Shuko 1



Artifact — Equipment

Equipped creature gets +1/+0.

Equip 0 (0: *Attach to target creature you control. Equip only as a sorcery.*)

"One scratch on a wall meant safe passage, two that the target had already been raided, and three warned of a trap."
—Weaponry of Kamigawa

Tim Hildebrandt

™ & © 1993–2005 Wizards of the Coast, Inc. 159/165

Shuko 1



Artifact — Equipment

Equipped creature gets +1/+0.

Equip 0 (0: *Attach to target creature you control. Equip only as a sorcery.*)

"One scratch on a wall meant safe passage, two that the target had already been raided, and three warned of a trap."
—Weaponry of Kamigawa

Tim Hildebrandt

™ & © 1993–2005 Wizards of the Coast, Inc. 159/165

Shuko 1



Artifact — Equipment

Equipped creature gets +1/+0.

Equip 0 (0: *Attach to target creature you control. Equip only as a sorcery.*)

"One scratch on a wall meant safe passage, two that the target had already been raided, and three warned of a trap."
—Weaponry of Kamigawa

Tim Hildebrandt

™ & © 1993–2005 Wizards of the Coast, Inc. 159/165

Shuko 1



Artifact — Equipment

Equipped creature gets +1/+0.

Equip 0 (0: *Attach to target creature you control. Equip only as a sorcery.*)

"One scratch on a wall meant safe passage, two that the target had already been raided, and three warned of a trap."
—Weaponry of Kamigawa

Tim Hildebrandt

™ & © 1993–2005 Wizards of the Coast, Inc. 159/165