Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast

Blade of the Bloodchief 1



Artifact — Equipment

Whenever a creature dies, put a +1/+1 counter on equipped creature. If equipped creature is a Vampire, put two +1/+1 counters on it instead.

Equip 1

R 0300
LCC • EN Jung Park

™ & © 2023 Wizards of the Coast