Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer



Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast

Giant's Skewer

Artifact — Equipment

Equipped creature gets +2/+1.

Whenever equipped creature deals combat damage to a creature, create a Food token. *(It's an artifact with "2, {T}, Sacrifice this artifact: You gain 3 life.")*

Equip 3 *(3: Attach to target creature you control. Equip only as a sorcery.)*

091/269 C
ELD • EN James Paick

™ & © 2019 Wizards of the Coast