Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug

Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug

Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug

Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug

Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug

Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug

Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug

Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug

Batterskull 5



Artifact – Equipment

Living weapon
Equipped creature gets +4/+4 and has vigilance and lifelink.
3: Return this Equipment to its owner's hand.
Equip 5

Mark Zug