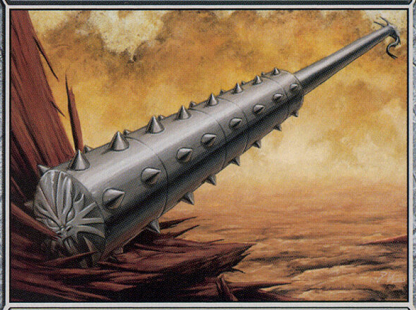
Ronin Warclub 3



Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165

Ronin Warclub 3

Artifact — Equipment

Equipped creature gets +2/+1.
Whenever a creature comes into play under your control, attach Ronin Warclub to that creature.
Equip 5 (5: *Attach to target creature you control. Equip only as a sorcery.*)

Pete Venters
™ & © 1993–2005 Wizards of the Coast, Inc. 158/165