Spare Dagger {1}



Artifact — Equipment

Equipped creature gets +1/+0 and has "Whenever this creature attacks, you may sacrifice Spare Dagger. When you do, this creature deals 1 damage to any target."

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

250/281 C
AFR • EN Khurrum

™ & © 2021 Wizards of the Coast

Spare Dagger {1}

Artifact — Equipment

Equipped creature gets +1/+0 and has "Whenever this creature attacks, you may sacrifice Spare Dagger. When you do, this creature deals 1 damage to any target."

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

250/281 C
AFR • EN Khurrum

™ & © 2021 Wizards of the Coast

Spare Dagger {1}

Artifact — Equipment

Equipped creature gets +1/+0 and has "Whenever this creature attacks, you may sacrifice Spare Dagger. When you do, this creature deals 1 damage to any target."

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

250/281 C
AFR • EN Khurrum

™ & © 2021 Wizards of the Coast

Spare Dagger {1}

Artifact — Equipment

Equipped creature gets +1/+0 and has "Whenever this creature attacks, you may sacrifice Spare Dagger. When you do, this creature deals 1 damage to any target."

Equip {1} *({1}: Attach to target creature you control. Equip only as a sorcery.)*

250/281 C
AFR • EN Khurrum

™ & © 2021 Wizards of the Coast