Umezawa's Jitte ②



Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller

Umezawa's Jitte ②

Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller

Umezawa's Jitte ②

Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller

Umezawa's Jitte ②

Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller

Umezawa's Jitte ②

Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller

Umezawa's Jitte ②

Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller

Umezawa's Jitte ②

Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller

Umezawa's Jitte ②

Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller

Umezawa's Jitte ②

Legendary Artifact – Equipment

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte.
Remove a charge counter from Umezawa's Jitte: Choose one —
• Equipped creature gets +2/+2 until end of turn.
• Target creature gets -1/-1 until end of turn.
• You gain 2 life.
Equip ②

Christopher Moeller