Hunter's Blowgun 1



Artifact — Equipment

Equipped creature gets +1/+1.

Equipped creature has deathtouch as long as it's your turn. Otherwise, it has reach.

Equip 2 (2: *Attach to target creature you control. Equip only as a sorcery.)*

"Ow! I think a wasp just stung me, cap'n."
—Nirk Doobin, last words

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