Hunter's Bow {1}{G}



Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast

Hunter's Bow {1}{G}

Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast

Hunter's Bow {1}{G}

Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast

Hunter's Bow {1}{G}

Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast

Hunter's Bow {1}{G}

Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast

Hunter's Bow {1}{G}

Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast

Hunter's Bow {1}{G}

Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast

Hunter's Bow {1}{G}

Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast

Hunter's Bow {1}{G}

Artifact — Equipment

When Hunter's Bow enters the battlefield, attach it to target creature you control. That creature deals damage equal to its power to up to one target creature you don't control.

Equipped creature has reach and ward 2.

Equip 1

Not all glory is won with an axe.

U 0041
ACR • EN ✍ Miklós Ligeti

© Ubisoft
™ & © 2024 Wizards of the Coast