact – Equipment

Living weapon
Equipped creature gets +1/+1 and has vigilance and lifelink.
Equip 5

Nicholas Gregory