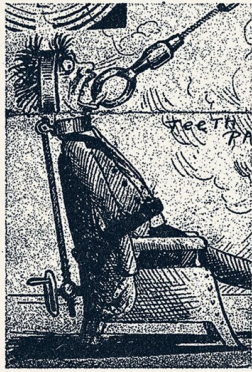


Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

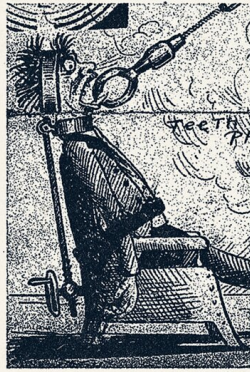
R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast

Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

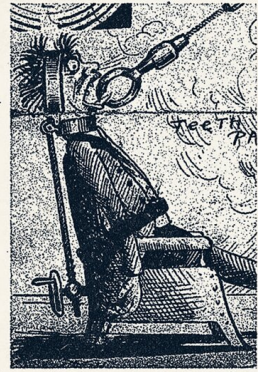
R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast

Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast

Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

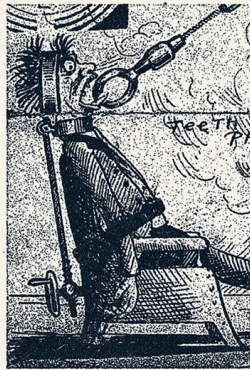
R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast

Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

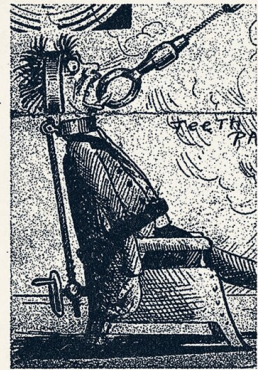
R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast

Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast

Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

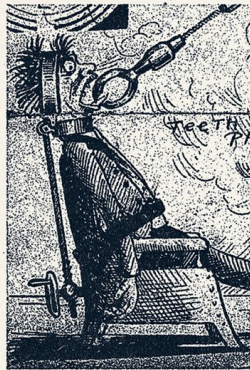
R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast

Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

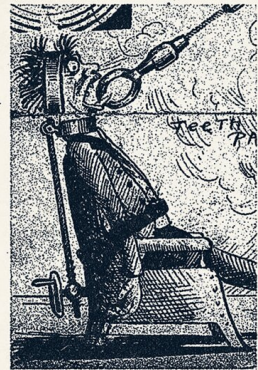
R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast

Skullclamp

1

ARTIFACT EQUIPMENT



Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards.
Equip 1

R 0113
SLZ • EN • MSCHF

™ & © 2026 Wizards of the Coast