Seraphic Greatsword 1



Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast

Seraphic Greatsword 1

Artifact — Equipment

Equipped creature gets +2/+2.

Whenever equipped creature attacks the player with the most life or tied for most life, create a 4/4 white Angel creature token with flying that's tapped and attacking that player.

Equip 4

624 M
CMR • EN Craig J Spearing

™ & © 2020 Wizards of the Coast