Demonspine Whip



Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145

Demonspine Whip

Artifact — Equipment

X: Equipped creature gets +X/+0 until end of turn.
Equip 1

Using a spine to break a slave's back appeals to the Grixis sense of irony.

Mark Hyzer

™ & © 1993–2009 Wizards of the Coast LLC 39/145