Lashwrithe {4}



Artifact — Equipment

Living weapon *(When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)*

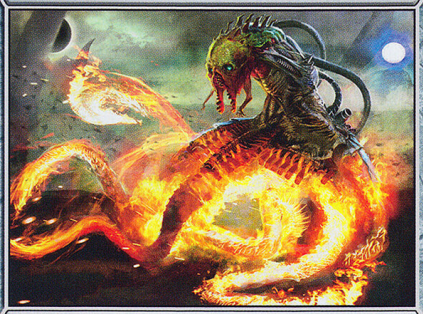
Equipped creature gets +1/+1 for each Swamp you control.

Equip {Φ}{Φ} *({Φ} can be paid with either 💀 or 2 life.)*

245/337 R
C14 • EN
Jason Felix

™ & © 2014 Wizards of the Coast

Lashwrithe {4}



Artifact — Equipment

Living weapon *(When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)*

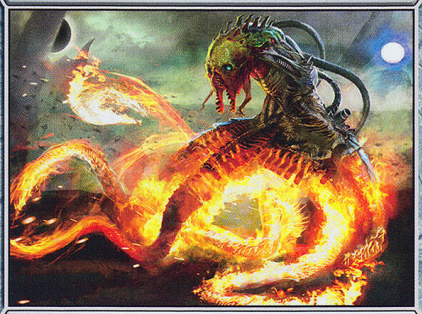
Equipped creature gets +1/+1 for each Swamp you control.

Equip {Φ}{Φ} *({Φ} can be paid with either 💀 or 2 life.)*

245/337 R
C14 • EN
Jason Felix

™ & © 2014 Wizards of the Coast

Lashwrithe {4}



Artifact — Equipment

Living weapon *(When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)*

Equipped creature gets +1/+1 for each Swamp you control.

Equip {Φ}{Φ} *({Φ} can be paid with either 💀 or 2 life.)*

245/337 R
C14 • EN
Jason Felix

™ & © 2014 Wizards of the Coast

Lashwrithe {4}



Artifact — Equipment

Living weapon *(When this Equipment enters the battlefield, put a 0/0 black Germ creature token onto the battlefield, then attach this to it.)*

Equipped creature gets +1/+1 for each Swamp you control.

Equip {Φ}{Φ} *({Φ} can be paid with either 💀 or 2 life.)*

245/337 R
C14 • EN
Jason Felix

™ & © 2014 Wizards of the Coast